

Welcome!



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On this information page you will find:

General notes about this rulebook.

Other Notes:

General notes about this rulebook.

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RETURNING TO THE UMPIRE MECHANICS SOFTWARE:

The umpire mechanics software is still running when you launch this rulebook. This allows you to switch between the umpire mechanics software and this rulebook. There are several ways to accomplish this on a windows machine. Most commonly the taskbar at the bottom of the screen or using the “Alt” and “Tab” key to cycle through the software programs that are running on your computer.

SOFTBALL PLAYING RULES

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Where (Fast Pitch Only) is shown, Modified Pitch rules are followed the same as fast pitch with the exception of the pitching rule. Where (Slow Pitch Only) is shown, 16" slow pitch rules are followed the same as slow pitch with the exception of the pitching rule.

The words "Junior Olympic" or the initials "JO" refer to youth softball.

New rules and/or changes are in **bold letters** in each shaded section.
Housekeeping changes are shaded, but not bold.

Read the "Points of Emphasis" at the end of the rules to clarify various selected rules.

Other Notes:

Included on this CD is a convenient copy of the 2005 Rule Changes and Comments.

We have made every effort to keep the mechanics and text within this product accurate. In the event of a conflict in language between any printed version of the Rule changes and the version on this CD, the website version controls.

You can get to the official ASA website by directing your browser to

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2005



THE NATIONAL GOVERNING BODY
OF SOFTBALL

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Official Rules of Softball

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PRESIDENT'S MESSAGE

E. T. Colvin



After a year as President of this great organization, I am amazed by the dedication and cooperation of the thousands of volunteers and the employees of ASA. This partnership is the reason ASA/USA is the greatest softball organization in the world. Being the National Governing Body of Softball is a responsibility that we take very serious. ASA is committed to providing the best organization, tournament program, umpire program and benefits to our members.

Thanks you to over three million players, coaches and sponsors that participate in ASA leagues throughout the country. It is because of your continued support that ASA remains the number one softball organization in America.

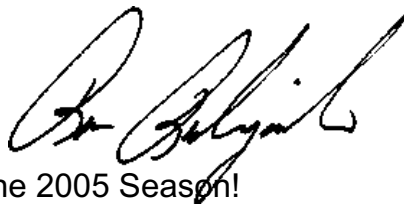
Softball, "ASA Softball," America's Game. This has never been truer than in 2004 when the USA Women's team dominance at the 2004 Olympic Games in Athens, Greece became the top story of the Olympics. Called the real 'Dream Team' and ending up on the cover of Sports Illustrated, this team brought the sport of softball to national prominence. Touring the country prior to the Olympics and having several of these game televised on ESPN, gave nationwide exposure to the sport of softball.

There has been much discussion about equipment changes over the past few years. We believe we are in the observation phase of this process. ASA has made some changes to the bat and ball standards and we must now continue the process by obtaining as much information as possible to evaluate the effect of these changes on our sport. This will always be an ongoing process to assure that the equipment that is ASA approved is the best for our game.

It is an honor to serve as the President of ASA. ASA will always be the leader in the sport of softball giving our teams and players the opportunity to play in the best organized leagues and the highest quality of competitive tournaments. We are committed to you and will always be thankful for your support and participation in the ASA program.

EXECUTIVE DIRECTOR'S MESSAGE

Ron Radigonda



Welcome to the 2005 Season!



As another eventful and exciting year is upon us, I want to take a moment to say thank you to each and every one of you for making 2004 one of softball's finest! From the success of the ASA National Championships to USA Softball's third consecutive Olympic gold medal in Athens, the things accomplished in 2004 were remarkable. The dedication from each of you to the sport of softball on a daily basis is what makes this organization the best in the world.

As always, it is an honor to work with you as we continue to strive for safety and enjoyment of America's game. Looking back, 2004 brought several highlights to the ASA family.

We saw an increase of over 30,000 members in individual registrations while our National Championship Series Finals were a continued success with 73 tournament titles awarded. The inaugural year for the Men's Major Slow Pitch Money tournament, the re-structure of the division proved success and we are looking forward to even more changes in 2005.

In Junior Olympic play, the competition continued to rise as we saw for the first time a team east of the Mississippi take home the 18-Under Gold National Championship title. A true pipeline of success, it is amazing to see how ASA fosters these athletes to grow and achieve their life long goals.

A milestone in our sports history, the USA Women's Olympic team appeared on the cover of Sports Illustrated highly noted as 'The Real Dream Team' as they captured a third Olympic gold medal in Athens, Greece. Dominating the field, the U.S. allowed just one run as they sailed to a 9-0 overall record. The fan's favorite, they demonstrated through adverse times that their strength and courage as a team truly carried them to the medal stand.

Continuing excellence, the Women's Elite National team took home the gold medal in October at the 1st World University Softball Championship in Plant City, FL. Hosted by the International Softball Federation (ISF) and International University Sports Federation (FISU), this event marked the first of its kind as the sport of softball began its journey to the World University Games.

In October, teams from the east and west hailed to Oklahoma City for the third consecutive year to participate in the Hooters Championship Series. Continuing its growth in popularity, the best of five series tournament brought fun and excitement to the nation's top slow pitch players.

In closing, I want to once again express my profound gratitude to you, the players and coaches, who are the heart and soul of this organization. We have made incredible strides over the years and together want to continue to make your ASA experience one of the best.

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O.W. (Bill) Smith (1990-91)
G. Pat Adkison (1992)
Jack Aaron (1993-94)
Wayne Myers (1995-96)
Bill Humphrey (1997-98)
G. Pat Adkison (1999-2000)
Pat Fleming (2001)
G. Pat Adkison (2001)
H. Franklin Taylor III (2002-2003)

* Deceased

2004 National Champions

Fast Pitch

Men's Major FP
 Men's Class A FP
 Men's Class B FP
 Men's Class C FP
 Women's Major FP
 Women's Class A FP
 Women's Class B FP
 Women's Class C FP
 Women's 23-U FP
 Men's 23-U FP
 Men's Masters 40-Over FP
 Men's Masters 45-Over FP
 Men's Seniors 50-Over FP
 Boys' 10-U FP
 Boys' 12-U FP
 Boys' 14-U FP
 Boys' 16-U FP
 Boys' 18-U FP
 Girls' Class A 10-U FP
 Girls' Class A 12-U FP
 Girls' Class A 14-U FP
 Girls' Class A 16-U FP
 Girls' Class A 18-U FP
 Girls' East Class B 10-U FP
 Girls' East Class B 12-U FP
 Girls' East Class B 14-U FP
 Girls' East Class B 16-U FP
 Girls' East Class B 18-U FP
 Girls' GOLD 18-U FP
 Girls' West Class B 10-U FP
 Girls' West Class B 12-U FP
 Girls' West Class B 14-U FP
 Girls' West Class B 16-U FP
 Girls' West Class B 18-U FP

Slow Pitch

Men's Major SP
 Hooters Men's East Class A SP
 Hooters Men's East Class B SP
 Hooters Men's East Class C SP
 Hooters Men's East Class D SP
 Hooters Men's West Class A SP
 Hooters Men's West Class B SP
 Hooters Men's West Class C SP
 Hooters Men's West Class D SP
 Hooters Women's East Class C SP
 Hooters Women's East Class D SP
 Hooters Women's East Open SP
 Hooters Women's West Class C SP
 Hooters Women's West Class D SP
 Hooters Women's West Open SP
 Men's Major Industrial SP
 Men's Class A Industrial SP

Team Name

The Farm Tavern
 McKie Sports
 Kreider & Flick Painting
 Energy Link
 Stratford Brakettes
 Minnesota Mudhens
 Sliders
 Berks Force
 Peoria Outlaws
 LeMay's
 Maryland Masters
 Savala Painters
 Po-Men
 Soukup Construction
 Team Pepsi
 Renegades
 Eagles
 Rushmore Cartage
 American Athletics
 Minor's Gold
 CA Raiders
 Explosion
 Orange County Batbusters
 Generation X
 Gulfport Coastliners
 No AL Rockets
 Titans
 Team USA Miken
 Southern Force
 Bonita Valley
 PQ Lightning
 Vista Blue
 Boise Blast Red
 Blue Angels

U.S. Vinyl
 Team Synergy
 The Scene/Hit & Run
 Zarrella/Alfie's/Titan Sports
 Coors Light
 Mountain Top/Worth
 Warpig Softball Club
 SC Rocks
 Team Worth/Vanguard
 Yard Dawgs
 Stingers
 Enough Said/Easton
 Chucky's Pride
 ECI
 Armed Forces
 Sikorsky
 AFS

Hometown

Madison, WI
 Oswego, NY
 East Petersburg, PA
 Bakersfield, CA
 Stratford, CT
 Minnetonka, MN
 Corona, CA
 Reading, PA
 Peoria, IL
 Lake Crystal, MN
 Waldorf, MD
 Stockton, CA
 Memphis, TN
 Sioux Falls, SD
 Sioux Falls, SD
 Sioux Falls, SD
 Mapleton, MN
 Sioux Falls, SD
 Orange County, CA
 Chino, CA
 Corona, CA
 Cypress, CA
 Santa Ana, CA
 West Mobile, AL
 Gulfport, MS
 Decatur, AL
 Alexander City, AL
 Clarks Summit, PA
 Johnston City, IL
 Bonita, CA
 San Diego, CA
 Vista, CA
 Boise, ID
 Alamogordo, NM

Houston, TX
 Kissimmee, FL
 Medford, NY
 Quincy, MA
 Morris Plains, NJ
 Marysville, WA
 Seattle, WA
 Santa Clarita, CA
 Hollister, CA
 Calhoun, GA
 Lexington, KY
 Tallahassee, FL
 San Francisco, CA
 Topeka, KS
 San Antonio, TX
 Stratford, CT
 Enterprise, AL

Men's Church SP	Global Ministries	Jacksonville, FL
Men's 16 Inch Major SP	Miller 45's	Park Ridge, IL
Men's 16 Inch Class A SP	Binge	Chicago, IL
Women's Masters 35-Over SP	Lakerettes	Conneaut, PA
Men's Masters 40-Over SP	Big Dogs/Het Corp/Shields Paving	Pittsburgh, PA
Men's Masters 45-Over SP	Courtesy Auto Body	Laguna Beach, CA
Men's Senior Class 50 AA SP	JSA/Moe's	Dover, NH
Men's Senior Class 50 AAA SP	Pop A Top Stew	Yuma, AZ
Men's Senior Class 50 Major Plus SP	Kelly's Sports	Fairfield, CA
Men's Senior Class 60 AAA SP	V 60	San Jose, CA
Men's Senior Class 60 Major Plus SP	Thomas Engineering	Manassas, VA
Men's Senior Class 65 AAA SP	Fairway Ford	Placentia, CA
Men's Senior Class 65 Major Plus SP	Emerald City Masters	Seattle, WA
Girls' 10-U SP	Heartbreakers	Muldrow, OK
Girls' 12-U SP	Sluggers	Cedarville, AR
Girls' 14-U SP	Farm Bureau	New Albany, MS
Girls' 16-U SP	Sandy Plains Chaos	Marietta, GA
Girls' 18-U SP	Roy's Sport Shop	Watertown, SD
Boys' 10, 12, 14, 16 & 18-U SP	Cancelled	

Modified Pitch

Men's (10) Modified Pitch	Warriors Softball Club	Chapel Hill, NC
Men's (9) Modified Pitch	Patsy's	Massapequa, NY

2005 National Championships

FAST PITCH

Men's Major Fast Pitch	Altamonte Springs, FL	August 4-7
Women's Major Fast Pitch	Stratford, CT	August 12-17
Men's Class A Fast Pitch	Killeen, TX	September 1-5
Women's Class A Fast Pitch	Lancaster, CA	August 11-14
Men's Class B Fast Pitch	Decatur, IL	September 1-5
Women's Class B Fast Pitch	Lancaster, CA	August 11-14
Men's Class C Fast Pitch	Stockton, CA	August 31-September 5
Women's Class C Fast Pitch	Lancaster, CA	August 11-14
Men's Masters 40-Over Fast Pitch	College Station/Bryan, TX	August 24-28
Men's Masters 45-Over Fast Pitch	Fond du Lac, WI	September 9-11
Men's Masters 50-Over Fast Pitch	Prescott, AZ	July 8-10
Men's 23-Under Fast Pitch	St. Paul / Minneapolis, MN	August 4-7
Women's 23-Under Fast Pitch	Amherst, NY	July 28-31
Boys' Fast Pitch 10/12/14/16/18-Under	St. Paul / Minneapolis, MN	August 4-7
Girls' GOLD 18-Under Fast Pitch	Salinas, CA	August 8-14
Girls' 18-Under A Fast Pitch	Columbus, GA	August 1-7
Girls' 16-Under A Fast Pitch	Sioux Falls, SD	August 1-7
Girls' 14-Under A Fast Pitch	Owensboro, KY	August 1-7
Girls' 12-Under A Fast Pitch	Aurora, CO	August 1-7
Girls' 10-Under A Fast Pitch	Johnson City, TN	August 1-7
Girls' 18-Under B Fast Pitch – East	Ridgeland, MS	August 1-7
Girls' 16-Under B Fast Pitch – East	LaGrange, MS	August 1-7
Girls' 14-Under B Fast Pitch – East	Marietta, GA	August 1-7
Girls' 12-Under B Fast Pitch – East	Gadsden, AL	August 1-7
Girls' 10-Under B Fast Pitch – East	Mobile, AL	August 1-7
Girls' 18-Under B Fast Pitch – West	Spokane, WA	August 1-7
Girls' 16-Under B Fast Pitch – West	Roseville, CA	August 1-7

Girls' 14-Under B Fast Pitch – West	College Station/Bryan, TX	August 1-7
Girls' 12-Under B Fast Pitch – West	Mt. Vernon, WA	August 1-7
Girls' 10-Under B Fast Pitch – West	San Antonio, TX	August 1-7
SLOW PITCH		
Men's Major Slow Pitch	Sanford, FL	September 15-18
Women's Open Slow Pitch – East	Gadsden, AL	September 1-5
Women's Open Slow Pitch – West	Waxahachie, TX	September 1-5
Men's Class A Slow Pitch – East	Jacksonville, FL	September 1-5
Men's Class A Slow Pitch – West	McAllen, TX	September 1-5
Men's Class B Slow Pitch – East	Montgomery, AL	September 1-5
Men's Class B Slow Pitch – West	Dallas, TX	September 1-5
Men's Class C Slow Pitch – East	Valdosta, GA	September 1-5
Men's Class C Slow Pitch – West	Hastings, NE	September 1-5
Women's Class C Slow Pitch – East	Decatur, AL	September 1-5
Women's Class C Slow Pitch – West	Lawton, OK	September 1-5
Men's Class D Slow Pitch – East	Salem, VA	September 1-5
Men's Class D Slow Pitch – West	Midland, TX	September 1-5
Women's Class D Slow Pitch – East	Auburndale, FL	September 1-5
Women's Class D Slow Pitch – West	Topeka, KS	September 1-5
Men's Major Industrial Slow Pitch	McAllen, TX	August 26-28
Women's Industrial Slow Pitch	Pending	September 2-5
Men's Class A Industrial Slow Pitch	Augusta, GA	September 2-5
Men's Church Slow Pitch	Dothan, AL	September 2-5
Women's Church Slow Pitch	Pending	September 2-5
Men's Masters 35-Over Slow Pitch	Jackson, MS	September 9-11
Women's Masters' 35-Over Slow Pitch	Sterling, VA	August 19-21
Mens' Masters 40-Over Slow Pitch	Auburn, AL	August 26-28
Mens' Masters 45-Over Slow Pitch	Albany, GA	September 9-11
Mens' Senior 50-Over Slow Pitch	Burlington, NC	September 2-5
Mens' Senior 55-Over Slow Pitch	Burlington, NC	September 2-5
Mens' Senior 60-Over Slow Pitch	Burlington, NC	September 2-5
Mens' Senior 65-Over Slow Pitch	Burlington, NC	September 2-5
Mens' Senior 70-Over Slow Pitch	Burlington, NC	September 2-5
Mens' Senior 75-Over Slow Pitch	Burlington, NC	September 2-5
Mens' Major 16-Inch Slow Pitch	Joliet, IL	September 2-5
Mens' Class A 16-Inch Slow Pitch	Aberdeen, SD	September 2-5
Coed Major Slow Pitch	Phoenix, AZ	September 16-18
Coed Class A Slow Pitch	South Bend, IN	August 25-28
Coed Class B Slow Pitch	Bismarck, North Dakota	August 25-28
Industrial Coed Slow Pitch	Palm Bay, Florida	September 23-25
Girls' 18-Under Slow Pitch	Columbus, MS	July 28-July 31
Boys' 18-Under Slow Pitch	Gadsden, AL	July 28-July 31
Girls' 16-Under Slow Pitch	Columbus, MS	July 28-July 31
Boys' 16-Under Slow Pitch	Gadsden, AL	July 28-July 31
Girls' 14-Under Slow Pitch	Tupelo, MS	July 28-July 31
Boys' 14-Under Slow Pitch	Gadsden, AL	July 28-July 31
Girls' 12-Under Slow Pitch	Columbus, MS	July 28-July 31
Boys' 12-Under Slow Pitch	Gadsden, AL	July 28-July 31
Girls' 10-Under Slow Pitch	Bowling Green, KY	July 28-July 31
Boys' 10-Under Slow Pitch	Gadsden, AL	July 28-July 31
MODIFIED PITCH		
Women's Modified Pitch	Pending	August 11-14
Men's Modified Pitch (9)	Marietta, GA	September 2-5
Men's Modified Pitch (10)	Vernon/Meadville, PA	September 2-5

2005 National Invitational Tournaments

Girls 8U Coach Pitch	Mobile, AL	June 17-19
Girl's 8U Machine Pitch	Russellville, AR	July 23-25
Girl's 8U Coach Pitch	Fort Smith, AR	July 15-17
Church Coed SP	Spokane, WA	Aug 19-21
Men's Class D Slow Pitch	Beavercreek, OH	Sept 3-4
Men's Class D Slow Pitch	Massillon, Ohio	Sept 2-5
Men's Class E Slow Pitch	Bartlett, TN	Sept 2-4

2006 ASA NATIONAL CHAMPIONSHIPS**FAST PITCH**

Men's Major Fast Pitch	South Bend, IN	August 3-6
Women's Major Fast Pitch	Amherst, NY	August 10-13
Men's Class A Fast Pitch	Decatur, IL	August 31-September 4
Women's Class A Fast Pitch	Broken Arrow, OK	August 10-13
Men's Class B Fast Pitch	Killeen, TX	August 30-September 4
Women's Class B Fast Pitch	Broken Arrow, OK	August 10-13
Men's Class C Fast Pitch	Marietta/Cobb County, GA	August 30-September 4
Women's Class C Fast Pitch	Broken Arrow, OK	August 10-13
Men's Masters 40-Over Fast Pitch	Portland, OR	August 23-27
Men's Masters 45-Over Fast Pitch	Rockford, IL	September 7-10
Men's Masters 50-Over Fast Pitch	Prescott, AZ	July 7-9
Men's 23-Under Fast Pitch	Pending	August 3-6
Women's 23-Under Fast Pitch	Sterling, VA	July 27-30
Boys' 18-Under Fast Pitch	Pending	August 3-6
Boys' 16-Under Fast Pitch	Pending	August 3-6
Boys' 14-Under Fast Pitch	Pending	August 3-6
Boys' 12-Under Fast Pitch	Pending	August 3-6
Boys' 10-Under Fast Pitch	Pending	August 3-6
Girls' GOLD 18-Under Fast Pitch	Oklahoma City, OK	August 7-13
Girls' 18-Under A Fast Pitch	Owensboro, KY	July 31-August 6
Girls' 16-Under A Fast Pitch	Seattle, WA	July 31-August 6
Girls' 14-Under A Fast Pitch	Johnson City, TN	July 31-August 6
Girls' 12-Under A Fast Pitch	Bloomington, IN	July 31-August 6
Girls' 10-Under A Fast Pitch	Moline, IL	July 31-August 6
Girls' 18-Under B Fast Pitch – East	Clinton, MS	July 31-August 6
Girls' 16-Under B Fast Pitch – East	Altamonte Springs, FL	July 31-August 6
Girls' 14-Under B Fast Pitch – East	Auburn, AL	July 31-August 6
Girls' 12-Under B Fast Pitch – East	Ridgeland, MS	July 31-August 6
Girls' 10-Under B Fast Pitch – East	Vestavia Hills, AL	July 31-August 6
Girls' 18-Under B Fast Pitch – West	San Antonio, TX	July 31-August 6
Girls' 16-Under B Fast Pitch – West	McAllen, TX	July 31-August 6
Girls' 14-Under B Fast Pitch – West	Aurora, CO	July 31-August 6
Girls' 12-Under B Fast Pitch – West	Midland, TX	July 31-August 6
Girls' 10-Under B Fast Pitch – West	St. Louis, MO	July 31-August 6

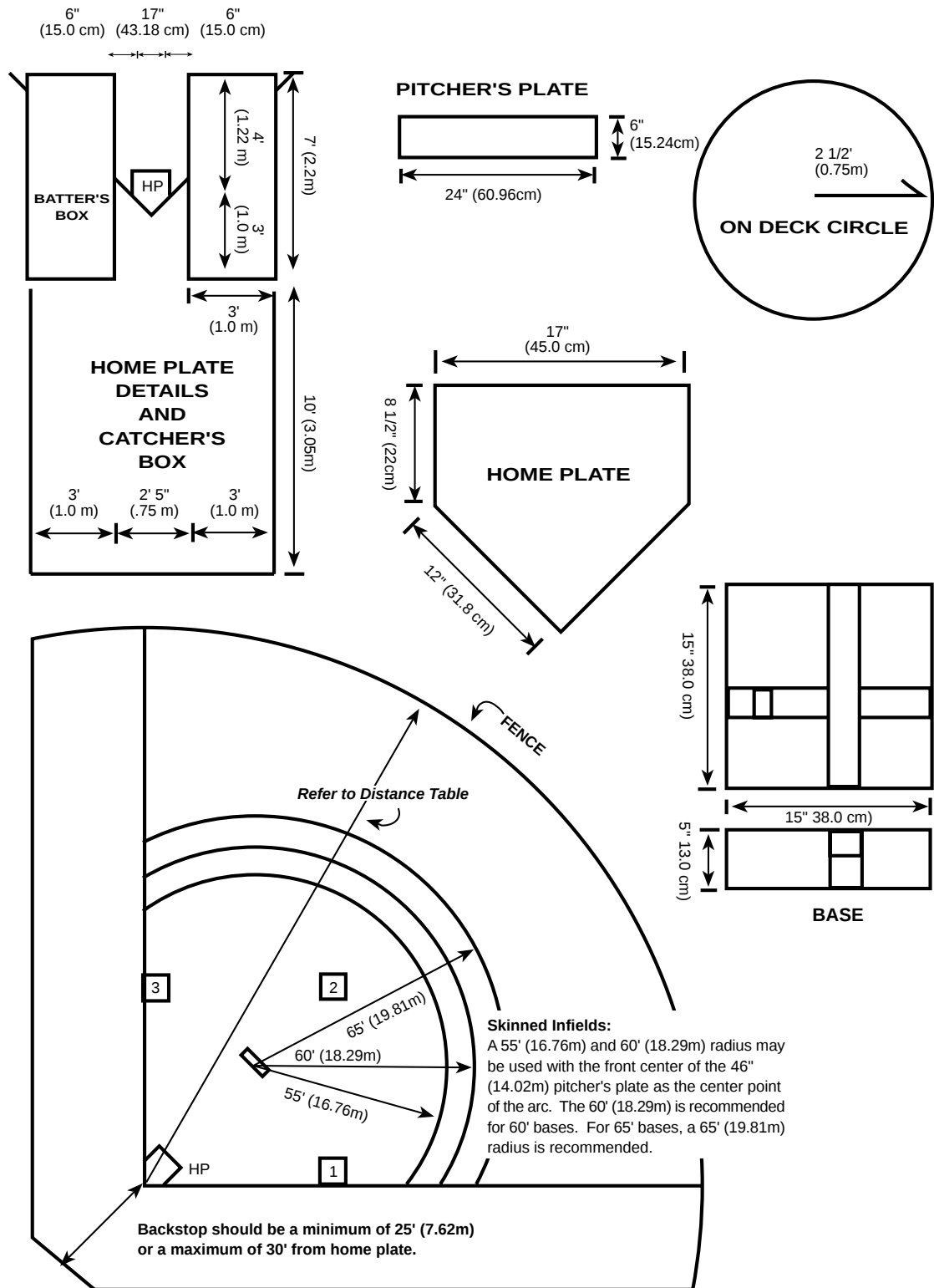
2006 ASA NATIONAL CHAMPIONSHIPS (continued)

SLOW PITCH

Men's Major Slow Pitch	Sanford, FL	September 14-17
Women's Open Slow Pitch – East	Jacksonville, FL	August 31-September 4
Women's Open Slow Pitch – West	Lancaster, CA	August 31-September 4
Men's Class A Slow Pitch – East	Jackson, MS	August 31-September 4
Men's Class A Slow Pitch – West	Lancaster, CA	August 31-September 4
Men's Class B Slow Pitch – East	Valdosta, GA	August 31-September 4
Men's Class B Slow Pitch – West	Topeka, KS	August 31-September 4
Men's Class C Slow Pitch – East	Salem, VA	August 31-September 4
Men's Class C Slow Pitch – West	Rochester, MN	August 31-September 4
Women's Class C Slow Pitch – East	Bowling Green, KY	August 31-September 4
Women's Class C Slow Pitch – West	Bismarck, ND	August 31-September 4
Men's Class D Slow Pitch – East	Montgomery, AL	August 31-September 4
Men's Class D Slow Pitch – West	Santa Clara, CA	August 31-September 4
Women's Class D Slow Pitch – East	Augusta, GA	August 31-September 4
Women's Class D Slow Pitch – West	Dallas, TX	August 31-September 4
Men's Major Industrial Slow Pitch	LaGrange, GA	August 25-27
Women's Industrial Slow Pitch	Pending	September 1-4
Men's Class A Industrial Slow Pitch	Auburndale, FL	August 25-27
Men's Church Slow Pitch	Waxahachie, TX	September 1-4
Women's Church Slow Pitch	Pending	September 1-4
Men's Masters 35-Over Slow Pitch	Bryan/College Station, TX	September 8-10
Women's Masters' 35-Over Slow Pitch	Jackson, MS	August 11-13
Men's Masters 40-Over Slow Pitch	Albany, GA	August 25-27
Men's Masters 45-Over Slow Pitch	Dothan, AL	September 8-10
Men's Senior 50-Over Slow Pitch	Burlington, NC	September 1-4
Men's Senior 55-Over Slow Pitch	Burlington, NC	September 1-4
Men's Senior 60-Over Slow Pitch	Burlington, NC	September 1-4
Men's Senior 65-Over Slow Pitch	Burlington, NC	September 1-4
Men's Senior 70-Over Slow Pitch	Burlington, NC	September 1-4
Men's Senior 75-Over Slow Pitch	Burlington, NC	September 1-4
Men's Major 16-Inch Slow Pitch	Chicago, IL	September 1-4
Men's Class A 16-Inch Slow Pitch	Cedar Rapids, IA	September 1-4
Coed Major Slow Pitch	Phoenix, AZ	September 15-17
Coed Class A Slow Pitch	Seminole County, FL	August 24-27
Coed Class B Slow Pitch	Roseville, CA	August 24-27
Industrial Coed Slow Pitch	Palm Bay, Florida	September 22-24
Girls' 18-Under Slow Pitch	Sioux Falls, SD	July 27-30
Boys' 18-Under Slow Pitch	Pending	July 28-30
Girls' 16-Under Slow Pitch	Sioux Falls, SD	July 27-30
Boys' 16-Under Slow Pitch	Pending	July 28-30
Girls' 14-Under Slow Pitch	Tupelo, MS	July 27-30
Boys' 14-Under Slow Pitch	Pending	July 28-30
Girls' 12-Under Slow Pitch	Tupelo, MS	July 27-30
Boys' 12-Under Slow Pitch	Pending	July 28-30
Girls' 10-Under Slow Pitch	Tupelo, MS	July 27-30
Boys' 10-Under Slow Pitch	Pending	July 28-30

MODIFIED PITCH

Women's Modified Pitch	Pending	August 10-13
Men's Modified Pitch (9)	Decatur, AL	September 1-4
Men's Modified Pitch (10)	Pending	September 1-4



2005 Playing Rule Changes

(Effective January 1, 2005)

Rule 1 – Infield Fly: A fair fly ball . . . which can be caught by an infielder, pitcher or catcher with ordinary effort . . .

***Comment:** Wording of previous definition was vague concerning the pitcher and catcher.*

Rule 3 – Section 1, F:

F. SURFACE. The official bat shall be smooth with a maximum surface roughness of 250 micro-inches. It shall be free of burr and visible cracks and shall not have exposed rivets, pins, rough or sharp edges or any form of exterior fastener that would present a hazard.

***Comment:** Provides a process of measuring the surface roughness of a bat submitted for approval under the ASA 2004 Performance Standard.*

Rule 3, Section 1, G:

G. BARREL END. If not constructed of wood and not made of one-piece construction with the barrel end closed, the barrel end shall have a rubber or vinyl plastic or other approved material insert or end cap at the large end of the bat. The insert or end cap shall be firmly secured and permanently affixed so that it cannot be removed by anyone other than the manufacturer without damaging or destroying the end cap.

***Comment:** Prior rule applied only to metal bats. This rule change applies to the all non-wood bats and also ensures that the end cap is securely and permanently attached to the bat.*

Rule 3, Section 1, K:

K. NEW CONSTRUCTION. The official bat shall be one-piece construction or a multi-piece permanently assembled bat. NOT APPROVED: two-piece bats, multiple piece bats, bats not sold as a single product are not approved, and bats where at least one portion of the bat is intended to be removable by a player from another portion of the bat.

***Comment:** Manufacturers are beginning to make and sell bats with interchangeable parts or components. Because these multi-piece bats are not permanently assembled, they may change the character of the game of softball. Some interchangeable components may not be ASA-approved and creates potential confusion on the field of play for players and umpires. Of the multi-piece bats that have been reviewed, certain durability and safety aspects of the bats remain in question. ASA currently intends to monitor the multi-piece bat technology as it continues to develop.*

Rule 3, Section 2, B:

- B. WARM-UP BAT.** The warm-up bat shall comply with the safety grip and safety knob requirements of the official bat (See Rule 3, Sec 1 H & I).

***Comment:** Safety grip and safety knob requirements for warm up bats are know the same.*

Rule 3, Section 5, E:

- E. HELMETS.** All Junior Olympic Fast Pitch batting helmets shall be equipped with a securely fastened NOCSAE approved face mask guard.

***Comment:** To insure the new face mask/guard is permanently attached.*

Rule 5, Section 8A(1):

- 1. HOME RUN RULE .** Change from 15 home runs to 12.

***Comment:** In Men's Major SP Championships, no team ever reached the 12 home run limit. With the adjusting of the bats and balls, is needed to be competitive.*

Rule 5, Section 10:

TIME LIMIT RULE. When the time limit is in effect, the time limit begins with the first pitch.

***Comment:** Now that time limits have been authorized for all region/ area play (ASA Code 510 O), there should be a definitive start time.*

Rule 5, Section 11, C:

- C. NEW MEN'S SENIOR SLOW PITCH ONLY.** Use the international tie breaker rule after completion of seven (7) innings.

***Comment:** To conform with other senior organizations.*

Rule 6, Section 7 Delete "No pick off can be made."

***Comment:** 16" Slow Pitch teams at the National Championship requested this change.*

Rule 8, Section 3, I:

- I. Add to exception:** Women's Open and Coed Major.

***Comment:** To allow the Women's Open and Coed Major division to not run the bases on home runs.*

Rule 8, Section 4, G:

- G. Men's Slow Pitch and Women's Open Slow Pitch Only.** Deletes #1 and #2 and replace with The ball remains alive until the pitcher has possession of the ball in the infield and all immediate play has apparently completed. Runners not advancing return to the last base legally touched.

Comment: *Eliminate some confusion of when the runners can leave and return to the base. Also, eliminates any judgment as to what the vicinity of the pitching plate is. Should be treated the same as when a base hit is returned to the pitcher in the infield. If no runners are attempting to advance the umpire can call time to stop play. Adding stealing to the upper division of Women's Slow Pitch will increase participation. It will be a perfect transition between fast pitch and slow pitch.*

Rule 8, Section 5, B (11 a,b,c,d,e):

- 11.** An obstructed runner may not be called out between the two bases where obstructed unless properly appealed for:
- when an obstructed runner, after the obstruction, safely obtains the base they would have been awarded, in the umpire's judgment, had there been no obstruction and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the bases where they were obstructed and may be put out,
 - when properly appealed for missing a base,
 - when properly appealed for leaving a base before a fly ball was first touched
 - when committing an act of interference, or
 - when passing another runner.

Comment: *This change maintains an offense/defense balance that eliminates confusion on an obstruction play between bases.*

Rule 8, Section 5, C:

- C. Fast Pitch, Slow Pitch with Stealing (Men's Slow Pitch and Women's Open Slow Pitch.)** When a pitched ball that remains live becomes blocked or goes into dead ball territory.

EFFECT: The ball is dead and all runners are awarded one base only. The batter is awarded first base only on the fourth ball.

Comment: *Makes all games consistent and better understanding by players and umpires.*



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RULE 1 - DEFINITIONS

SOFTBALL PLAYING RULES

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Where (Fast Pitch Only) is shown, Modified Pitch rules are followed the same as fast pitch with the exception of the pitching rule. Where (Slow Pitch Only) is shown, 16" slow pitch rules are followed the same as slow pitch with the exception of the pitching rule.

The words "Junior Olympic" or the initials "JO" refer to youth softball.

New rules and/or changes are in **bold letters** in each shaded section. Housekeeping changes are shaded, but not bold.

Read the "Points of Emphasis" at the end of the rules to clarify various selected rules.

RULE 1 - DEFINITIONS

RULE 1 - DEFINITIONS

ALTERED BAT. A bat is considered altered when the physical structure of a legal softball bat has been changed. A "flare" or "cone" grip attached to the bat handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip or painting a bat other than at the top or bottom for identification purposes are examples of altering a bat. Replacing the grip with another legal grip is not considered altering the bat. Laser marking for "ID" purposes is not considered altered. Engraved "ID" marking on the knob end only of a metal bat is not considered altered. Engraved "ID" marking on the barrel end of a metal bat is considered an altered bat.

APPEAL PLAY. An appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal may not be made after any one of the following has occurred:

- A. a legal or illegal pitch,
- B. the pitcher and all infielders have left fair territory,
- C. the umpires have left the field of play.

BALL COMPRESSION. The load force, in pounds, required to compress a softball 0.250 inches when measured in accordance with the ASTM test method for measuring compression-displacement of softballs.

BALL COR. The coefficient of restitution of a softball when measured in accordance with the ASTM test method for measuring coefficient of restitution of softballs.

RULE 1 - THE DEFINITIONS

BASE ON BALLS. A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when four pitches are judged to be out of the strike zone.

BASE LINE. A base line is an imaginary direct line between the bases.

BASE PATH. A base path is a direct line between a base and the runner's position at the time a defensive player is attempting (or about to attempt) to tag a runner.

BATTED BALL. A batted ball is any ball that hits the bat or is hit by the bat and lands either in fair or foul territory. No intent to hit the ball is necessary.

BATTER'S BOX. The batter's box is the area in which the batter is positioned while at bat. The lines are considered as being within the batter's box.

BATTER-RUNNER. A batter-runner is a player who has finished a turn at bat but has not yet been put out or touched first base.

BATTING ORDER. The batting order is the official listing of offensive players by first and last name, in the order in which members of that team must come to bat. Uniform number and defensive position must be listed on the lineup sheet.

BLOCKED BALL. A blocked ball is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches any object that is not part of the official equipment or official playing area. A thrown ball touching a base coach accidentally (in or out of the coach's box) during a play, is not a blocked ball.

BLOOD RULE. Refers to a player, coach or umpire who is bleeding or who has blood on their uniform and treatment is required.

BUNT. A bunt is a ball that is intentionally tapped with the bat, slowly, within the infield. A bunt should never be considered an infield fly.

CATCH. A catch is a legally caught ball, which occurs when the fielder catches a batted, pitched or thrown ball with the hand(s) or glove.

- A. In establishing a valid catch, the fielder shall hold the ball long enough to prove complete control of it and/or that the release of the ball is voluntary and intentional. If a player drops the ball after reaching into the glove to remove it or while in the act of throwing, it is a valid catch.
- B. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove.

RULE 1 - THE DEFINITIONS

- C. The fielder's feet must be within the field of play, touching the "out of play" line or in the air after leaving live ball territory in order to have a valid catch. A player who is "out of play" and returns must have both feet touching the playable area or one foot touching and the other in the air, before the catch is legal.
- D. It is not a catch, if a fielder (while gaining control), collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.
- E. A ball which strikes anything other than a defensive player while it is in flight is ruled the same as if it struck the ground.
- F. An illegally caught ball occurs when a fielder catches a batted or thrown ball with anything other than the hand(s) or glove in its proper place. Should the catcher catch any fly ball with the mask, the batter is not out.

CATCH AND CARRY. A legal catch that a defensive player carries into dead ball territory. See Rule 8, Section 5J if judged unintentional or 5K if judged intentional.

CATCHER'S BOX. The area defined by lines, which are considered within the catcher's box. The catcher's body and equipment are considered within the box unless touching the ground outside the box. The catcher must remain in the box until:

- A. (Fast Pitch Only) The pitch is released.
- B. (Slow Pitch Only) The pitched ball is:
 - 1. Batted.
 - 2. Touches the ground, plate, or batter.
 - 3. Reaches the catcher's box.

CHAMPIONSHIP PLAY. As used in the ASA Softball Playing Rules, the term "Championship Play" shall have the same meaning as is assigned to such term by Article **106/506** of the ASA Code.

CHARGED CONFERENCE. A charged conference takes place when:

- A. Offensive Conference. The offensive team requests a suspension of play to allow the manager or other team representative to confer with the batter, another team representative, and/or runner(s).
- B. Defensive Conference. The defensive team requests a suspension of play, and
 - 1. A representative enters the playing field and talks with any defensive player, or
 - 2. A defensive player approaches the dugout and receives instructions. (See Rule 5, Sec 7B)

COACH. A coach is a person who is responsible for the team's actions on the field and he represents the team in communications with the umpire and opposing team.

RULE 1 - THE DEFINITIONS

CHOPPED BALL. (Slow Pitch Only) A chopped hit ball occurs when the batter strikes downward with a chopping motion of the bat.

COURTESY RUNNER. (Senior Slow Pitch, Master's and Senior Fast Pitch and J.O. Girls and Boys Fast Pitch Only) A courtesy runner is any player who runs for a runner without a charged substitution.

CROW HOP. (Fast Pitch Only) A crow hop is defined as the act of a pitcher who steps, hops or drags off the front of the pitcher's plate, replants the pivot foot, establishing a second impetus (or starting point), pushes off from the newly established starting point and completes the delivery.

DEAD BALL. The term used for a ball that:

- A. touches any object or player out-of-play. A dead ball line is considered in play.
- B. is lodged in umpire's gear or in the offensive player's clothing.
- C. the umpire has ruled dead. A dead ball line is considered in play.

DEFENSIVE TEAM. The defensive team is the team in the field.

DISLODGED BASE. A dislodged base is a base displaced from its proper position.

DISQUALIFIED PLAYER. A player removed from the game for a rule violation. A team may continue to play shorthanded (Rule 4-1-D) if no substitutes are available. Any disqualified player discovered participating in the game will constitute a forfeit.

DOUBLE PLAY. A double play is a play by the defense in which two offensive players are legally put out as a result of continuous action.

DUGOUT. (Team Area) An out-of-play area designated for players, coaches, batboys and official representatives of the team only. There shall be no smoking in this area. Refer to Rule 5.2.

EJECTED PLAYER. A player or coach removed from the game by the umpire, usually for an unsportsmanlike act or conduct. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. A team may NOT continue to play shorthanded (Rule 4-1-D [2]). If no substitutes are available the game is a forfeit. Any ejected player or coach discovered participating in the game would constitute a forfeit.

FAIR BALL. A batted ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on

RULE 1 - THE DEFINITIONS

fair or foul territory at the time the fielder touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball. Detached equipment discarded by the offense or defense over fair territory becomes part of the ground and has no effect in determining fair/foul status when a batted ball initiates contact with the equipment (as long as it was not an intentional act by the player when contacting the ball).

A fair ball is a legally batted ball that:

- A. Settles or is touched on or over fair territory between home and first base or between home and third base.
- B. Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- C. While on or over fair territory, touches the person or clothing of a player or an umpire.
- D. While over fair territory, a runner interferes with a defensive player attempting to field a batted ball.
- E. Touches first, second or third base.
- F. First falls or is first touched on or over fair territory beyond first, second or third base.
- G. While over fair territory, passes out of the playing field beyond the outfield fence.
- H. Hits the foul pole.

FAIR TERRITORY. Fair territory is that part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards.

FAKE TAG. A form of obstruction by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is attempted would constitute obstruction.

FIELDER. A fielder is any player of the team in the field.

FLY BALL. A fly ball is any ball batted into the air.

FORCE OUT. A force out is an out which may be made only when a runner loses the right to the base that the runner is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding runner has been put out. If the forced runner, after touching the next base, retreats for any reason towards the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced.

RULE 1 - THE DEFINITIONS

FOUL BALL. A foul ball is a batted ball that:

- A. Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base.
- B. Bounds or rolls past first or third base on or over foul territory.
- C. While over foul territory, touches the person, attached or detached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
- D. While over foul territory, a runner interferes with a defensive player attempting to field a batted ball.
- E. First hits the ground or is first touched (not caught) over foul territory beyond first or third base.
- F. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
- G. Goes directly from the bat, not higher than the batter's head, to any part of the catcher's body or equipment and is caught by another fielder.
- H. Hits the pitching plate and rolls untouched to foul territory before reaching first or third base.

FOUL TIP. A batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) or glove and is legally caught by the catcher.

HOME TEAM. The home team shall be designated by mutual agreement or by a flip of a coin.

ILLEGAL BAT. An illegal bat is one that does not meet the requirements of Rule 3, Section 1. (For Illegal Warm-Up Bat, see Rule 3, Section 2)

ILLEGALLY BATTED BALL. An illegally batted ball occurs when the batter hits the ball fair or foul and:

- A. When, at the time the bat makes contact with the ball, the entire foot is completely outside the lines of the batter's box and on the ground.
- B. When, at the time the bat makes contact with the ball, any part of the foot is touching home plate.
- C. An illegal, altered **or non-approved** bat is used.
- D. When, at the time the bat makes contact with the ball, the batter's entire foot has contacted the ground out of the batter's box and returned to hit the ball while inside the box.

ILLEGAL PLAYER. A player who takes a position in the lineup, either on offense or defense, who does not have a legal right to the position.

IN FLIGHT. In flight is the term used for any batted, thrown or pitched ball which has not yet touched the ground or some object or person other than a fielder.

RULE 1 - THE DEFINITIONS

IN JEOPARDY. In jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

INELIGIBLE PLAYER. A player who does not meet the requirements of ASA Code. The determination of eligibility is not the responsibility of the umpire. The use of an ineligible player will constitute a forfeit if properly protested.

INFIELD. The infield is that portion of the field in fair territory that includes areas normally covered by infielders.

INFIELDER. An infielder is a fielder who defends the area of the field around first, second, third or shortstop areas. (This assists in determining the positioning for the coed slow pitch game).

INFIELD FLY. A fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder, **pitcher or catcher** with ordinary effort when first and second bases or first, second and third bases are occupied before two are out. Any defensive player who takes a position in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare: "Infield Fly." The ball is live and runners may advance at the risk of the ball being caught. The runners can tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball. If a declared infield fly becomes a foul ball, it is treated the same as any foul.

INNING. An inning is that portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.

INTERFERENCE. Interference is the act of an offensive player or team member, umpire or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary.

JUNIOR OLYMPIC PLAYER. Any player eligible to participate in the Junior Olympic program. If Junior Olympic players play on an adult team, it is considered playing in an adult league and adult rules will be in effect. (Code Article 501G[1-6])

LEAPING. (Fast Pitch Only) An act by the pitcher when both feet become airborne on the initial move and push from the pitcher's plate.

LEGAL TAG.

- A. Runner. A legal tag occurs when a runner or batter-runner who is not touching a base is tagged by the ball while it is securely held in a fielder's

RULE 1 - THE DEFINITIONS

hand(s) or glove. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after tagging the runner, unless the runner deliberately knocks the ball from the hand(s) or glove of the fielder.

- B. Base. Once the defensive player has control of the ball in the hand(s) or glove, the base may be touched with any part of the body to be a legal touch. (e.g. The defensive player could touch the base with a foot, with a hand, sit on the base, etc.) This would apply in force out or appeal situations.

LINE DRIVE. A line drive is a fly ball that is batted sharply and directly into the playing field. A line drive will never be considered an infield fly.

NON-APPROVED BAT. A bat that does not meet the ASA specifications and is on the current non-approved bat list. Refer to www.softball.org approved equipment.

OBSTRUCTION. Obstruction is the act of:

- A. A defensive player or team member who hinders or prevents a batter from striking at or hitting a pitched ball.
- B. A fielder, who is not:
 - 1. in possession of the ball.
 - 2. in the act of fielding a batted ball.

NOTE: Contact is not necessary to impede the progress of the runner.

OFFENSIVE TEAM. The offensive team is the team at bat.

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

OUTFIELD. The outfield is that portion of the field in fair territory which is normally covered by outfielders.

OUTFIELDER. An outfielder is a fielder who defends the area of the field that the left, left-center, right-center, and right fielders normally play. (This assists in determining positions for co-ed slow pitch play.)

OVER SLIDE. An over slide is the act of an offensive player when, as a runner, over slides a base the player is attempting to reach. It is usually caused when the player's momentum causes the player to lose contact with the base that then causes the player to be in jeopardy. The batter-runner may over slide first base without being in jeopardy.

RULE 1 - THE DEFINITIONS

OVERTHROW. An overthrow occurs when a thrown ball from a fielder goes

- A. beyond the boundary lines of the playing field (dead ball territory),
- B. or becomes a blocked ball.

PASSED BALL. (Fast Pitch Only) A passed ball is a legally delivered pitch that should have been held or controlled by the catcher with ordinary effort.

PIVOT FOOT. (Fast Pitch Only) The pivot foot is that foot which must remain in contact with the pitcher's plate prior to pushing off. (Slow Pitch Only) The pivot foot is the foot that the pitcher must keep in constant contact with the pitcher's plate until the ball is released.

PLAY BALL. Play ball is the term used by the plate umpire to indicate that play shall start and shall not be declared until all defensive players are in fair territory except the catcher, who must be in the catcher's box, and all runners are properly on base.

PROTESTS. There are three types of protests (Refer to Rule 9):

- A. Misinterpretation of a playing rule.
- B. Illegal player. (Rule 4, Sec 7)
- C. Ineligible player.

QUICK PITCH. A quick pitch is a pitch made by the pitcher with the obvious attempt to catch the batter off balance. This would be before the batter takes a desired position in the batter's box or while the batter is still off balance as a result of the previous pitch.

RUNNER. A runner is an offensive player who has reached first base and has not yet been put out.

SACRIFICE FLY. A sacrifice fly is scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is:

- A. Caught.
- B. Dropped by any fielder and, in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught.

STARTING PLAYER. A starting player is a player listed on the lineup sheet that is inspected and approved by the plate umpire.

STEALING. Stealing is the act of a runner attempting to advance during a pitch to the batter:

- A. (Slow Pitch with stealing) Runners can advance once the pitched ball reaches the front edge of home plate.
- B. (Fast Pitch Only) Runners can advance once the pitched ball leaves the pitcher's hand.

RULE 1 - THE DEFINITIONS

STRIKE ZONE. When a batter assumes a natural batting stance adjacent to home plate, the strike zone is that space over any part of home plate between the batter's:

- A. (Fast Pitch Only) Arm pits and the top of the knees.
- B. (Slow Pitch Only) Back shoulder and the front knee.

SUBSTITUTE. Any member of a team's roster who is not listed as a starting player, or a starting player who re-enters the game. If a substitute enters the game without reporting, and after a pitch has been thrown (legal or illegal), the player will be disqualified when discovered. If a substitute is illegal for any reason, the player will be subject to the penalty for that violation.

TRAPPED BALL. A trapped ball is:

- A. A batted fly ball or line drive which hits the ground or a fence prior to being caught.
- B. A thrown ball to any base for a force out which is caught with the glove over the ball on the ground rather than under the ball.
- C. (Fast Pitch Only) A pitched ball which touches the ground on a strike prior to the catcher catching it.

TIME. Time is the term used by the umpire to order the suspension of play.

TRIPLE PLAY. A triple play is a play by the defense in which three offensive players are legally put out as a result of continuous action.

TURN AT BAT. A turn at bat begins when a player first enters the batter's box and continues until the player is substituted for, put out, or becomes a batter-runner while at bat.

WILD PITCH. (Fast Pitch Only) A wild pitch is a legally delivered ball that the catcher cannot catch or stop and control with ordinary effort.

RULE 2 - THE PLAYING FIELD

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

OFFICIAL DISTANCE TABLE

Adult	Division	Bases	Pitching	Min. Fence	Max. Fence
Fast Pitch	Women	60' (18.29 m)	43' (13.11 m)	200' (60.96 m)	250' (76.20 m)
	Men	60' (18.29 m)	46' (14.02 m)	225' (68.58 m)	250' (76.20 m)
	Jr Women	60' (18.29 m)	43' (13.11 m)	200' (60.96 m)	250' (76.20 m)
	Jr. Men	60' (18.29 m)	46' (14.02 m)	225' (68.58 m)	250' (76.20 m)
Mod. Pitch	Women	60' (18.29 m)	40' (12.19 m)	200' (60.96 m)	300' (91.44 m)
	Men	60' (18.29 m)	46' (14.02 m)	265' (80.80 m)	
Slow Pitch	Women	65' (19.81 m)	50' (15.24 m)	265' (80.80 m)	275' (83.82 m)
	Men	65' (19.81 m)	50' (15.24 m)	300' (91.44 m)	315' (96.01 m)
	Co-ed	65' (19.81 m)	50' (15.24 m)	275' (83.82 m)	300' (91.44 m)
	Major	80' (24.38 m)	53' (16.15 m)	300' (91.44 m)	325' (94.06 m)
Major church or industrial is 65' bases					
16-In. Pitch	Women	55' (16.76 m)	38' (11.58 m)	200' (60.96 m)	
	Men	60' (18.29 m)	38' (11.58 m)	250' (76.20 m)	
Youth	Division	Bases	Pitching	Min. Fence	Max. Fence
Fast Pitch	G10-U	60' (18.29 m)	35' (10.67 m)	150' (45.72 m)	175' (53.34 m)
	G12-U	60' (18.29 m)	40' (12.19 m)	175' (53.34 m)	200' (60.96 m)
	G14-U	60' (18.29 m)	40' (12.19 m)	175' (53.34 m)	200' (60.96 m)
	G16-U	60' (18.29 m)	40' (12.19 m)	200' (60.96 m)	225' (68.58 m)
	G18-U	60' (18.29 m)	40' (12.19 m)	200' (60.96 m)	225' (68.58 m)
	B10-U	60' (18.29 m)	35' (10.67 m)	150' (45.72 m)	175' (53.34 m)
	B12-U	60' (18.29 m)	40' (12.19 m)	175' (53.34 m)	200' (60.96 m)
	B14-U	60' (18.29 m)	46' (14.02 m)	175' (53.34 m)	200' (60.96 m)
	B16-U	60' (18.29 m)	46' (14.02 m)	200' (60.96 m)	225' (68.58 m)
	B18-U	60' (18.29 m)	46' (14.02 m)	225' (68.58 m)	250' (76.20 m)
Slow Pitch	G10-U	60' (18.29 m)	40' (12.19 m)	175' (53.34 m)	200' (60.96 m)
	G12-U	60' (18.29 m)	46' (14.02 m)	175' (53.34 m)	200' (60.96 m)
	G14-U	65' (19.81 m)	50' (15.24 m)	225' (68.58 m)	250' (76.20 m)
	G16-U	65' (19.81 m)	50' (15.24 m)	225' (68.58 m)	250' (76.20 m)
	G18-U	65' (19.81 m)	50' (15.24 m)	225' (68.58 m)	250' (76.20 m)
	B10-U	60' (18.29 m)	40' (12.19 m)	200' (60.96 m)	225' (68.58 m)
	B12-U	60' (18.29 m)	46' (14.02 m)	225' (68.58 m)	250' (76.20 m)
	B14-U	65' (19.81 m)	50' (15.24 m)	275' (83.82 m)	300' (91.44 m)
	B16-U	65' (19.81 m)	50' (15.24 m)	275' (83.82 m)	300' (91.44 m)
	B18-U	65' (19.81 m)	50' (15.24 m)	275' (83.82 m)	300' (91.44 m)

RULE 2 - THE PLAYING FIELD

If the base distances or the pitching distance is found to be at the wrong dimensions during the course of the game, correct the error, with no penalty, and continue playing the game. Every effort should be made by the umpire to obtain the correct dimensions.

Section 2. Ground or special rules establishing the limits of the playing field may be agreed upon by leagues or opposing teams. Any obstruction on fair ground less than the prescribed fence distances from home plate should be clearly marked for the umpire's information. If using a baseball field, the mound should be removed and the backstop distance must meet those prescribed (minimum of 25 feet [7.62m] or a maximum of 30 feet [9.14m] from home plate).

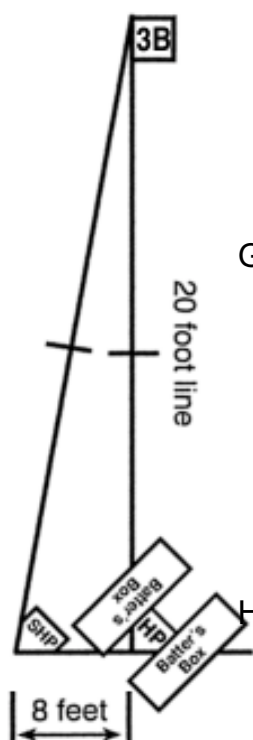
Section 3. For the layout of the diamond, refer to drawing showing official dimensions for a softball diamond. This section serves as an example for laying out a diamond with 60-foot bases and a 46-foot pitching distance. To determine the position of home plate, draw a line in the direction desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots, or otherwise mark the cord, at 46 feet (14.02m), 60 feet (18.29m), 84 feet 10 1/4 inches (25.86m), and at 120 feet (36.58m). Place the cord (without stretching) along the direction line and place a stake at the 46-foot (14.02m) marker. This will be the front line at the middle of the pitcher's plate. Along the same line, drive a stake at the 84-foot 10 1/4-inch (25.68m) marker. This will be the center of second base. Place the 120-foot (36.58m) marker at the center of second base and, taking hold of the cord at the 60-foot (18.29m) marker, walk to the right of the direction line until the cord is taut and drive a stake at the 60-foot (18.29m) marker. This will be the outside corner of first base and the cord will now form the lines to first and second bases. Again, holding the cord at the 60-foot (18.29m) marker, walk across the field and, in like manner, mark the outside corner of third base. Home plate, first base, and third base are wholly inside the diamond. To check the diamond, place the home plate end of the cord at the first base stake and the 120-foot (36.58m) marker at third base. The 60-foot (18.29m) marker should now check at home plate and the middle of second base.

In the layout of a 65-foot base path diamond, follow the same procedure with the following substitute dimensions: 65 foot (19.81m), 130 foot (39.62m), and 91 feet 11 inches (28.07m). Check all distances with a steel tape whenever possible.

- A. The three-foot (0.91m) line is drawn parallel to and three feet (0.91m) from the baseline, starting at a point halfway between home plate and first base.
- B. The batter's on-deck circle is a five-foot (1.52m) circle (2 1/2-foot [0.76m] radius) placed adjacent to the end of the player's bench or dugout area closest to home plate.

RULE 2 - THE PLAYING FIELD

- C. The batter's box, one on each side of home plate shall measure three feet (0.91m) by seven feet (2.13m). The inside lines of the batter's box shall be six inches (15.24cm) from home plate. The front line of the box shall be four feet (1.22m) in front of a line drawn through the center of home plate. The lines are considered as being within the batter's box.
- D. The catcher's box shall be 10 feet (3.05m) in length from the rear outside corners of the batters' boxes and shall be eight feet, five inches, (2.57m) wide.
- E. Each coach's box is behind a line 15 feet (4.57m) long drawn outside the diamond. The line is parallel to and eight feet (2.44m) from the first and third base line, extended from the bases toward home plate.
- F. The pitcher's plate shall be of rubber or wood, 24 inches (60.96cm) long and six inches (15.24cm) wide. The top of the plate shall be level with the ground. The front of the pitcher's plate shall be the prescribed pitching distances from the back point of home plate. It shall be permanently attached to the ground at distances indicated in Rule 2, Section 1. (Fast Pitch Only) There shall be a 16-foot (4.88m) circle, eight feet (2.44m) in radius, drawn from the center of the pitcher's plate. The lines drawn around the pitcher's plate are considered inside the circle.
- G. Home plate shall be made of rubber or other suitable material. It shall be a five-sided figure, 17 inches (43.18cm) wide across the edge facing the pitcher's plate. The sides shall be parallel to the inside lines of the batter's box and shall be 8 1/2 inches (21.59cm) long. The sides of the point facing the catcher shall be 12 inches (30.48cm) long. (Senior Slow Pitch Only) The second home plate shall be placed eight feet from the back tip of home plate on an extended line from first base. A line shall be drawn from third base to the second home plate.



- H. The bases, other than home plate, shall be 15 inches (38.10cm) square, shall be made of canvas or other suitable material and not more than five inches (12.70cm) in thickness. The bases should be properly fastened in position.
 1. The double base is approved for use at first base. This base is 15 by 30 inches and made of canvas or other suitable material. Half the base is white (over fair territory) and half is orange or green (over foul territory). It should not be more than five inches (12.70cm) in thickness. (See Rule 8, Sec 2M for usage)
 2. **EFFECTIVE 2005: The double base shall be used at first base in all divisions of play.**

Section 1. THE OFFICIAL BAT.

A. **CERTIFIED/APPROVED.** The official bat for ASA Championship Play must meet all of the requirements of Rule 3, Section 1, and:

- (1) must bear either the ASA 2000 certification mark or the ASA 2004 certification mark as shown below, and must not be listed on an ASA Banned Bat List unless it also bears the ASA approved re-certification mark as shown below; or



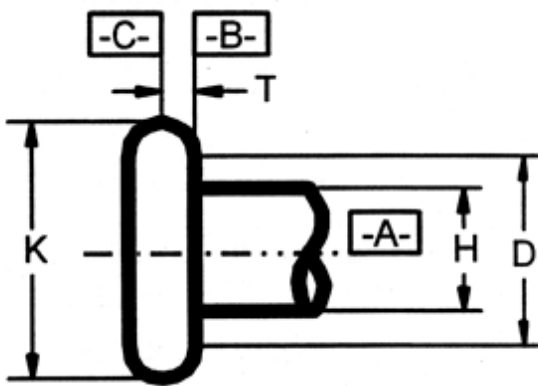
- (2) must be included on a list of approved bat models published by ASA; or
- (3) must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and, if tested, would comply with the ASA bat performance standards then in effect.

- B. **MARKING.** The official bat shall be marked OFFICIAL SOFTBALL by the manufacturer.
- C. **LENGTH AND WEIGHT.** The official bat shall not be more than 34.0 inches (86.360cm) long, nor exceed 38.0 ounces (1077.30g) in weight.
- D. **DIAMETER.** The official bat shall not be more than 2.250 inches (5.7150cm) in diameter at its largest part, which includes any tolerance for expansion of the bat.
- E. **SHAPE.** The official bat shall be round within 0.050 inches in diameter, and the bat handle must be round or oblong and may be angular.
- F. **SURFACE.** The official bat shall be smooth with a maximum surface roughness of **250 microinches**. It shall be free of burrs and visible cracks, and shall not have exposed rivets, pins, rough or sharp edges or any form of exterior fastener that would present a hazard.
- G. **BARREL END.** If **not** constructed of **wood**, and not made of one-piece construction with the barrel end closed, the barrel end shall have a rubber or vinyl plastic or other approved material insert, **or end cap** at the large end of the bat. **The insert or end cap shall be firmly secured and permanently affixed so that it can not be removed by anyone other than the manufacturer without damaging or destroying the end cap.**

RULE 3 - EQUIPMENT

- H. **SAFETY GRIP.** The official bat shall have a safety grip of cork, tape (no smooth plastic tape) or composition material. The Safety Grip shall not be less than 10.0 inches (25.40cm) long, and shall not extend more than 15.0 inches (38.10cm) from the small/knob end of the bat. The Safety Grip may be a molded finger-formed grip as long as it is permanently attached to the bat or attached to the bat with safety tape. Resin, pine tar or spray substances are permissible on the Safety Grip only. Any tape applied to the Safety Grip must be continuously spiral, but does not have to be a solid layer of tape. The Safety Grip may not exceed two layers of tape. A bat having a "flare" or "cone" grip attached will be considered an Altered Bat.

- I. **SAFETY KNOB.** The official bat shall have a Safety Knob of circular or oblong cross section concentric to the bat handle



that complies with this rule. The Knob may be molded, lathed, welded, or permanently fastened to the bat, and may be taped as long as there is no violation of this section. The distance from the Safety Grip to the apex of the Knob, shown as (T) in the diagram Shall not exceed 0.3750 inches. The diameter of the Knob (K) shall be at least 0.5 inches greater than the bat handle diameter including the Grip (H). The center line of the Knob (C) shall be perpendicular to the center line of the bat (A). The diameter of the flat region of the Knob adjacent to the Grip (D) shall be at least 0.1250 inches greater than the bat Handle diameter including the Grip (H). The angle of the Flat region of the Knob adjacent to the Grip (B) shall be perpendicular to the center line of the bat (A) within ten (10) degrees.

- J. **ALTERED BAT.** The official bat shall not be an Altered Bat (see Rule 1). The weight, distribution of weight, and length of the bat as well as all other characteristics of the bat must be permanently fixed at the time of manufacture and may not be altered in any way thereafter, except as otherwise specifically provided in this Rule 3, Section 1, or a specifically approved by the ASA Equipment Testing and Certification Committee.
- K. **CONSTRUCTION.** The official bat shall be of one-piece construction or a multi-piece permanently assembled bat. **NOT APPROVED: two-piece bats, multi-piece bats, bats not sold as a singled product are not approved , and bats where at least one portion of that bat is intended to be removeable by a player from another portion of the bat.**

Section 2. WARM-UP BAT.

The warm-up bat should meet the following requirements to be approved:

- A. Stamped with 1/4 inch letters WB on either end of the bat or marked in one-inch letters the words WARM-UP BAT only on the barrel end of the bat.
- B. **The warm-up bat shall comply with the safety grip and the safety knob requirements of the official bat (see Rule 3, Section 1H & I)**
- C. Be of one-piece construction or a one-piece permanently assembled bat that clearly distinguishes itself as a warm-up bat and is approved by the Equipment Standards Committee.
- D. Shall have a safety knob of a minimum of 1/4 inch protruding at a 90 degree angle from the handle. It may be molded, lathed, welded or permanently fastened.
- E. No attachments (i.e., donuts, fans, etc.) are allowed on an official bat except the Pow'R Wrap warm-up attachment. (Rule 7, Section 1C.)

WARM-UP BATS APPROVED All-Star, Bratt's Bat, Dirx and Dirx 250 (Dirx Company), Dudley, Hillerich & Bradsby (Louisville Slugger), Whip-O, Miega bat, Sledge Hammer (Steele's Sports), Swingmaster (J. deBeer), TopHand (Switch-Hitter, Inc.), Worth and Stombaugh.

Section 3. THE OFFICIAL SOFTBALL.

- A. **CERTIFIED/APPROVED.** Only softballs which bear an ASA approved certification mark signifying compliance with the Ball COR and Ball Compression limitations then in effect, and which satisfy all other applicable provisions in Rule 3, Section 3, will be allowed for use in ASA Championship Play. The ASA has developed two separate certification marks for



Red Colored Marking & Stamp
Max 300 lbs
Max .47 cor

Black Colored Marking & Stamp
Max 300 lbs
Max .44 cor

Blue Colored Marking & Stamp
Max 300 lbs
Max .40 cor



Red Colored Marking & Stamp
Max 375 lbs
Max .47 cor

Black Colored Marking & Stamp
Max 375 lbs
Max .44 cor

Blue Colored Marking & Stamp
Max 375 lbs
Max .40 cor

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softballs. One mark signified Ball Compression 300 lbs or less. The other signifies Ball Compression of more than 300 lbs, but less than 375 lbs.

The markings are also distinguishable by color, where red represents a Ball COR of .470 or under, black represents a Ball COR of .440 or under, and blue represents a Ball COR of .400 or under. One of the following must be appropriately and indelibly stamped on each softball allowed for use in ASA Championship Play:

- B. **COVER.** The official softball shall have a cover of leather or synthetic material. The ball shall be regular, smooth-seamed, and smooth-surfaced.
- C. **THE 16-INCH BALL.** The official 16-inch softball shall be at least 16.0 inches (40.640cm) in circumference when measured across two seams, and shall weight at least 9.0 ounces (255.150g). The 16-inch ball shall have a white cover, white stitches, a Ball COR of .470 or under, and a Ball Compression of 375.0 lbs or under. The 16-inch ball shall be used in the following ASA play: all men's 16-inch slow pitch.
- D. **THE 14-INCH BALL.** The official 14-inch softball shall be at least 14.0 inches (35.560cm) in circumference when measured across two seams, and shall weight at least 8.0 ounces (226.80g).
- E. **THE 12-INCH BALL.** The official 12-inch softball shall be at least 12.0 inches (30.480cm) in circumference when measured across two seams, and shall weigh at least 6.750 ounces (191.36250g). The 12-inch ball shall have no fewer than 88 stitches in each cover, sewn by the two needle method, or with an authentic facsimile of stitching as approved by the ASA.
 - 1. **The 12-Inch Fast Pitch Ball.** The white cover or yellow optic cover, red-stitch 12-inch ball (all men's and boys play may have white cover, white stitches) with a Ball COR of .470 or under and a Ball Compression of 375.0 lbs or under shall be used in the following ASA play: men's and women's fast pitch, men's and women's master fast pitch, men's senior fast pitch, and boys and girls 12-, 14-, 16-, and 18-under fast pitch.
 - 2. **The 12-inch Modified Pitch Ball.** The white cover, red-stitch or yellow optic cover, red-stitch 12-inch ball with a Ball COR of .470 or under, and a Ball Compression of 375.0 lbs or under, shall be used in the following ASA play: all modified pitch.
 - 3. **The 12-inch Slow Pitch Ball.** The white cover, red-stitch or yellow optic cover, red-stitch 12-inch ball with a Ball COR or .440 or under, and a Ball Compression of 375.0 lbs or under, shall be used in the following ASA play: men's slow pitch, men's major, coed slow pitch (male batters only), men's master's, men's senior's, and boys 14-, '16-, and 18-under slow pitch.

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- F. **THE 11-INCH BALL.** The official 11-inch softball shall be at least 11.0 inches (27.940cm) in circumference. It shall weigh at least 6.0 ounces (170.10g). The smooth-seamed style shall not have fewer than 80 stitches in each cover, sewn by the two-needle method, or with an authentic facsimile of stitching as approved by the ASA.
1. **The 11-inch Fast Pitch Ball.** The white cover, white stitch or yellow optic cover, red-stitch 11-inch ball (it may be white-stitch for boys fast pitch), with a Ball COR of .470 or under and a Ball Compression of 375.0 lbs or under and shall be used in the following ASA play: boys and girls 10-under fast pitch.
 2. **The 11-inch Slow Pitch Ball.** The white cover, red-stitch or yellow optic cover, red-stitch 11-inch ball with a Ball COR of .440 or under, and a Ball Compression of 375.0 lbs or under, shall be used in the following ASA play: women's slow pitch, coed slow pitch (women batter's only), women's masters, women's senior's, boys 10-under and 12-under slow pitch and girls 10-, 12-, 14-, 16-, and 18-under slow pitch
- G. **The 10-inch Ball.** The official 10-inch softball shall be at least 10.0 inches (25.40cm) in circumference when measured across two seams, and shall weigh at least 5.50 ounces (155.9250g).

SOFTBALL COLOR	THREAD COLOR	COVER COLOR	SIZE	WEIGHT	MARKING
10"	white or red	white yellow	at least 10.0 in at least 25.40cm	at least 5.50 oz at least 155.9250 g	
11" FP (27.0 cm) boys only	white	white	at least 11.0 in at least 27.940cm	at least 6.0 oz at least 170.10g	ASA Logo Red Marking
11" FP/SP (27.0 cm)	red	white or yellow	at least 11.0 in at least 27.940cm	at least 6.0 oz at least 170.10g	ASA Logo Red Marking
12"FP (30.0cm) men's and boys only	white	white	at least 12.0 in at least 30.480cm	at least 6.750 oz at least 191.36250g	ASA Logo Red Marking
12" FP/SP (30.0cm)	red	white or yellow	at least 11.0 in at least 30.480cm	at least 6.0 oz at least 191.36250g	ASA Logo Red Marking
14" SP	red	white	at least 14.0 in at least 35.560cm	at least 8.0 oz at least 226.80g	
16" SP (41.0cm)	white	white	at least 16.0 in at least 40.640cm	at least 9.0 oz at least 255.150g	ASA Logo

RULE 3 - EQUIPMENT

DIVISION OF PLAY	SIZE	COR	DESCRIPTION	COMPRESSION
FAST PITCH: Men's and Men's Masters Boys 12, 14, 16, 18-U	12"	.470 max	White Cover/White Stitch or Yellow Optic Cover/Red Stitch	375.0 lbs max
Women's and Women's Masters Girls 12, 14, 16, 18-U	12"	.470 max	White Cover/Yellow Optic Cover Red Stitch Only	375.0 lbs max
Girls 10-U	11"	.470 max	White Cover/Yellow Optic Cover Red Stitch only	375.0 lbs max
Boys 10-U	11"	.470 max	White cover/White Stitch or Yellow Optic Cover/Red Stitch	375.0 lbs max
MODIFIED PITCH: Men's, Women's Modified Pitch	12"	.470 max	White Cover/Red Stitch or Yellow Optic Cover/Red Stitch	375.0 lbs max
SLOW PITCH: Men's, Coed Male, Men's Seniors Men's Master's, Men's Major Boy's 14, 16, 18-U	12"	.440 max	White Cover/Red Stitch or Yellow Optic Cover/Red Stitch	375.0 lbs max
Women's, Coed Female, Women's Master's, Women's Seniors, Boy's 10, 12 -U, and Girl's 10, 12, 14, 16, 18-U	11"	.440 max	White Cover/Red Stitch or Yellow Optic Cover/Red Stitch	375.0 lbs max
16" SLOW PITCH: Men's	16"	.470 max	White Cover/White Stitch	375.0 lbs max

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Section 4. GLOVES. May be worn by any player, but mitts may be used only by the catcher and first baseman. The dimensions of any glove used by any fielder other than the first baseman or catcher shall not exceed the specifications set forth below (see drawing and specifications). The top opening of the web and any mitt worn by a first baseman or catcher, shall not exceed the specifications set forth below. (Fast Pitch Only) The pitcher's glove may be of one solid color other than white, gray, or yellow optic, or if multicolored white, gray, or yellow optic shall not be included in the colors.

(a)	Palm width (top)	20.3 cm (8 in.)
(b)	Palm width (bottom)	21.6 cm (8 1/2 in.)
(c)	Top opening of web	12.7 cm (5 in.)
(d)	Bottom opening of web	11.5 cm (4 1/2 in.)
(e)	Web top to bottom	18.4 cm (7 1/4 in.)
(f)	1st finger crotch seam	19.0 cm (7 1/2 in.)
(g)	Thumb crotch seam	19.0 cm (7 1/2 in.)
(h)	Crotch seam	44.5 cm (17 1/2 in.)
(i)	Thumb top to bottom edge	23.5 cm (9 1/4 in.)
(j)	1st finger top to bottom edge	35.6 cm (14 in.)
(k)	2nd finger top to bottom edge	33.7 cm (13 1/4 in.)
(l)	3rd finger top to bottom edge	31.1 cm (12 1/4 in.)
(m)	4th finger top to bottom edge	27.9 cm (11 in.)



Section 5. CATCHER'S EQUIPMENT, FACE MASK/GUARDS, AND HELMETS.

- A. **CATCHER MASKS:** (Adult Fast Pitch Only) Catchers must wear masks with throat protectors. An extended wire protector may be worn in lieu of an attached throat protector. Helmets are optional, and if worn any style is approved. FP catchers cannot wear the plastic face mask/guard.
- B. **CATCHER MASKS:** (Junior Olympic Slow Pitch Only) Catchers must wear an approved batter's helmet with ear flaps, the catcher's helmet and mask, or an approved plastic face mask/guard with catcher's helmet. The throat protector is optional on the catcher's mask.
- C. **CATCHER MASKS:** (Junior Olympic Fast Pitch Only) Catchers must wear a mask with throat protector, approved helmet with ear flaps, shin guards which offer protection to the knee caps and body protector. An extended wire protector may be worn in lieu of an attached throat protector. Any player warming up a Junior Olympic pitcher, must wear a mask with throat protector and approved helmet with ear flaps. FP catchers cannot wear the plastic face mask/guard.

NOTE: (Sections A-B-C) The ice hockey goalie style face mask is approved for usage by catchers. If the umpire feels that there is not adequate throat protection built onto the mask, a throat attachment must be added to the mask before using.

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- D. **FACE MASK/GUARDS.** Any defensive player or offensive player can wear an approved face mask/guard.

EXCEPTION: Fast pitch catchers cannot wear the plastic face mask/guard. Face masks/guards that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited from use.

NOTE: A NOCSAE-approved mask is only compatible with certain NOCSAE-approved helmets. Failure to ensure proper compatibility may create unsafe conditions and may affect any manufacturer's product liability obligation. Contact the manufacturer or supplier of the helmet and the mask to ensure proper compatibility and approval of your specific mask-helmet combination.

- E. **HELMETS.**

OFFENSE. All adult fast pitch, modified pitch and all Junior Olympic offensive players, including the on-deck batter, and Junior Olympic players acting as coaches in the coach's box, must properly wear double ear flap NOCSAE-approved batting helmets. Any other offensive player may wear an approved helmet. All Junior Olympic batting helmets shall be equipped with chin straps. **All Junior Olympic Fast Pitch batting helmets shall be equipped with a securely fastened NOCSAE approved face mask/guard.** Any other offensive player may wear an approved helmet. Batting helmets that are broken, cracked, dented, or that have been illegally altered are prohibited from use.

NOTE: A NOCSAE-approved mask is only compatible with certain NOCSAE-approved helmets. Failure to ensure proper compatibility may create unsafe conditions and may affect any manufacturer's product liability obligation. Contact the manufacturer or supplier of the helmet and the mask to ensure proper compatibility and approval of your specific mask-helmet combination.

EFFECT: Failure to wear the batting helmet when ordered to do so by the umpire shall cause the player to be removed from the game. Wearing the helmet improperly or removing the helmet during a live ball play and judged by the umpire to be a deliberate act shall cause the violator to be declared out immediately. The ball remains live. Calling a runner out for removing a helmet does not remove force play situations. Umpires should use discretion as to the intent of the rule concerning player safety.

DEFENSE. Any defensive player may wear an approved helmet, with or without ear flaps, of similar color as the team caps. It must have a bill. Exception: Hockey style face mask.

Section 6. UNIFORM.

All players on a team shall properly wear uniforms that are alike in color and style. Sleeves or straps of the uniform top may be adjusted, with or without tie-ups, to the comfort of the players, provided uniform numbers remain visible. If because of the blood rule a change is required and the uniform part does not

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match, the player will not be penalized. All protective equipment should be worn properly. If a player is requested by the umpire to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will not be allowed to play. In championship play, players shall not display the names and/or logos of any other softball association on their uniforms. (Coaches refer to Rule 4-8).

A. HEADWEAR.

1. (Fast Pitch Male) Ball caps are mandatory, must be alike, and worn properly.
2. (Female Fast Pitch and all Slow Pitch) Ball caps, visors and headbands are optional for players. If worn, they can be mixed, but must be worn properly. If one type or more than one type is worn, they all must be of the same color. Handkerchiefs do not qualify as headbands and cannot be worn around the head or neck. Plastic visors are not allowed.

B. PANTS/SLIDING PANTS.

All players' pants may be long, short, or mixed in style, as long as they are alike in color. Players may wear a solid-colored pair of sliding pants. It is not mandatory that all players wear sliding pants, but if more than one player wears them, they must be alike in color and style. No player may wear ragged, frayed or slit legs on exposed sliding pants.

C. UNDERSHIRTS.

Players may wear a solid-colored undershirt (it may be white). It is not mandatory that all players wear an undershirt, but if more than one player wears one, they must be alike. No player may wear ragged, frayed or slit sleeves on exposed undershirts.

D. NUMBERS.

An Arabic whole number (0-99) of contrasting color, at least six inches (15.24cm) high must be worn and visible on the back of all uniform shirts. No players on the same team may wear identical numbers. (Numbers 0 and 00 or 3 and 03 are examples of identical numbers.) Players without numbers will not be permitted to play. There is no penalty for a player wearing a wrong number or a duplicate number. Correct the number in the score book or have the player(s) change jerseys in case of duplication, and continue play.

E. CASTS/PROSTHESES.

All casts and splints must be padded. Prostheses may be worn. Braces with exposed hard surfaces must be padded. Any of this equipment judged by the umpire to be potentially dangerous is illegal. Any decision by the umpire should be based on whether or not a device worn or used by an individual with a disability changes the fundamental nature of the game or poses a significant risk to the safety of other players.

F. JEWELRY.

Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert brace-

RULE 3 - EQUIPMENT

lets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.

G. **SHOES.**

Must be worn by all players. A shoe shall be considered official if it is made with either canvas or leather uppers or similar material(s). The soles may be either smooth or have soft or hard rubber cleats. Ordinary metal sole or heel plates may be used if the spikes on the plates do not extend more than 3/4 of an inch (1.91cm) from the sole or heel of the shoe. Shoes with round metal spikes are illegal. No shoes with detachable cleats that screw ON are allowed; however, shoes with detachable cleats that screw INTO the shoe are allowed.

EXCEPTION: All Junior Olympic Fast and Slow Pitch, Coed Slow Pitch, and Senior Slow Pitch Play: No metal spikes nor hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed.

Section 7. ALL EQUIPMENT.

Notwithstanding the foregoing, the ASA reserves the right to withhold or withdraw approval of any equipment which, in the ASA's sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of the player's equipment rather than the player's individual skill.

Note: The characteristics of any approved equipment can not be changed. One example would be icing, cooling, or heating equipment.

RULE 4 - PLAYERS, COACHES, SUBSTITUTES

Section 1. PLAYERS.

- A. A team must have the required number of players present in the dugout or team area to start or continue a game. Players listed in the starting lineup and not available at game time may be substituted for and re-entered later in the same spot in the batting order.
 - 1. Lineup sheets are to be completed and submitted to the official scorer and umpire at the start of each game. A starting player shall be official when the lineup is inspected and approved by the plate umpire and team manager at the pre-game meeting. The lineup shall contain the first and last name, position and uniform number of each player. If a wrong number is on the lineup sheet, correct it and continue playing with no penalty. All available substitutes should be listed in the designated place by their last name, first name and uniform number.
 - 2. Eligible roster members may be added to the available substitute list at any time during the game.
- B. Male rosters shall include only male players and female rosters shall include only female players.

RULE 4 - PLAYERS, COACHES, SUBSTITUTES

- C. A team shall consist of players in the following positions:
1. Fast Pitch and Modified Pitch. Nine players: pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), short-stop (F6), left fielder (F7), center fielder (F8) and right fielder (F9).
 2. Fast Pitch and Modified Pitch with a Designated Player (DP). Ten players: same as fast pitch and modified pitch plus a DP. Refer to Section 3 DESIGNATED PLAYER for options resulting in nine players continuing the game.
 3. Slow Pitch. Ten players: same as fast pitch and modified pitch plus an extra fielder (F10).
 4. Ten Man Modified Pitch. Ten players.
 5. Slow Pitch with an Extra Player (EP), Senior Slow Pitch (65-70-75 only) with eleven defensive players (F11), and Ten Man Modified with a Designated Player (DP). Eleven players: same as slow pitch plus an EP who bats in the lineup. All Senior Slow Pitch may have one or two EP's.
 6. Coed Slow Pitch. Ten players: (five male and five female) with the following positioning requirements: two males and two females in both the infield and the outfield, and one male and one female as pitcher or catcher.
 7. Coed with Extra Players (EP). Twelve players: six male and six female - same as coed plus two EP's who bat in the lineup.
 8. A physically challenged player can play offense or defense. (See Rule 4, Section 2)
- D. **SHORT-HANDED RULE.**
1. To start a game:
 - a. A game may begin or finish with one less than required to start (See Rule 4-1-C)
 - b. The vacant position must be listed last in the batting order.
 - c. An out will be taken when the vacant position in the batting order appears.
 - d. (Coed Slow Pitch Only) A game may begin or finish with 9 players, but when and if another player arrives (of correct sex missing), that player must be inserted into the line-up at the ninth or tenth batting position (depending on vacant spot by alternating sexes). If a team plays shorthanded with either three in the infield or outfield, at least one of the three must be a male and at least one of the three must be a female player.
 2. To continue a game once started with a full team listed on batting order:
 - a. If a team begins play with the required number of players as listed, that team may continue a game with one less player than is currently in the lineup whenever a player leaves the game for any reason other than ejection. Under no circumstances shall a team be permitted to bat less than nine (slow pitch) or eight (fast pitch).

RULE 4 - PLAYERS, COACHES, SUBSTITUTES

- b. If playing shorthanded, and a substitute arrives, the substitute must be inserted immediately into the vacant spot. If the substitute refuses to enter for any reason, that player becomes ineligible the remainder of the game.
- c. If the player leaving the game is a runner or batter, the runner or batter shall be declared out.
- d. When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat. An inning or the game can end with an automatic out.
- e. The player who has left the game cannot return to the lineup.
EXCEPTION: A player who has left the game under the blood rule (Rule 4, Section 10 B) may return even after missing a turn at bat.
EFFECT - Section 2 (a-e): Failure to have the required number of eligible players to start or continue a game will result in a forfeiture.

Section 2. AMERICAN DISABILITY ACT RULE

- A. This rule may be used for a physically challenged player as determined by the American Disabilities Act of July 25, 1990. As a result of the player's disability, the player can play either offense or defense.
- B. Teams using a physically challenged player on either offense or defense only must have 11 players. If the physically challenged player can play both, only 10 players are needed.
- C. When a physically challenged person plays offense only, the team will follow the EP ruling as written. There would be 11 hitters including the ADA player, and only 10 who play defense.
- D. When a physically challenged player plays defense only, they will be listed as the FLEX and placed last in the lineup. The team has the option to bat 10 or 11 players (if the EP is also used). When using a FLEX, it must be made known prior to the start of the game.
- E. If a team starts the game with the FLEX option, the FLEX player can never play offense. If this person for any reason cannot continue to play and the team has no other physically challenged player for a substitute, the EP can now play in his defensive position.
- F. The FLEX position has the same re-entry status as any other starting position as long as the person substituted is also determined to be physically challenged under the ADA program. The original FLEX player may re-enter only in the same spot on the lineup sheet.
- G. (Coed Only) If a FLEX or two FLEX players, one male and/or one female, is used, the name(s) must be inserted at the end of the lineup. The EP or two EP's can be listed anywhere in the first 10 positions. The batting order must still alternate as outlined in Rule 7, Section 2D and the defensive positioning remains as outlined in Rule 4, Section 1C.

RULE 4 - PLAYERS, COACHES, SUBSTITUTES

NOTE: This special rule has been adopted to accommodate the athlete who is physically challenged. The intent is not to change the game and/or not to deprive any player from playing who would normally play, therefore, when using the EP, the normal EP rules will be followed including substitutions and re-entry. If the EP is used in addition to the FLEX, the FLEX must play defense and any of the other 11 players will be eligible to play defense. Only 11 are allowed to bat.

- H. The DP/FLEX rule in fast pitch accommodates the ADA rule.

Section 3. DESIGNATED PLAYER (Fast Pitch Only)

- A. A designated player (DP) may be used for any player provided it is made known prior to the start of the game and the player's name is indicated on the lineup as one of the nine hitters in the batting order.
- B. The name of the player for whom the DP is batting (FLEX) will be placed in the 10th position in the lineup.
- C. The starting player listed as the DP must remain in the same position in the batting order for the entire game. The DP and the DP's substitute, or the substitute's replacement, may never play offense at the same time.
- D. The DP may be substituted for at any time, either by a pinch-hitter, pinch-runner or the FLEX. If the starting DP is replaced on offense by the FLEX, the DP will leave the game. If replaced by a substitute the DP position remains in the line-up. A starting DP may re-enter one time, as long as the DP returns to the original position in the batting order.
 - 1. If replaced by the FLEX, this reduces the number of players from 10 to nine. If the DP does not re-enter, the game may legally end with nine players.
 - 2. If the DP re-enters and the FLEX was batting in the DP's spot, the FLEX can return to the number 10 position and play defense only or leave the game.
- E. The DP may play defense at any position. Should the DP play defense for a player other than the one for whom the DP is batting (FLEX), that player will continue to bat but not play defense, and is not considered to have left the game. The DP may play defense for the FLEX and the FLEX is considered to have left the game, reducing the number of players from 10 to nine. The FLEX can re-enter the game under the re-entry rule.
- F. The person being batted for (FLEX) may be substituted for at any time, either by a legal substitute or the DP for whom the FLEX is playing defense. The FLEX may re-enter the game one time, either in the number 10 position or in the DP's position in the batting order.
- G. If returning to the number 10 position, the FLEX will again play defense only but may play any defensive position.
- H. If the FLEX returns to the DP's position, the FLEX will play offense and defense; there will be only nine players in the batting order.

RULE 4 - PLAYERS, COACHES, SUBSTITUTES

- I. Placing the defensive only player (FLEX) into one of the first nine positions for someone other than the original DP is considered an illegal player. The illegal player shall be disqualified. (See Rule 4-7 for additional penalties) The FLEX replacing the DP is not considered a substitution for the FLEX. The DP who has left the game, can re-enter the game under the re-entry rule.

Section 4. EXTRA PLAYER (Slow Pitch Only).

- A. An extra player (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order. If the EP is used, the EP must be used the entire game. If an EP is used and not listed on the line-up the following occurs:
 1. If discovered while at bat, the legal batter enters and assumes the count, or
 2. If discovered while on base and before a pitch has been thrown to the next batter, treat as batting out of order, the person who should have batted is out, and all play as a result of improper batter is nullified, and person not listed in line-up is removed from the game, or
 3. If discovered while the illegal player is on base and a pitch has been thrown to the next batter, remove the illegal player from the base, or if the player has scored, remove the run, and remove the player from the game.

NOTE: Even though this is not batting out-or-order, it has the same effect.
- B. The EP must remain in the same position in the batting order for the entire game.
- C. If an EP is used, all 11 on the starting lineup must bat and any 10 of those 11 may play defense. Defensive positions may be changed, but the batting order must remain the same.
- D. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter.
- E. If the EP's are used in coed, all 12 must bat and any 10, (five male and five female), may play defense. Defensive positions may be changed as long as the coed positioning is followed. The batting order must remain the same throughout the game.
- F. (Senior Only). One or two extra players may be designated at any place in the batting order. The EP(s) may enter a game on defense at any time, but the batting order must remain the same throughout the game.

Section 5. RE-ENTRY.

- A. Any player, may be substituted or replaced and re-entered once, providing players occupy the same batting positions whenever in the lineup.
- B. Players may not re-enter a second time. The starting player and their substitute may not be in the line-up at the same time.
- C. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry.

EFFECT - Section 5 A-C: Violation of the re-entry rule is considered an illegal player. The illegal player shall be disqualified. See Rule 4, Section 7 for additional penalties.

Section 6. SUBSTITUTES/ILLEGAL PLAYER.

A substitute may take the place of a player whose name is in his team's batting order. The following regulations govern player substitutions:

- A. The coach or team representative of the team making the substitution shall immediately notify the plate umpire at the time the substitute enters. The plate umpire shall then report the change to the scorer. A substitute is not officially in the game until a pitch has been thrown or a play made.
 - 1. (FP Only) If the "DP" replaces the "FLEX" or the "FLEX" replaces the "DP," this change must be reported to the plate umpire.
EFFECT: If not reported, it is treated the same as an unreported substitute/illegal player.
- B. If a substitute enters the game without reporting, and after a pitch has been thrown (legal or illegal), or after a play has been made, the player will be disqualified when discovered. The use of an unreported substitute is handled as a protest by the offended team while the player is in the game. If the team manager or player in violation informs the umpire prior to the offended team's protest, there is no violation regardless of how long the player or players were legally in the game. All action prior to the discovery is legal. If the team in violation has no substitutes to replace the player disqualified, it is treated the same as the shorthanded rule – the player disqualified, an out is declared, and the next batter bats. Refer to Rule 4.6.E.4.a/b.

EXCEPTION:

- 1. If an unreported substitution on offense bats and reaches base safely, and then is discovered and protested before a pitch to the next batter, or if at the the end of the game and before, the umpires leave the field, all runners (including the batter) will return to the base occupied on the batted ball, and the unreported substitute is disqualified and called out. All outs that occur on this play will stand.

RULE 4 - PLAYERS, COACHES, SUBSTITUTES

2. If the substitute is an illegal player for any reason, the substitute will be subject to the penalty for that violation.
- C. Any player may be removed from the game during any dead ball. The pitcher is not required to pitch until the first batter faced completes their turn at bat or the side has been retired.
- D. If an injury to a batter-runner or runner prevents them from proceeding to an awarded base, and the ball is dead, the batter-runner may be substituted for. The substitute will be allowed to proceed to any awarded base(s). The substitute must legally touch any awarded or missed base(s) not previously touched. This is not a courtesy runner, but a legal substitute.
- E. An illegal player is a player who takes a position in the lineup, either on offense or defense, who does not have a legal right to that position. A player will not violate the illegal player rule until one pitch, legal or illegal, has been thrown or a play made. The use of an illegal player is handled as a protest by the offended team while the player is in the game. Once the umpire has been informed, in all cases the illegal player shall be disqualified, and can be legally replaced either by a substitute or a starter who re-enters the game. Illegal players include:
 1. **ILLEGAL PITCHER.** An illegal pitcher is a player who returns to pitch after being removed from the pitching position by the umpire, **EFFECT:** Once discovered, the illegal pitcher shall be disqualified and all play stands.
 2. **ILLEGAL BATTER.** (Fast Pitch Only) Placing the "FLEX" player into one of the first nine positions in the batting order for someone other than the original DP.
 3. **ILLEGAL RUNNER.** An illegal runner occurs when:
 - a. Placing an offensive player in the line-up as a runner for another offensive player.
EXCEPTION: Senior Slow Pitch, Men's Masters 40-OSP/45-OSP, Senior or Master Fast Pitch (pitcher and catcher only), and in the tie-breaker rule (Rule 5-11)
 - b. Fast Pitch Only) Placing the FLEX in the line-up as a runner for someone other than the starting DP.
 - c. (Boys and Girls JO Fast Pitch Only) Not reporting a courtesy runner or using an ineligible/illegal courtesy runner.
 4. **ILLEGAL RE-ENTRY/UNREPORTED SUBSTITUTE.**
An illegal re-entry occurs when:
 - a. A starting player returns to the game a second time after being substituted for twice.
 - b. A starting player returns to the game, but is not in his original position in the batting order.
 - c. A substitute returns to the game after being replaced twice.

RULE 4 - PLAYERS, COACHES, SUBSTITUTES

EFFECT – Section 2-4: Any action that occurs while the unreported substitute/illegal player is in the game is governed as follows:

1. **OFFENSE:** If the illegal player/unreported substitute is discovered by the defense:
 - a. While the illegal player is at bat, the illegal player is disqualified, and a replacement shall assume the ball and strike count. Any advance of runners while the illegal player is at bat shall be legal.
 - b. After the illegal player has completed a turn at bat and before the next legal or illegal pitch, before the defensive team has left the field, and before the umpires have left the game, the illegal player is called out, disqualified, and any advance of runners as a result of the illegal player becoming a batter-runner is nullified. Any additional outs that were recorded on the play will stand.
 - c. After the illegal player has completed a turn at bat and after the next legal or illegal pitch, or after the defense has left the field, the illegal player is disqualified. If still on base a replacement will take that base. Any advance of runners as a result of the illegal player becoming a batter-runner is legal.
 - d. If the player is in the game illegally as a runner and it is brought to the attention of the umpire **before** the next legal or illegal pitch has been thrown or a play made, this is a correctable situation.
 - e. If the player is in the game illegally as a runner and is discovered after a legal or illegal pitch has been thrown or a play made, the player is disqualified and replaced on the base. Any advance of the runner(s) is legal.
2. **DEFENSE:** If the illegal player is discovered by the offense:
 - a. After the illegal player makes a play and before the next legal or illegal pitch, before the defense has left the field, and before the umpires have left the game, the illegal player is disqualified, and the offensive team has the option of:
 1. Taking the result of the play, or
 2. Having the last batter return and assume the ball and strike count the batter had prior to the discovery of the illegal player. Each runner would return to the base occupied prior to the play.
 - b. After a legal or illegal pitch to the next batter, the illegal player is disqualified and all play stands.

RULE 4 - PLAYERS, COACHES, SUBSTITUTES

Section 7. COACH.

- A. A coach is a person who is responsible for the team's actions on the field and will represent the team in communications with the umpire and opposing team. A player may be designated as a coach in the event the coach is absent or that player is acting as a player/coach.
- B. Coaches must be neatly attired or dressed in the team uniform. If a coach wears a hat/cap, it must be approved head wear. In championship play, coaches shall not display the names and/or logos of any other softball association on their uniform.

PENALTY: The coach(s) cannot be on the playing field to coach their team.

- C. A base coach is an eligible team member or coach of the team at bat who occupies the coach's box at first or third, to direct the batter or runner.
 - 1. One coach can have, in possession in the coach's box, a score book (electronic or paper), pen, pencil, or electronic marker and an indicator all of which shall be used for scorekeeping or record keeping purposes only.
 - 2. A base coach shall stay within the confines of these boxes with both feet.
 - a. A coach may leave the coach's box to signal the runner to slide, advance or return to a base or move out of a fielder's way as long as the coach does not intentionally interfere with the play.
 - b. A coach may not leave the coach's box to give verbal communications or signals to the batter.

EFFECT: After a warning, an offensive conference will be charged.
 - 3. Base coaches may not use language that will reflect negatively upon players, umpires or spectators.
 - 4. A base coach may address only their team members.
 - 5. No communication equipment to include cell phones, pagers, etc., are allowed to be worn or carried on the playing field.

EFFECT: (B & C) Disqualification or ejection from the game after a warning.

Section 8. DISQUALIFIED OR EJECTED PLAYER.

- A. A player or coach who has been disqualified from the game is restricted to the bench. A disqualified player may serve as a base coach. If the act is determined to be flagrant, the player or coach must leave the grounds. Any disqualified or ejected player discovered participating in the game would constitute a forfeit.
- B. Any arguing on the judgment of balls and strikes will constitute a team warning. Any repeat offense shall result in the ejection of that team member.
- C. If a player is disqualified a team can play shorthanded, however if a player is ejected and the team does not have enough players to continue, the game is forfeited.

RULE 4 - PLAYERS, COACHES, SUBSTITUTES

Section 9. BLOOD RULE.

A player, coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

- A. Stop the game and immediately call a coach, trainer or other authorized person to the injured player and allow treatment.
- B. Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.

Section 10. INJURED PLAYER.

During a live ball situation, when a player becomes injured, and in the umpire's judgment requires immediate attention, the umpire shall call "DEAD BALL" and allow or seek first aid.

EFFECT: Award any bases that would have been reached.

RULE 5 - THE GAME

Section 1. HOME TEAM.

The team designated as home team shall bat last in the inning.

Section 2. FITNESS OF THE GROUND.

The fitness of the ground for a game shall be decided solely by the plate umpire.

Section 3. REGULATION GAME.

- A. A regulation game shall consist of seven innings. A full seven innings need not be played if the team second at bat scores more runs in six and one-half innings and/or before the third out in the last of the seventh inning, or the run ahead rule is applied.
- B. A game that is tied at the end of seven innings shall be continued by playing additional innings until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning before the third out is made.
- C. A game called by the umpire shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril. (For ASA national tournament play, see ASA Code 510 C)

RULE 5 - THE GAME

- D. Games that are not considered regulation shall be resumed at the exact point where they were stopped.
- E. A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more complete innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.
- F. Games that are regulation tie games shall be resumed at the exact point where they were stopped.

Section 4. FORFEITED GAMES.

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

- A. If an umpire is physically attacked by any team member and/or spectator.
- B. If a team fails to appear on the field, or, being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures by the organization that the team represents.
- C. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- D. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.
- E. If a team employs tactics noticeably designed to delay or to hasten the game.
- F. If, after warning by the umpire, any one of the rules of the game is willfully violated.
- G. If the order for the ejection of a player, manager or coach is not obeyed within one minute.
- H. If the ejection of a player or players from the game results in fewer than the required number of players to continue the game.
- I. If an ejected player is discovered participating again.
- J. If a team is playing one player short and another player becomes injured or ill, leaving the team with two less players than the required number.
- K. Once a game has been forfeited, the forfeit cannot be changed.

Section 5. SCORING OF RUNS.

- A. One run shall be scored each time a runner touches first, second, third bases and home plate. **EXCEPTION:** (all Men's Major divisions and all Men's "A" Slow Pitch).
- B. No run shall be scored if the third out of the inning is the result of:
 - 1. A batter-runner being called out prior to reaching first base or any other runner forced out due to the batter becoming a batter runner. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.

RULE 5 - THE GAME

2. A runner being put out by a tag or live ball appeal play prior to the lead runner touching home plate.
3. A preceding runner is declared out on an appeal play.
NOTE: An appeal can be made after the third out in order to nullify a run.
- C. No run shall be scored if a "fourth out" is the result of an appeal of a base missed or left to soon on a runner who has scored.

Section 6. GAME WINNER.

The winner of the game shall be the team that scores more runs in a regulation game.

- A. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.
- B. The score of a regulation tie game shall be the tie score when the game was terminated. (See Rule 5, Section 3F regarding resumption of play.)
- C. The score of a forfeited game shall be seven to zero in favor of the team not at fault.

Section 7. CONFERENCES.

- A. Offensive Conference. There shall be only one charged conference between the manager and/or other team representative(s) and the batter, another team representative, and/or runner(s) in an inning. The umpire shall not permit any such conferences in excess of one in an inning.

EFFECT: Ejection of the manager or coach who insists on another charged conference.

- B. Defensive Conference. There shall be only three charged conference(s) between the manager or other team representative from the dugout with any defensive player(s) in a seven inning game. For every inning beyond seven, there shall be one charged conference per inning between the manager or other team representative from the dugout with any defensive player(s).

EFFECT: The fourth, and each additional, charged conference in a seven inning game, or for any charged conference in excess of one per inning in an extra inning game, shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again.

- C. The following are not defensive conferences:
 - 1) If the team representative enters the playing field and informs the umpire prior to verbal comments with any defensive player that the pitcher will be removed.
 - 2) Shouting instructions from the dugout area to the pitcher.

RULE 5 - THE GAME

- 3) If a dugout representative confers with any defensive player during a charged offensive conference and is ready to play ball when the offense is ready.
- 4) A manager playing in the game may confer with any defensive player is not charged; however, an umpire may control repeated meetings between a playing manager and a pitcher by first issuing a warning and then disqualifying the manager.

Section 8. HOME RUN RULE

- A. (All Men's, Men's Master, and Coed) A limit of over-the-fence home runs will be used in all men's, men's masters, and coed slow pitch divisions.

The following limitations are per team per game:

- | | |
|----------------|--|
| 1) Twelve (12) | Major, Major industrial |
| 2) Nine (9) | Class A |
| 3) Six (6) | Class A Industrial, Class B, Major Coed. |
| 4) Four (4) | Church |
| 5) Three (3) | Class C, Class A Coed, Masters 35-O,
Masters "A" and Major 40-O, and
Masters "A" and Major 45-O. |
| 6) None (0) | Class D and Co-Ed "B" |

EFFECT: For any in excess, the ball is dead, the batter is out, and no runners can advance.

NOTE:

- a. Any fair fly ball touched by a defensive player that clears or has cleared over the fence in fair territory, should be declared a four-base award and shall not be included in the total of over-the-fence home runs.
- b. A home run will be charged for any ball hit over the fence whether runs score or not.
- c. Both male and female home runs count toward the Coed limit.
- d. In Men's Major/Class A national qualifiers, the home run limit shall be 12 home runs when two Major teams play each other and nine when at least one of the teams is classified as Class A.

- B. **(Men's Senior Divisions only)** The following limitations are per team per game:

SENIORS 50-55-60-65:

- | | |
|---------------------------|------------|
| 1) Nine (9) plus "one-up" | Major Plus |
| 2) Six (6) plus "one-up" | Major |
| 3) Three (3) | AAA |
| 4) One (1) | AA |

RULE 5 - THE GAME

SENIORS 70 & 75:

- 1) Six (6) Major
- 2) Three (3) AA

EFFECT: For any in excess, the ball is dead, the batter is out, and no runners can advance.

NOTE:

- a. One-up Ruling: If both teams have reached the limit of home runs, either team is allowed to hit an additional home run, to go one home run ahead of the opposing team. (Example: With a six home run limit, the home team hits their sixth home run in the 2nd inning. The visiting team can then hit a total of seven home runs, and do so in the top of the 3rd inning. In the bottom of the 3rd, the home team could then hit two more home runs to go "one-up" again, with a total of eight. This can continue throughout the game until the bottom of the 7th inning.) The home team can only equal the number of home runs by the visitors (in excess of six) in this inning. If neither team has hit six home runs by the bottom of 7th, the home team can hit their sixth.

Section 9. RUN AHEAD RULE

- A. A run ahead rule must be used at all National Tournaments.
 - 1. Fast Pitch – 15 after three innings or 8 after five innings.
 - 2. Modified Pitch - 10 after five innings.
 - 3. Slow Pitch - 20 after four innings or 12 after five innings.
 - 4. Sixteen-Inch Slow Pitch – 12 after four innings and 10 after five innings.
- B. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

Section 10. TIME LIMIT RULE (Code Article 510 O)

In all Junior Olympic Class A, Class B and Gold pool play, and in 10-Under pool and double elimination play, no inning shall start after 1 hour and 40 minutes.

EXCEPTION: There will be no time limit in the Girls 10-under division elimination play for the upper and lower bracket final games, and the championship and 'if necessary' games. **When the time limit rule is in effect, time begins with the first pitch.** A new inning begins as soon as the third out is recorded in the previous inning.

If the game is still tied after the time limit has expired, the tie breaker rule shall be in effect at the start of the next inning.

RULE 5 - THE GAME

Section 11. TIE-BREAKER RULE (Code Article 510 N).

(Women and Junior Olympic Girls Fast Pitch Only) If, after the completion of seven (7) innings of play (or 1 hour and 40 minutes in JO pool play), the score is tied, the following tie-breaker rule will be played to determine a winning team.

- A. Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner). For scoring, see Rule 11, Section 10.
- B. If a team is in the tiebreaker and the absent player is the one who should begin the half inning at second base, do not declare an out. Instead, place on second base the player whose name precedes the absent player's name in the line-up.
- C. **(Men's Senior Slow Pitch Only) Use the international tie breaker rule after completion of seven (7) innings.**

Section 12. DUGOUT CONDUCT.

Coaches, players, substitutes, or other bench personnel shall not be outside the designated bench dugout area except when the rule allows or justified by the umpire.

EFFECT: The first offense is a team warning. Any repeat offense shall result in the ejection of that team member.

RULE 6 - PITCHING REGULATIONS (FAST PITCH)

Section 1. PRELIMINARIES.

Before starting the delivery (pitch), the pitcher shall comply with the following:

- A. The pitcher may not take the pitching position on the pitcher's plate without possession of the ball.
- B. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- C. Both feet must be on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in line with first and third bases.
 - 1. (Male Only) The pitcher shall take a position with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate.
 - 2. (Female Only) The pitcher shall take a position with both feet in contact with the pitcher's plate.
- D. While on the pitching plate, the pitcher shall take the signal or appear to be taking a signal with the hands separated. The ball must remain in either the glove or pitching hand.

RULE 6 - PITCHING REGULATIONS (FAST PITCH)

- E. The pitcher shall bring the hands together for not less than one second and not more than 10 seconds before releasing it,
 - 1. (Male Only) If the pitcher decides to pitch with the non-pivot foot to the rear and off the pitching plate, a backward step may be taken before, simultaneous with or after the hands are brought together. The pivot foot must remain in contact with the pitching plate at all times prior to the forward step.
 - 2. (Female Only) Both feet must remain in contact with the pitching plate at all times prior to the forward step.

Section 2. STARTING THE PITCH.

The pitch starts when one hand is taken off the ball after the hands have been placed together.

Section 3. LEGAL DELIVERY.

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The pitcher must not use a pitching motion in which, after bringing the hands together in the pitching position, the pitcher removes one hand from the ball, and returns the ball to both hands.
- C. The pitcher must not make a stop or reversal of the forward motion after separating the hands.
- D. The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and to the rear before starting the windmill motion.
- E. The delivery must be an underhanded motion with the hand below the hip and the wrist not farther from the body than the elbow.
- F. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
- G. In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate. It is not a step if the pitcher slides the pivot foot across the pitcher's plate toward the batter, or if the pivot foot turns or slides in order to push off the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.
- H. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal. This includes a "crow hop" as defined under Rule 1.
- I. (Women's and all JO Play) Pushing off and dragging the pivot foot in contact with the ground is required. If a hole has been created, the pivot foot may drag no higher than the level plane of the ground.
- J. (Men's Only) Pushing off and dragging the pivot foot in contact with the ground, or if both feet are in the air, having the toes of the pivot foot in the downward direction is required.

RULE 6 - PITCHING REGULATIONS (FAST PITCH)

- K. The pitcher must not make another revolution after releasing the ball.
- L. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- M. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball."

Section 4. INTENTIONAL WALK.

If the pitcher desires to walk a batter intentionally all pitches must be legally delivered to the batter.

Section 5. DEFENSIVE POSITIONING.

- A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.
- B. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, acts in a manner to distract the batter. A pitch does not have to be released. The offending player shall also be ejected from the game.

Section 6. FOREIGN SUBSTANCE/PROTECTIVE WRAPS.

- A. A defensive player shall not at any time during the game be allowed to use any foreign substance upon the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. Applying resin into the glove and then placing the ball in the glove is an illegal act. Resin must be kept on the ground behind the pitcher's plate. A pitcher who licks their fingers must wipe the fingers off before bringing them in contact with the ball.
- B. A pitcher shall not wear any item on the pitching hand, wrist, forearm, elbow or thighs, which may, in the umpire's judgment, be distracting to the batter. Batting gloves may not be worn on the pitching hand.
EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

Section 7. CATCHER.

- A. The catcher must remain within the lines of the catcher's box until the pitch is released.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout, a putout or an attempted putout made by the catcher.
EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

RULE 6 - PITCHING REGULATIONS (FAST PITCH)

Section 8. THROWING TO A BASE.

The pitcher shall not throw to a base during a live ball while either foot is in contact with the pitcher's plate after the pitcher has taken the pitching position. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is canceled. The pitcher may move back from the pitching position by stepping backwards off the pitcher's plate prior to separating his hands. Stepping forward or sideways at any time constitutes an illegal pitch.

EFFECT - Sections 1-8:

- A. Any infraction of Sections 1-8 is an illegal pitch.
- B. The umpire shall give a delayed dead ball signal, and verbally state "illegal pitch."
- C. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, he is considered to have touched a base.
- D. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter (if ball four award first base) and advancing all runners one base.
- E. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and all runners are awarded one base.

Section 9. WARM-UP PITCHES.

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

Section 10. NO PITCH.

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. The pitcher attempts a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance as a result of a previous pitch.
- C. A runner is called out for leaving a base prior to the pitcher releasing the ball.
- D. The pitcher pitches before a runner has retouched his base after being legitimately off that base.

RULE 6 - PITCHING REGULATIONS (FAST PITCH)

- E. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT - Section 10 A-E: The ball is dead, and all subsequent action on that pitch is canceled.

Section 11. DROPPED BALL.

If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter, the ball will remain in play and the runner(s) may advance at their own risk.

RULE 6 - PITCHING REGULATIONS (MODIFIED PITCH)

Section 1. PRELIMINARIES.

Before starting the delivery (pitch), the pitcher shall comply with the following:

- A. The pitcher may not take the pitching position on the pitcher's plate without having the ball in his possession.
- B. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- C. The pitcher shall take a position with both feet in contact with the pitcher's plate. Both feet must be on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in line with first and third bases.
- D. While on the pitching plate, the pitcher shall take the signal or appear to be taking a signal with the hands separated. The ball must remain in either the glove or pitching hand.
- E. The pitcher shall hold the ball in both hands for not less than one second and not more than 10 seconds before releasing it, and both feet must remain in contact with the pitching plate at all times prior to the forward step.

Section 2. STARTING THE PITCH.

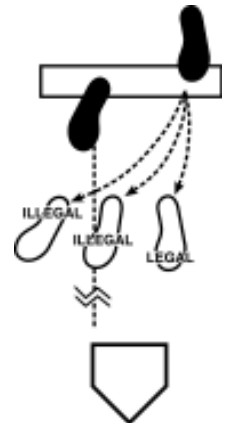
The pitch starts when one hand is taken off the ball after the hands have been placed together.

Section 3. LEGAL DELIVERY.

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The pitcher must not use a pitching motion in which, after bringing the hands together in the pitching position, the pitcher removes one hand from the ball and returns the ball to both hands.
- C. The pitcher shall not make a stop or reversal of the forward motion after separating the hands.

RULE 6 - PITCHING REGULATIONS (MODIFIED PITCH)

- D. The pitcher may take the ball behind the back on the back swing.
- E. The pitcher must not use a windmill or slingshot-type pitch or make a complete revolution in the delivery.
- F. Position of the ball:
 - 1. (9 Player Only) No restriction on the backward swing or on the downward motion and during the complete delivery.
 - 2. (10-Player Only) The ball must not be outside the pitcher's wrist on the backward swing, at the top of the back swing, on the downward motion, or during the complete delivery.
- G. The delivery must be an underhanded motion with the hand below the hip and the pitcher's palm may be pointing downward.
- H. Arm, shoulder, hip:
 - 1. (9 Player Only) No restrictions on the arm. The shoulders and driving hip must be squared to home plate when the ball is released.
 - 2. (10-Player Only) On the forward swing of the pitching arm, the elbow must be locked at the point of release, and the shoulders and driving hip must be squared to home plate when the ball is released.
- I. The release of the ball must be on the first forward swing of the pitching arm past the hip. The release must have a complete, smooth follow-through with no abrupt stop of the arm near the hip.
- J. In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate. The stepping foot must be pointed toward home plate and must not touch the ground in front of, or cross over a straight line between the pivot foot and home plate. It is not a step if the pitcher slides the pivot foot across the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.
- K. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
- L. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- M. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball".



Section 4. INTENTIONAL WALK.

If the pitcher desires to walk a batter intentionally all pitches must be legally delivered to the batter.

RULE 6 - PITCHING REGULATIONS (MODIFIED PITCH)

Section 5. DEFENSIVE POSITIONING.

- A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.
- B. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, acts in a manner to distract the batter. A pitch does not have to be released. The offending player shall also be ejected from the game.

Section 6. FOREIGN SUBSTANCE.

- A. Any defensive player shall not, at any time during the game, be allowed to use any foreign substance upon the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. Applying resin into the glove and then placing the ball in the glove is an illegal act. Resin must be kept on the ground behind the pitcher's plate. A pitcher who licks their fingers, must wipe them off before bringing them in contact with the ball.
- B. The pitcher shall not wear any item on the pitching hand, wrist, forearm, elbow or thighs, which may, in the umpire's judgment, be distracting to the batter. Batting gloves may not be worn on the pitching hand.
EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

Section 7. CATCHER.

- A. The catcher must remain within the lines of the catcher's box until the pitch is released.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout, put out or an attempted put out made by the catcher.
EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

Section 8. THROWING TO A BASE.

The pitcher shall not throw to a base during a live ball while either foot is in contact with the pitcher's plate after the pitcher has taken the pitching position. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is canceled. The pitcher may move back from the pitching position by stepping backwards off the pitcher's plate prior to separating his hands. Stepping forward or sideways at any time constitutes an illegal pitch.

EFFECT - Sections 1-8:

- A. Any infraction of Sections 1-8 is an illegal pitch.
- B. The umpire shall give a delayed dead ball signal and verbally state "illegal pitch."

RULE 6 - PITCHING REGULATIONS (MODIFIED PITCH)

- C. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, the runner is considered to have touched the base.
- D. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter (if ball four award first base) and advancing all runners one base.
- E. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and all runner(s) are awarded one base.

Section 9. WARM-UP PITCHES.

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of three. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

Section 10. NO PITCH.

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. The pitcher attempts a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance as a result of a previous pitch.
- C. A runner is called out for leaving a base prior to the pitcher releasing the pitch.
- D. The pitcher pitches before a runner has returned to the base after being legitimately off that base.
- E. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is alive and in play for the purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT - Section 10 A-E: The ball is dead, and all subsequent action on that pitch is canceled.

Section 11. DROPPED BALL.

If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter, the ball will remain in play and the runners may advance at their own risk.

RULE 6 - PITCHING REGULATIONS (SLOW PITCH)

Section 1. PRELIMINARIES.

- A. The pitcher must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate. The pitcher's pivot foot must be in contact with the pitcher's plate throughout the delivery.
- B. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery.
- C. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- D. The pitcher must not make any motion to pitch while not in contact with the pitcher's plate.

EFFECT A-D: A dead ball should be called, an illegal pitch ruled, a warning is issued, and repeated action would result in the pitcher ruled illegal, and removed from the pitching position.

Section 2. STARTING THE PITCH.

The pitch starts when the pitcher makes any motion with the ball that is part of the delivery after the required stop. While on the pitching plate prior to the required stop, any motion may be used.

Section 3. LEGAL DELIVERY.

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The delivery is a continuous motion.
- C. The pitcher must not use a delivery in which there is a stop or reversal of the pitching motion.
- D. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhanded motion. The palm of the hand can be over or under the ball.
- E. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- F. The pitcher must not pitch the ball behind the back or through the legs.
- G. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, the pitcher shall be removed from the pitcher's position for the remainder of the game.
- H. The ball must be delivered with perceptible arc and reach a height of at least six feet (1.83m) from the ground, while not exceeding a maximum height of 12 feet (3.66m) from the ground.
- I. The pitcher must not continue the pitching motion after the ball is released.

RULE 6 - PITCHING REGULATIONS (SLOW PITCH)

- J. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball".
- K. The pitcher shall not deliver a pitch from the glove.

Section 4. DEFENSIVE POSITIONING.

- A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.
- B. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, acts in a manner to distract the batter. A pitch does not have to be released. The offending player shall be ejected from the game.

Section 5. FOREIGN SUBSTANCE.

Any defensive player shall not, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or the fingers. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm of the pitching arm. Batting gloves may not be worn on the pitching hand.

EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

Section 6. CATCHER.

- A. The catcher must remain within the lines of the catcher's box until the pitched ball is batted, touches the ground, plate, batter, or reaches the catcher's box.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout.

EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

EFFECT 6-B: An additional ball is awarded to the batter.

Section 7. QUICK PITCH.

The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance as a result of a pitch.

EFFECT -Sections 1-7:

- A. Any infraction of Sections 1-7 is an illegal pitch.
- B. The umpire shall give a delayed dead ball signal and verbally state "illegal pitch".

RULE 6 - PITCHING REGULATIONS (SLOW PITCH)

- C. If a batter swings at or contacts any illegal pitch, it is nullified and all play stands.
- D. If the batter does not swing, a ball shall be called on the batter.

Section 8. WARM-UP PITCHES.

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

Section 9. NO PITCH.

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. A runner is called out for leaving a base before the pitched ball reaches home plate, is batted, or touches the ground before reaching home plate.
- C. The pitcher pitches before a runner has returned to the base after a foul ball has been declared and the ball is dead.
- D. The pitcher pitches before a runner has retouched his base after being legitimately off that base.
- E. The ball slips from the pitcher's hand during the delivery or during the back swing.
- F. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT Section 9 A-F: The ball is dead, and all subsequent action on that pitch is canceled.

Section 1. PRELIMINARIES.

- A. The pitcher must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate. The pitcher's pivot foot must be in contact with the pitcher's plate throughout the delivery.
- B. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery.
- C. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- D. The pitcher must not make any motion to pitch while not in contact with the pitcher's plate. A dead ball should be called, an illegal pitch ruled, a warning is issued, and repeated action would result in the pitcher ruled illegal, and removed from the pitching position.
- E. While the pitcher is in the pitching position, in the motion for the delivery, or in the act of faking a delivery prior to a hesitation, the pivot foot must be in contact with the pitcher's plate. After a hesitation, the foot may leave the pitcher's plate during an attempted pickoff or a fake throw. When the pitching motion is restarted, the restriction takes effect again.
- F. The pitcher may not take the pitching position on or near the pitcher's plate without possession of the ball.

Section 2. STARTING THE PITCH.

The pitch starts when the pitcher makes any motion with the ball that is part of the delivery after the required stop. While on the pitching plate, prior to the required stop, any motion may be used.

Section 3. LEGAL DELIVERY.

- A. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- B. The pitcher must not pitch the ball behind the back or through the legs.
- C. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, the pitcher shall be removed from the pitcher's position for the remainder of the game.
- D. The ball must be delivered with a perceptible arc and reach a height of at least six feet (1.83m) from the ground, while not exceeding a maximum height of 12 feet (3.66m) from the ground.
- E. The pitcher must not continue his motion after releasing the ball.
- F. The pitcher must not commit a third hesitation before the mandatory delivery of a pitch, legal or illegal.

RULE 6 - PITCHING REGULATIONS (16" SLOW PITCH)

Hesitations are defined as:

1. Making any motion to pitch without immediately delivering the ball to the batter.
2. Using a delivery that is not a continuous motion.
3. Using a delivery in which there is a stop or reversal of the pitching motion.
4. Not delivering the ball toward home plate on the first forward swing of the pitching arm past the hip.
 - a. After a hesitation of the pitching motion, and before a restart of the motion, the pitcher may attempt or fake a throw for a pick off with his pivot foot in contact with the pitcher's plate.
 - b. Runners may be off the bases without penalty during the delivery or fake delivery.
 - c. During the pick off attempt by the pitcher, or the catcher following a pitch, each runner must return to the base occupied at the start of the pitch, and before the runner is touched with the ball.
 - d. If the ball is overthrown, no runners may advance.
 - e. If the thrown ball remains in playable territory, the runners are in jeopardy until they return to their original bases.
- G. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball."
- H. The pitcher shall not deliver a pitch from the glove.

Section 4. DEFENSIVE POSITIONING.

- A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.
- B. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, acts in a manner to distract the batter. A pitch does not have to be released. The offending player shall also be ejected from the game.

Section 5. FOREIGN SUBSTANCE.

Any defensive player shall not, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or the fingers. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm of the pitching arm. Batting gloves may not be worn on the pitching hand.

EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

RULE 6 - PITCHING REGULATIONS (16" SLOW PITCH)

Section 6. CATCHER.

- A. The catcher must remain within the lines of the catcher's box until the pitched ball is batted, touches the ground or plate, or reaches the catcher's box.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout.

EFFECT: An additional ball is awarded to the batter.

EXCEPTION: Does not apply when the batter becomes a batter-runner or there are runners on base.

Section 7. QUICK PITCH.

The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance as a result of a pitch.

EFFECT - Sections 1-7:

- A. Any infraction of Sections 1-7 is an illegal pitch.
- B. The umpire shall give a delayed dead ball signal and verbally state "illegal pitch."
- C. If a batter swings at or contacts any illegal pitch, it is nullified and all play stands.
- D. If the batter does not swing, a ball shall be called on the batter. Runners are not advanced.

Section 8. WARM-UP PITCHES.

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

Section 9. NO PITCH.

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. The ball slips from the pitcher's hand during the delivery or during the back swing.
- C. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT - Section 9 A-C: The ball is dead, and all subsequent action on that pitch is canceled.

RULE 7 - BATTING

Section 1. ON-DECK BATTER.

- A. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
- B. The on-deck batter shall take a position within the lines of the on-deck circle nearest the offensive team bench.
- C. The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two. Any detachable piece placed on the bat must be approved by the Equipment Standards Committee following a one-year period observed by members of this Committee.
- D. The on-deck batter may leave the on-deck circle:
 - 1. When the on-deck batter becomes the batter.
 - 2. To direct runners advancing from third to home plate.
- E. The on-deck batter may not interfere with the defensive player's opportunity to make an out.
 - 1. If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
 - 2. If it is with the defensive fielder fielding a fly ball, the batter is out.

Section 2. BATTING ORDER.

- A. The batting order of each team showing the players' first and last name, uniform number and position must be on the lineup card and must be delivered before the game by the manager or captain to the plate umpire.
- B. The batting order delivered to the umpire must be followed throughout the game, unless a player is replaced by:
 - 1. A substitute who must take the place of the removed player in the batting order, or
 - 2. (Fast Pitch Only) when the DEFO bats for the DP who will remain in the batting order spot until returning to the 10th spot in the lineup.
- C. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.

EFFECT - Section 2 B-C: Batting out of order is an appeal play that may be made only by the defensive team. The defensive team forfeits its right to appeal batting out of order when a legal or illegal pitch has been made to the following batter, or when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.

 - 1. If the error is discovered while the incorrect batter is at bat, the correct batter must take the batter's position and legally assume any balls and strikes. Any runs scored or bases run while the incorrect batter was at bat shall be legal. The offensive team may correct a wrong batter at the plate with no penalty.

RULE 7 - BATTING

2. If the error is discovered after the incorrect batter has completed a turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area:
 - a. The player who should have batted is out.
 - b. Any advance or score made as a result of the improper batter becoming a batter-runner shall be nullified. Any out that is made prior to discovering this infraction, remains an out.
 - c. The next batter is the player whose name follows that of the player called out for failing to bat.
EXCEPTION: If the incorrect batter was out as a result of their time at bat, and is scheduled to be the next proper batter, skip that player and the next person in the line-up will be the batter.
 - d. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.
3. If the error is discovered after the first legal or illegal pitch to the next batter, or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.
4. No runner shall be removed from the base occupied except the batter-runner who has been taken off the base by the umpire as in (2) above to bat in the proper place. The correct batter merely misses the turn at bat with no penalty. The batter following the correct batter in the batting order becomes the legal batter.
- D. The batting order for coed shall alternate the sexes. Coed play will use an 11-inch red-stitch ball when the female bats and an 12-inch red stitch ball when the male bats.
EFFECT: If the wrong ball is used in coed play, the manager of the offensive team has the option of taking the result of the play or having the last batter bat over and assume the ball and strike count prior to the wrong ball being discovered.
- E. When the third out in an inning is made before the batter has completed a turn at bat, this player shall be the first batter in the next inning and the ball and strike count shall be canceled.

RULE 7 - BATTING

Section 3. BATTING POSITION.

- A. Prior to the pitch, the batter must have both feet completely within the lines of the batter's box. The batter may touch the lines, but no part of the foot may be outside the lines prior to the pitch.

- B. The batter must take the batter's position within 10 seconds after being directed by the umpire.

EFFECT: The umpire will call a strike. No pitch has to be thrown and the ball is dead.

- C. (Junior Olympic Fast and Slow Pitch/Adult Modified Pitch Only) After entering the batter's box, the batter must remain in the box with at least one foot between pitches and while taking signals and practice swings.

EXCEPTIONS: The batter can leave the box:

1. if the ball is hit fair or foul.
2. on the swing, slap or check swing.
3. if forced out of the box by a pitch.
4. on a wild pitch or passed ball.
5. if there is an attempted play.
6. if time out has been called.
7. if the pitcher leaves the eight-foot circle or the catcher leaves the catcher's box.
8. on a three ball pitch that is a strike that the batter thinks is a ball.

EFFECT: If the batter leaves the batter's box and delays play, and none of these exceptions apply, the umpire may warn the batter or call a strike. Any number of warnings and called strikes can be made with each batter. No pitch has to be thrown and the ball is dead.

- D. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher (FP Only) taking the signal or (SP Only) is in position to pitch, or anytime thereafter prior to the release of the pitch.

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

- E. After the ball is in play, the batter may not step out of the batter's box to stop play unless time has been granted by the umpire.

EFFECT: All action will continue and the pitch will be called.

EXCEPTION: If special conditions warrant, such as a ball from another field, a wind gust putting dust in a batter's eyes, or car lights in the batter's eyes, time can be called.

Section 4. A STRIKE IS CALLED BY THE UMPIRE.

- A. (Fast Pitch Only/Slow Pitch with stealing) For each legally pitched ball entering the strike zone.

EFFECT: The ball is in play and the runners may advance with liability to be put out.

RULE 7 - BATTING

- B. (Slow Pitch Only) For each legally pitched ball entering the strike zone before touching the ground and the batter does not swing. It is not a strike if the pitched ball touches home plate and then is swung at by the batter. Any pitched ball that hits the ground or plate cannot be legally swung at by the batter. If the batter swings and misses the pitch prior to the ball hitting the ground or plate, it is a strike.
EFFECT: The ball is dead.
- C. For each legally pitched ball swung at and missed by the batter.
FAST PITCH/Slow Pitch with stealing
EFFECT: The ball is in play and the runners may advance with liability to be put out.
SLOW PITCH without stealing
EFFECT: The ball is dead. If the batter swings at an illegal pitch, the illegal pitch is nullified.
- D. For each foul tip.
EFFECT: (Fast Pitch/Slow pitch with stealing) The ball is in play and runners may advance with liability to be put out. The batter is out if it is the third strike.
1. (Slow Pitch without stealing) The ball is dead and the batter is out if it is the third strike.
2. (16-Inch Slow Pitch) The ball remains live; runners cannot advance.
- E. (Fast Pitch Only) For each foul ball when the batter has fewer than two strikes.
- F. (Slow Pitch Only) For each foul ball, including the third strike.
NOTE E-F: If a pitched ball is hit on the back swing, it is a strike and a foul ball.
- G. For each pitched ball swung at and missed which touches any part of the batter.
- H. When any part of the batter's person or clothing is hit with a batted ball when the batter is in the batter's box and (FP Only) has fewer than two strikes.
- I. When a delivered ball by the pitcher hits the batter while the ball is in the strike zone.
- J. If the batter does not take the batter's position within 10 seconds after being directed by the umpire.
- K. (Junior Olympic and Adult Modified Pitch Only) When, between pitches, the batter leaves the batter's box illegally or does not return to the box after a warning. (See Rule 7-3-C)
EFFECT Section 4 E-K: The ball is dead and each runner must return to his base without liability to be put out.

Section 5. A BALL IS CALLED BY THE UMPIRE.

- A. (Fast Pitch) For each legally pitched ball which does not enter the strike zone, touches the ground before reaching home plate, or touches home plate, and the batter does not swing.
EFFECT: The ball is in play and runners are entitled to advance with liability to be put out.

RULE 7 - BATTING

- B. (Slow Pitch Only) For each legally pitched ball which does not enter the strike zone, touches the ground before reaching home plate, or touches home plate, and the batter does not swing. Any pitched ball that hits the ground or plate cannot be legally swung at by the batter. If the batter swings at a pitch after the ball hits the ground or plate, it is a ball.
EFFECT: The ball is dead and runners may not advance.
(16-Inch Slow Pitch): The ball remains live; however, runners cannot advance. If the batter swings at the ball, it would be batter interference (See Rule 7, Sec. 6-J)
- C. (Fast Pitch Only) For each illegally pitched ball not swung at.
EFFECT: The ball is dead and runners are entitled to advance one base without liability to be put out.
EXCEPTION: Unless the offensive manager elects to take the result of the play.
- D. (Slow Pitch Only) For each illegally pitched ball not swung at.
EFFECT: The ball is dead and runners may not advance.
EXCEPTION: Slow Pitch with stealing unless the ball hits the ground or hits the plate before reaching home plate.
- E. (Slow Pitch with stealing) When a pitched ball hits the batter outside the strike zone.
- F. When the catcher fails to return the ball directly to the pitcher as required.
- G. For each excessive warm-up pitch.
EFFECT - Section 5 E-G: The ball is dead and runners may not advance.

Section 6. THE BATTER IS OUT.

- A. When the third strike is:
 - 1. Swung at and the pitched ball touches any part of the batter's person, or
 - 2. Is not swung at, and the pitched ball hits the batter while the pitch is in the strike zone.
- B. When a batter enters the batter's box with or is discovered using an altered, doctored, loaded, or non-approved. The batter shall be disqualified from the game, and if in a tournament, may be disqualified for the remainder of the tournament.
- C. When the batter enters the batter's box with or is discovered using an illegal bat.
EFFECT (B and C): If a previous batter has used the same altered or illegal bat, and a pitch has been thrown, **ONLY** the batter only is out (See Rule 8-7-X)
- D. When an entire foot is touching the ground completely outside the lines of the batter's box when the ball makes contact with the bat.
- E. When any part of a foot is touching home plate when the ball makes contact with the bat.

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- F. When a batter leaves the box, but has returned to the box and makes contact with the ball.
EXCEPTION – Section 6 D-F: If no contact is made with the pitched ball, there is no penalty.
- G. (Fast Pitch Only) When the batter bunts foul after the second strike. If the ball is caught in the air, it remains live and in play.
- H. (Slow Pitch Only) When the batter bunts or chops the ball.
- I. When members of the team at bat (including those in the dugout area) other than runners interfere with a player attempting to field a fair or foul fly ball.
- J. (16" Slow Pitch Only) When a batter intentionally hits a pitched ball that first strikes the ground or home plate, to prevent the catcher from executing a pick-off attempt.
- K. When the batter hits a fair ball with the bat a second time in fair territory.
EXCEPTION:
1. If the batter is standing in the batter's box and contact is made while the bat is in the batter's hands, a foul ball is ruled even if the ball is hit a second time over fair territory.
 2. If the batter drops the bat and the ball rolls against the bat in fair territory, and, in the umpires judgment, there was no intention to interfere with the course of the ball, the batter is not out and the ball is live and in play.
 3. If contact is made on the follow through, after missing the pitch on the initial swing, it is a foul ball. (Also see "L" below for slow pitch third strike foul ruling).
EFFECT - Section 6 A-K The ball is dead and each runner must return to the base legally held at the time of the pitch.
- L. (Slow Pitch Only) After a third strike, including a foul ball that is hit after two strikes. If a fly ball is caught in playable territory, the ball remains live.
- M. (Fast Pitch Only) When a called or swinging third strike is caught by the catcher.
- N. (Fast Pitch Only) When the batter has three strikes if there are fewer than two outs and first base is occupied at the time of the pitch.
- O. Whenever the batter due up has left the game under the Short-handed Rule. (See Rule 4, Section 1D)
- P. The batter shall not:
1. Hinder the catcher from catching or throwing the ball by stepping out of the batter's box.
 2. Intentionally hinder the catcher while standing within the batter's box.
 3. Intentionally interfere with a thrown ball, in or out of the batter's box.
 4. Interfere with a play at home plate.
- EFFECT:** The ball is dead, the batter is out and each runner must return to the last base that, in the judgment of the umpire, was touched at the time of the interference.

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EXCEPTION: If no play is being made and the batter accidentally interferes with the catcher's return throw to the pitcher and a runner(s) advances safely, the umpire should call time and return the runner(s) to the base occupied at the time of the accidental interference.

RULE 8 - BATTER-RUNNER AND RUNNER

Section 1. THE BATTER BECOMES A BATTER-RUNNER.

- A. As soon as he legally hits a fair ball.
- B. (Fast Pitch Only) When the catcher fails to catch the third strike before the ball touches the ground when;
 - 1. With fewer than two outs and first base is unoccupied at the time of the pitch, or
 - 2. There are two outs and first base is occupied. This is called the third strike rule.

EXCEPTION: (Junior Olympic 10-Under) The batter is out.

- C. When four balls have been called by the umpire. The batter-runner is awarded first base.

EFFECT:

- 1. (Fast Pitch Only) The ball is in play unless it has been blocked.
- 2. (Slow Pitch Only) The ball is dead and runners may not advance unless forced. If the pitcher desires to walk a batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base. If two batters are to be walked intentionally, the second intentional walk may not be administered until the first batter reaches first base. If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base, no appeal will be honored on the first batter.

EXCEPTION: Slow Pitch with stealing unless the ball hits the ground before reaching home plate.

- 3. (Coed) The ball is dead. Any walk to a male batter will result in a two base award. The next batter (a female) will bat.

EXCEPTION: With two outs, the female batter has the option to walk or bat. Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.

- D. When the catcher obstructs, hinders or prevents the batter from striking or hitting a pitched ball.

EFFECT:

- 1. The umpire shall give a delayed dead ball signal.
- 2. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, catcher obstruction is canceled. All action as a result of the batted

RULE 8 - BATTER-RUNNER AND RUNNER

ball stands. No option is given. Once a runner has passed a base, the runner is considered to have reached that base (whether missing the base or not) and no option is given.

3. If all runners including the batter-runner do not advance at least one base, the manager has the option to take the result of the play, or have the obstruction enforced by awarding the batter first base and advancing all other runners only if forced.
 4. The catcher or any other fielder shall not:
 - a. Step on, or in front of home plate without the ball, or
 - b. (FP ONLY) On a swing or attempted bunt, touch the batter or his bat with a runner on third base trying to score by means of a squeeze play or a steal. The runner shall be awarded home plate and the batter shall also be awarded first base on the obstruction. The ball is dead. For batter interference see Rule 7, Sec 6P.
- E. When a fair batted ball strikes the person, attached equipment, or clothing of an umpire or a runner. If the runner is hit with a fair batted ball while touching a base, the runner is not out.

EFFECT:

1. If, after touching a fielder (including the pitcher), the ball is in play.
 2. If, after passing a fielder other than the pitcher, and no other infielder had a chance to make an out, the ball is in play.
 3. If before passing a fielder without being touched, the ball is dead. If the runner is hit by the ball while off base and before it has passed an infielder, excluding the pitcher, or if it passes an infielder and another fielder has an opportunity to make an out, the runner is out and the batter-runner is entitled to first base without liability to be put out. Any runner not forced by the batter-runner must return to the base reached prior to the interference. When a fair ball touches a runner who is in contact with a base, the ball remains live or is ruled dead depending on the position of the fielder closest to the base.
 4. If the fair batted ball hits an umpire before passing a fielder other than a pitcher, the ball is dead and the batter-runner is entitled to first base without liability to be put out.
- F. (Fast Pitch Only) When a pitched ball not swung at nor called a strike touches any part of the batter's person or clothing. It does not matter if the ball strikes the ground before hitting the batter. The batter's hands are not to be considered a part of the bat.

EFFECT:

1. The ball is dead. The batter is entitled to one base without liability to be put out.

EXCEPTION: If no attempt is made to avoid being hit, the batter will not be awarded first base unless it is ball four.

RULE 8 - BATTER-RUNNER AND RUNNER

2. If the batter is hit anywhere on the body, including the hands, while swinging at a pitch, the ball is dead and a strike called. If it is strike three, the batter is out.

Section 2. BATTER-RUNNER IS OUT.

- A. (Fast Pitch Only) When the catcher drops the third strike and is legally put out prior to reaching first base with less than two outs and first base is not occupied at the time of the pitch.
- B. When after hitting a fair ball the batter-runner is legally put out prior to reaching first base.
- C. When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.
EFFECT - Section 2 A-C: The ball is in play.
- D. When the batter-runner fails to advance to first base and enters the team area after a batted fair ball, a base on balls, a hit batter (Fast Pitch Only), a dropped third strike (Fast Pitch Only), or catcher obstruction.
EXCEPTION: (Slow Pitch Only) The ball is dead when runners are not required to run bases on a home run or four base award, or on a base on balls, or (Fast Pitch Only) on a hit batter. The ball is dead, the batter-runner is not out. Other than on a home run or four base award, runners cannot advance unless forced.
- E. When the batter-runner runs outside the three-foot (0.91m) lane and, in the judgment of the umpire, interferes with the fielder taking the throw at first base; however, the batter-runner may run outside the three-foot (0.91m) lane to avoid a fielder attempting to field a batted ball. When the defensive player uses the colored portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base, and if hit by the thrown ball, it would not be interference. If intentional interference is ruled, the runner would be out.
- F. When the batter-runner interferes with a fielder attempting to field a batted ball, interferes with a fielder attempting to throw the ball, intentionally interferes with a thrown ball while out of the batter's box, makes contact with a fair batted ball before reaching first base, discards their bat which prevents the defense from making a play on the ball, or (Fast Pitch Only) interferes with a dropped third strike. If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play, the runner closest to home plate shall be called out. A batter-runner being hit with a thrown ball does not necessarily constitute interference.
- G. When the batter-runner interferes with a play at home plate in an attempt to prevent an obvious out at home plate. The runner is also out.
- H. When the batter-runner steps back toward home plate to avoid or delay a tag by a fielder.
EFFECT - Section 2 D-H: The ball is dead and runner(s) must return to the last base legally touched at the time of the interference.

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- I. When an infield fly is declared. If an infield fly is ruled, and the fair batted ball hits the batter-runner before reaching first base, the ball is ruled dead and the infield fly is invoked.
- J. When an infielder intentionally drops a fair fly ball, including a line drive or a bunt, which can be caught with ordinary effort with first; first and second; first and third; or first, second and third bases occupied with fewer than two outs. A trapped ball shall not be considered as having been intentionally dropped.
EFFECT: The ball is dead, and each runner must return to the last base touched at the time of the pitch. If an infield fly is ruled, it has precedence over an intentionally dropped ball.
- K. When the immediate preceding runner who is not out, intentionally interferes, in the umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play on the batter-runner.
EFFECT: The runner shall also be called out.
- L. (Slow Pitch Only) For excess over-the-fence home runs.
- M. When using the double base at first, the following rules should be enforced:
 - 1. A batted ball hitting or bounding over the white portion is declared fair and a batted ball hitting or bounding over the colored portion is declared foul.
 - 2. Whenever a play is being made by an infielder on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white, no appeal can be made.
 - 3. On any force out attempt from the foul side of first base, or an errant throw pulling the defense off the base into foul ground, the defense and the batter-runner can use either the white or colored portion.
 - 4. On extra base hits or balls hit to the outfield, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion.
NOTE: If the runner returns to the colored portion only and remains there until the pitched ball is released, no pitch is called and the runner is out.
 - 5. When tagging up on a fly ball, the white portion must be used.
 - 6. (Fast Pitch & 16-Inch Slow Pitch Only) On an attempted pick-off play, the runner must return to the white portion.
 - 7. If, when using the double base, and there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white.

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EFFECT M-7: Interference is ruled, the ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference.

- N. If a spectator reaches into the field of play and interferes with a fielder's opportunity to catch a fly ball, the batter is out and runner(s) are awarded the base or bases in the umpire's judgment, they would have reached.

Section 3. TOUCHING BASES IN LEGAL ORDER.

- A. When a runner must return to a base while the ball is in play or dead, the runner must touch the base(s) in reverse order.

EFFECT: The runner would be called out, if properly appealed.

EXCEPTION: On a foul ball.

- B. When a runner or batter-runner acquires the right to a base by touching it before being put out, the runner or batter-runner is entitled to hold the base until legally touching the next base in order or is forced to vacate it for a succeeding runner. When a runner passes a base, the runner is considered to have touched the base. This also applies to awarded bases.
- C. When a runner dislodges a base from its proper position, neither the runner nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position.

EFFECT - Section 3 B-C: The ball is in play and runners may advance or return with liability to be put out.

- D. A runner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game.

EFFECT: The ball is dead and the runner is out.

- E. Two runners may not occupy the same base simultaneously.

EFFECT: The runner who first legally occupied the base shall be entitled to it, unless forced to advance. The other runner may be put out by being touched with the ball.

- F. Failure of a PRECEDING runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a SUCCEEDING runner who touches bases in proper order. If the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of the inning, no SUCCEEDING runner may score a run.

- G. No runner may return to touch a missed base or one left too soon after a following runner has scored or once he leaves the field of play.

- H. Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.

- I. Awarded bases must be touched in legal order.

EXCEPTION: All Men's Major divisions, **Women's Open, Coed Major,** and all Men's Class "A" Slow Pitch. (This does not apply to Master's and Senior's Play). On any fair batted ball hit over the fence for a home run, or a four base award, the batter and all runners are credited with a score. The batter and any runners on base do not need to run the bases. This would eliminate any runner appeal play.

Section 4. RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT.

- A. (Fast Pitch and Modified Pitch Only) When the ball leaves the pitcher's hand on the delivery.
- B. (Slow Pitch Only) When a pitched ball is batted.
- C. On a thrown ball or a fair batted ball that is not blocked.
- D. On a thrown ball that hits an umpire.
- E. When a legally caught fly ball is first touched by any defensive player.
- F. If a fair ball strikes an umpire or a runner after having passed an infielder other than the pitcher, and provided no other fielder had a chance to make an out, or when a fair batted ball has been touched by an infielder, including the pitcher, and the runner did not intentionally interfere with the batted ball or the fielder attempting to field the batted ball.

EFFECT - Section 4 A-F: The ball is in play.

- G. (Mens Slow Pitch & **Womens Open** Slow Pitch only. This does not apply to Master's and Senior's Play or Coed Slow Pitch). Runners may advance when the ball reaches home plate, or if the pitcher has the ball and is not in the vicinity of the pitching plate.
 - 1. The ball remains alive until the pitcher has possession of the ball in the infield and all immediate play has apparently completed.
 - 2. Runners may not advance if the pitched ball hits the batter, the ground before reaching the front edge of home plate, or home plate. The ball is dead and a ball is awarded to the batter.
 - 3. The pitcher may cover any base on an attempted put out and if a play is being made on a runner off the base, the ball remains live.
 - 4. The above will apply for both legal and illegal pitches.
 - 5. A pitched ball that hits behind home plate and strikes the umpire, or a thrown ball by the catcher that hits the umpire, the ball remains live and runners may advance.
- H. (10-Under Fast Pitch Only) Runners starting at first or second base are entitled to advance or steal one base only per pitch with liability to be put out. Runners starting at third base may not steal or advance home but are liable to be put out if they come off the base.
 - 1. A runner, attempting to advance beyond the one base they are entitled to advance or steal, may be put out while between bases. A runner cannot be put out while in sole contact with a base.
 - 2. After all play ceases, and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be put out.
 - 3. If a batter strikes out and the ball is dropped, the batter is out and cannot advance to first base, but the ball remains live for the purpose of throwing the advancing runner out.

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4. A batter, who receives a base on balls, cannot advance past first base. If the batter-runner advances further, once the ball becomes dead, return the batter-runner to first base.
5. Awarded bases will apply to all runners.
6. Runners can only score on:
 - a) a batted ball,
 - b) a base on balls or hit batter with the bases full, or
 - c) on an awarded base when the ball goes:
 - 1) out of play, or
 - 2) on an illegal pitch.
- I. When a live ball becomes lodged in a defensive player's uniform or equipment.
- J. If, while the ball is in play or on awarded bases, the runner fails to touch a base before attempting to make the next base.
- K. If, after overrunning first base, the runner attempts to continue to second base.
- L. If, after dislodging a base, a runner attempts to continue to the next base.
- M. (16-Inch Slow Pitch Only) A runner may lead off any base with the risk of being picked off by a throw from the pitcher or catcher. If a throw results in an overthrown or blocked ball, no runners may advance. Any runner advancing on a pitch not hit is liable to be put out if tagged before returning to his original base.

Section 5. RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT.

- A. When forced to vacate a base because the batter was awarded a base on balls.

EFFECT: (Fast Pitch Only) The ball remains in play unless it is blocked. Any runner affected is entitled to one base and may advance farther at their own risk if the ball is in play. (Slow Pitch Only) The ball is dead.

EXCEPTION: In 16" SP and all divisions that can steal, the ball remains live.
- B. When a fielder not in possession of the ball or not in the act of fielding a batted ball, impedes the progress of a runner or batter-runner who is legally running bases.

Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team. Should any act of interference occur following any obstruction, enforcement of the interference penalty would have precedence.

EXCEPTIONS:

 1. An obstructed runner may not be called out between the two bases where obstructed
 - a. **when an obstructed runner, after the obstruction, safely obtains the base they would have been**

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awarded, in the umpire's judgement, had there been no obstruction and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the bases where they were obstructed and may be put out.

- b. an act of interference, or
- c. if passing another runner.
- 2. If the obstructed runner is put out prior to reaching the base which would have been reached had there not been obstruction, a dead ball is called and the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been obstruction.
- 3. If the obstructed runner is put out after passing the base which would have been reached had there not been obstruction or ran beyond the two bases the obstruction occurred, the obstructed runner will be called out. The ball remains live.
- 4. When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted or thrown ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction, will always be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.
- 5. Catcher obstruction on the batter is covered under Rule 8, Section 1D.
EFFECT: When any obstruction occurs (including a rundown), a delayed dead ball is ruled and the ball will remain live.
- C. (Fast Pitch **and Slow Pitch with stealing**) When pitched ball that remains live becomes blocked or goes into dead ball territory.
EFFECT: The ball is dead and all runners are awarded one base only. The batter is awarded first base only on the fourth ball.
- D. When forced to vacate a base because the batter was awarded first base.
- E. (Fast Pitch Only) When a pitcher makes an illegal pitch, providing the offensive coach does not take the result of the play.
- F. When a fielder intentionally contacts or catches a fair batted, a thrown, or a pitched ball with his cap, helmet, mask, protector, pocket, detached glove or any part of the uniform which is detached from its proper place on their person.
EFFECT: The batter and runners would be entitled to three bases from the time of the pitch if a batted ball, two bases from the time of the throw if a thrown ball, or one base from the time of the pitch if a pitched ball and

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in all games where stealing is permitted, they may advance farther at their own risk. A batter is awarded one base only on third strike in fast pitch and modified pitch. If the illegal catch or touch is made on a fair hit ball which, in the judgment of the umpire, would have cleared the outfield fence in flight, the batter-runner shall be awarded a four base award. On a pitched ball that eludes the catcher and is retrieved with detached equipment, there is no penalty if 1) the runner(s) are not advancing, 2) no apparent play is possible, or 3) no advantage is gained.

- G. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked:

EFFECT: All runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the fielder's hand. Runners may return to touch a missed base or base left too soon. If two runners are between the same bases, the award is based on the position of the lead runner. Once a base runner advances to the next awarded base, the runner may no longer return to touch any missed base or any base left too soon.

EXCEPTION:

1. When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead ball area or becomes blocked, each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.
 2. When the ball becomes dead, runners may return to touch a missed base or a base left too soon if they have advanced, touched, and are a base beyond the missed base or the base left too soon. Runners must be given the opportunity to complete their base running responsibilities. A runner shall not be declared out if a fielder deliberately carries or throws the ball into dead ball territory to prevent that runner from returning to a missed base or a base left too soon. Once a runner has entered dead ball area, they cannot return to touch a missed base or one left too soon.
 3. If the ball becomes blocked due to offensive equipment not involved in the game, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making an out, the runner being played on is called out.
 4. If an awarded base is in error, after one pitch is thrown (legal or illegal), the error cannot be corrected.
- H. When a fair batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without touching the ground or going through the fence. It shall entitle the batter-runner to a home run, unless it passes out of the grounds at a distance less than the prescribed fence distances from home plate, in which case the batter-runner would be entitled to only two bases.

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- I. When a fair ball bounces over or rolls under or through a fence or any designated boundary of the playing field. Also, when it deflects off of a defensive player and goes out of play in foul territory, deflects off a runner or umpire and goes out of play after having passed an infielder excluding the pitcher and provided no other infielder had a chance to make an out.
EFFECT: The ball is dead, and all runners are awarded two bases from the time of the pitch.
- J. When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory. A fielder carrying a live ball into the dugout or team area to tag a player is considered to have unintentionally carried it there.
EFFECT: The ball is dead and each runner is awarded one base from the last base touched at the time the fielder entered dead ball territory.
- K. If, in the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory.
EFFECT: The ball is dead. Each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or thrown into dead ball territory.
- L. When there is spectator interference with any thrown or fair batted ball, the ball is dead at the moment of interference.
- M. When a ball gets lodged in (a) umpire's gear or clothing or (b) in an offensive player's clothing. (See 8-4-I for defensive player's clothing or equipment)
EFFECT – Section 5 J-M The ball is dead and the umpire should award the runners the bases in his judgment they would have reached.

Section 6. A RUNNER MUST RETURN TO HIS BASE.

- A. When a batted ball is foul.
- B. When an illegally batted ball is declared by the umpire.
- C. When a batter, batter-runner or runner is called out for interference. Each other runner shall return to the last base which, in the umpire's judgment, was legally touched by the runner at the time of the interference.
- D. (Fast Pitch Only) When any part of the batter's person or clothing is touched by a pitched ball that is swung at and missed.
- E. (Fast Pitch Only) When a batter is hit by a pitched ball, unless forced.
EFFECT - Section 6 A-E:
 - 1. The ball is dead.
 - 2. Each runner must return to his base without liability to be put out, except when forced to go to the next base because the batter became a batter-runner.
 - 3. Runners need not touch the intervening bases in returning to base.
- F. (Fast Pitch, Slow Pitch with stealing or 16" SP Only) When the plate umpire or any part of the plate umpire's clothing interferes with the catcher's

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attempt to throw out a runner stealing, or an attempted pick off play.

EFFECT: This is a delayed dead ball at the time of the interference. If the runner is ruled out, the ball remains live. If the runner is not out, return the runner to the base occupied at the start of the pitch. It is not umpire interference if, on a passed ball or wild pitch, the umpire gets hit by a thrown ball from the catcher. The ball is live.

- G. (Slow Pitch Only) When base stealing is not allowed.

EFFECT: Each runner may leave a base when a pitched ball is batted, touches the ground or reaches home, but must return to that base immediately after each pitch not hit by the batter.

EXCEPTION: (Slow Pitch with stealing) Runners may advance after the ball reaches the front edge of home plate.

- H. When an intentionally dropped ball is ruled.

Section 7. THE RUNNER IS OUT.

- A. When running to any base in regular or reverse order and the runner runs more than three feet (0.91 m) from the base path to avoid being touched by the ball in the hand(s) of a fielder.
- B. When the ball is in play and while the runner is not in contact with a base, the runner is legally touched with the ball in the hand(s) of a fielder.
- C. When, on a force play, a fielder contacts the base while holding the ball, touches the ball to the base or tags the runner before the runner reaches the base.
- D. When the runner physically passes a preceding runner before that runner has been put out. If this was the third out of the inning, any runs scoring prior to the out for passing a preceding runner would count.
- E. When anyone other than another runner physically assists a runner while the ball is in play.

EFFECT - Section 7 A-E: The ball is in play and the runner is out. In D and E, the runner passing or assisting is called out.

EXCEPTION – SECTION E: After a runner has scored and missed home plate and is physically assisted back to home, the ball is dead, the runner is out and the run is nullified.

- F. When the runner leaves a base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to an infielder and properly appealed.
- G. When the runner fails to touch the intervening base or bases in regular or reverse order and the ball is returned to an infielder and properly appealed. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter-runner, this is a force out.
- H. When the batter-runner legally overruns first base, attempts to run to second base and is legally touched while off base.
- I. When running or sliding for home plate and the runner fails to touch it, and a fielder properly appeals to the umpire for the decision.

RULE 8 - BATTER-RUNNER AND RUNNER

EFFECT - Section 7 F-I:

1. These are appeal plays, and the defensive team loses the privilege of putting the runner out if any of the following occurred:
 - a) the appeal is not made before the next legal or illegal pitch,
 - b) the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or
 - c) on the last play of the game the umpires have left the field of play.
2. (Live Ball Appeal) If properly appealed during a live ball, the runner is out. (POE # 1 B)
3. (Dead Ball Appeal) Once the ball has been returned to the infield and time has been called, any infielder (including the pitcher or catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should acknowledge the appeal and then make a decision on the play. No runner may leave a base during this period as the ball remains dead until the next pitch.
 - a. If the ball goes out of play, the dead ball appeal cannot be made until completion of all legal advancement of all base runners.
 - b. If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no illegal pitch is called.
 - c. If "play ball" has been declared by the umpire and the pitcher then requests an appeal, the umpire would again call "time" and allow the appeal process.
- J. When the runner interferes:
 1. With a fielder attempting to field a batted fair ball, or
 2. With a fielder attempting to field a fly ball over foul territory, or
 3. With a fielder attempting to throw the ball, or
 4. Intentionally with a thrown ball.
 - a. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the runner is put out, the immediate succeeding runner shall also be called out.
 5. Intentionally with any defensive player having the opportunity to make an out with the deflected batted ball.
- K. When the runner is struck with a fair untouched batted ball while not in contact with a base and before it passes an infielder, excluding the pitcher, or if it passes an infielder and any fielder has an opportunity to make an out.

RULE 8 - BATTER-RUNNER AND RUNNER

- L. When the runner intentionally kicks a fair ball that an infielder has missed.
NOTE: Section 7 J-L: When runners are called out for interference, the batter-runner is awarded first base and credited with a fielder's choice.
EXCEPTION: If the interference prevents the fielder from catching a routine fly ball (fair or foul) with ordinary effort, the batter is also out.
- M. When the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate. The runner closest to home shall be declared out.
- N. When member(s) of the offensive team stand or collect around a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making the play. Members of a team include bat boy or any other person authorized to sit on the team's bench.
- O. When a coach intentionally interferes with a batted or thrown ball, or interferes with the defensive team's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall be declared out. A batted or thrown ball that unintentionally hits a base coach is not considered interference.
- P. When, after being declared out or after scoring, a runner intentionally interferes with a defensive player's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall be declared out. A runner continuing to run and drawing a throw may be considered a form of interference. This does not apply to the batter-runner running on the dropped third strike rule.
- Q. When a defensive player has the ball and the runner remains upright and crashes into the defensive player. If the act is determined to be flagrant, the offender shall be ejected. An errant throw drawing the defense into the path of the runner is not interference.
EFFECT - Section 7 J-Q: The ball is dead and the runner is out. Each other runner must return to the last base legally touched at the time of the interference.
- R. (Slow Pitch Only) When the runner fails to keep contact with the base to which they are entitled until a pitched ball is batted, touches the ground, or reaches home plate.
EXCEPTION: (16-Inch Slow Pitch Only) Any runner may leave a base as soon as the ball is declared in play.
- S. (Fast Pitch Only) When the runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitcher's hand.
EFFECT - Sections 8 R-S: The ball is dead, "no pitch" is declared when applicable, and the runner is out.
- T. (Fast Pitch Only) **LOOK BACK RULE.**
The "Look Back" rule will be in effect when the ball is live for all runners, the batter-runner has touched first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher's

RULE 8 - BATTER-RUNNER AND RUNNER

circle. The pitcher is considered to be in the pitcher's circle when both feet are on or within the lines.

1. When a runner is legitimately off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has control of the ball within an eight foot (2.44m) radius of the pitcher's plate, the runner may stop once, but then must immediately return to the base or attempt to advance to the next base.
2. Once the runner stops at a base for any reason, the runner will be declared out if leaving the base.
3. Responsibilities of batter-runner after touching first base, and while the pitcher has control of the ball within an eight foot (2.44m) radius of the pitcher's plate. This includes a base on balls or a dropped third strike (**EXCEPTION** 10-U fast pitch).
 - a. A batter-runner who rounds first base toward second base may stop, but then must immediately without stopping return to first or attempt to advance non-stop to second base.
 - b. A batter-runner who over-runs first base toward right field, turns left and immediately stops, must then return non-stop to first or attempt to advance non-stop to second base.
 - c. A batter-runner who over-runs first base toward right field, turns left and moves directly toward second base and stops is committed to second and must attempt to advance non-stop to second base.
 - d. A batter-runner who over-runs first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first and must return to first base.
 - e. A batter-runner who over-runs first base toward right field, and turns right, is committed to first base and must return to first base.

EFFECT - Section 7-T (1-3): The ball is dead. "No pitch" is declared when applicable, and the runner is out. If two runners or more runners are off their bases, when one is called out, the ball is dead and other runners are returned to the last base touched. Only one runner may be called out.

EXCEPTION: The runner will not be declared out if a play is made on another runner, (a fake throw is considered a play), the pitcher no longer has possession of the ball within the eight foot (2.44m) radius, or the pitcher releases the ball on a pitch to the batter.

- U. When a runner abandons a base and enters the team area or leaves the field of play.
- V. When the runner positions himself behind and not in contact with a base to get a running start on any fly ball. The ball remains alive.

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- W. Whenever a runner on base leaves the game under the shorthanded rule. (Rule 4, Section 1D)
- X. Prior to a pitch (legal or illegal) to the next batter, if the runner was discovered having used an illegal bat or non-approved bat, the runner shall be declared out. If the bat was altered, the runner shall also be disqualified. In either case, if the altered/illegal bat is discovered prior to the next pitch, any runners put out prior to the discovery shall remain out.
- Y. When, following an offensive conference, base runners switch positions on the bases they occupied.
EFFECT: Each runner on an improper base shall be declared out. In addition, the head coach shall be ejected for unsportsmanlike conduct.

Section 8. RUNNER IS NOT OUT.

- A. When a runner runs behind or in front of the fielder and outside the base path in order to avoid interfering with a fielder attempting to field the ball.
- B. When a runner does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in possession.
- C. When more than one fielder attempts to field a batted ball and the runner comes into contact with the one who, in the judgment of the umpire, could not have made an out.
- D. When a runner is hit with a fair, untouched batted ball that has passed an infielder, excluding the pitcher, and, in the judgment of the umpire, no other fielder had a chance to make an out.
- E. When a runner is hit with a fair untouched batted ball over foul territory that, in the judgment of the umpire, no fielder had a chance to make an out.
- F. When a runner is hit by a fair batted ball after it touches, or is touched by, any fielder, including the pitcher, and the runner could not avoid contact with the ball.
- G. When a runner is touched while off a base:
 - 1. With a ball not securely held by a fielder.
 - 2. With a hand or glove of a defensive player and the ball is in the other hand.
- H. When the defensive team does not request the umpire's decision on an appeal play until after the next legal or illegal pitch, or until after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or after the last play of the game, the umpires have left the field of play.
- I. When a batter-runner overruns first base after touching it and returns directly to the base.
- J. When the runner is not given sufficient time to return to a base. The runner will not be called out for being off base before the pitcher releases the ball. "No pitch" will be called by the umpire.

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- K. When the runner has legally started to advance. The runner may not be stopped by the pitcher receiving the ball while on the pitching plate, or by the pitcher stepping on the plate with the ball in his possession.
- L. When the runner stays on the base until a fly ball touches a fielder and then attempts to advance.
- M. When hit by a batted ball when touching the base, unless the runner intentionally interferes with the ball or a fielder making a play. (See Rule 8, Section 1 E (1-3).
- N. When the runner slides into a base and dislodges it from its proper position. The base is considered to have followed the runner.
EFFECT: A runner reaching a base safely will not be out for being off that base if it becomes dislodged. The runner may return without liability to be put out when the base has been replaced. A runner forfeits this exemption if they attempt to advance beyond the dislodged base before it is again in proper position.
- O. When a fielder makes a play (a pitch by the pitcher is not considered making a play) on a batter, batter-runner or runner while using an illegal glove, and it is discovered by the umpire before:
 - 1. The next pitch (legal or illegal);
 - 2. The pitcher and all infielders have left fair territory and the catcher has left his normal fielding position on the way to the dugout; or
 - 3. The umpires have left the field,**EFFECT:** The manager of the offended team is given two options:
 - a. The manager may have the entire play nullified with each runner returning to their original base and the batter batting over again, assuming the ball and strike count prior to the pitch that was hit or on a steal attempt.
 - b. The manager may take the result of the play and disregard the illegal act.
- P. When a runner legally returns to a base left too soon or missed prior to an appeal being made, or is returning to a base during a dead ball.

Section 9. RUNNING (MASTERS AND SENIORS)

- A. **(Masters and Seniors Fast Pitch Only).**
 - 1. Courtesy Runners may be used only for the pitcher and the catcher.
 - 2. The pitcher and catcher are identified as the last players who physically played that position on defense. In the top of the first inning only, the pitcher and catcher are identified as those players listed on the lineup as pitcher and catcher.
 - 3. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. Only one courtesy runner may be used per inning.

RULE 8 - BATTER-RUNNER AND RUNNER

B. Masters/Senior Men and Women Slow Pitch

1. (Senior Men and Senior Women Only) Unlimited courtesy runners are allowed each inning.
2. (Women's Master 35-OSP, Men's Master 40-OSP and 45-OSP only) Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. Only one courtesy runner may be used per inning.

C. Courtesy Runners

1. A courtesy runner is in the game when announced by the offensive team manager.
2. A courtesy runner whose turn at bat comes while on base will be out. The courtesy runner will be removed from the base and come to bat. A second courtesy runner cannot be substituted at this time.
3. A player may be a courtesy runner only once an inning.
4. A courtesy runner may not run for an existing courtesy runner except for an injury.

EFFECT – Section 9-C- (2-4): If a runner violates any of these three situations, the runner will be called out and removed from the base.

5. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.

D. Senior Slow Pitch Only

1. Defensive players can only touch the original home plate and runners can only touch the second home plate.
2. Runners must touch the second home plate located adjacent to the right-handed batter's box in order to be safe at home.
3. Runners tagged by a defensive player will not be out.
4. Should a defensive player touch the second home plate and still touch the original home plate before the runner reaches the second home plate, the runner would be out.
5. If the runner touches the original home plate, the runner will be out and the ball will remain live (see diagram under Rule 2, Section 3G).
6. Once a runner crosses the commitment line (20 foot marking), from a second home plate, the runner cannot return to third base.

EFFECT: The runner will be called out if the runner returns, and the ball remains live.

7. If the runner has passed the commitment line (20 foot marking), continues to run on the original foul line, and interferes with the fielder taking a throw at (or in contact with the original home plate).

EFFECT: A dead ball should be declared and the runner is out.

Section 10. COURTESY RUNNERS (GIRLS AND BOYS J. O. FAST PITCH ONLY).

- A. The team at bat may use a courtesy runner for the pitcher and/or the catcher at any time. Neither the pitcher nor the catcher will be required to leave the game under such circumstances. The same courtesy runner may not run for both the pitcher and the catcher in the same half inning or any time during the game.
- B. In the top of the first inning only, the pitcher and catcher are identified as those players listed on the lineup as the pitcher and catcher. Thereafter, the pitcher and catcher are identified as the last players who physically played that position on defense. If a substitute enters in the following half inning, and gets on base, should the pitcher or catcher re-enter, no courtesy runner can be utilized for the pitcher or catcher during that half inning
- C. Players who are currently in the game or have participated in the game in any other playing capacity are ineligible to serve as courtesy runners.
- D. A player may not be a substitute for any player in the half inning that she ran as a courtesy runner.

EXCEPTION: If an injury or disqualification occurs and no substitutes are available, the courtesy runner must be used as a substitute, and take the place of the injured player. Should the courtesy runner be on base, and is entered as a substitute, the pitcher or catcher for whom the courtesy runner is running, must run in her place.

- E. The courtesy runner is not permitted to run as a courtesy runner for the Designated Player (DP), if the DP is batting for the pitcher or the catcher.
- F. Once the courtesy runner is designated for that half-inning, the pitcher or catcher for whom she is running may not return to run while that courtesy runner is on base. A courtesy runner cannot run for a courtesy runner.

EXCEPTION: Should an injury or disqualification occur to any offensive player, and no substitutes are available, the courtesy runner must take the place of the injured player. In this case, the courtesy runner enters as a substitute and the pitcher or catcher for whom the courtesy runner is running, must run in her place.

- G. A courtesy runner must be reported to the plate umpire. If a courtesy runner fails to report or violates the courtesy runner rule, she is considered to be an illegal runner and shall be disqualified.

RULE 9 - PROTESTS

Section 1. Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire. Examples of protests which will not be considered are:

- A. Whether a batted ball was fair or foul.
- B. Whether a runner was safe or out.
- C. Whether a pitched ball was a ball or a strike.
- D. Whether a pitch was legal or illegal.
- E. Whether a runner did or did not touch a base.
- F. Whether a runner did or did not leave a base too soon on a caught fly ball.
- G. Whether a fly ball was or was not caught legally.
- H. Whether it was or was not an infield fly.
- I. Whether there was or was not interference or obstruction.
- J. Whether the field is or is not fit to continue or resume play.
- K. Whether there is or is not sufficient light to continue play.
- L. Whether a player or live ball did or did not enter a dead ball area or touch some object or person in a dead ball area.
- M. Whether a batted ball did or did not clear the fence in flight.
- N. Whether a batted ball was or was not touched by a fielder before clearing the fence in flight.
- O. Any other matter involving only the accuracy of the umpire's judgment.

Section 2. PROTESTS. There are three types of protests:

- A. Misinterpretation of a playing rule - must be made:
 - 1) before the next pitch,
 - 2) before the next play
 - 3) before all infielders have left fair territory,
 - 4) on the last play of the game, before the umpires leave the playing field.
- B. Illegal player - must be made while they are in the game and before the umpires leave the playing field.

NOTE: (A-B) An umpire cannot reverse a decision after a pitch (legal or illegal) to the next batter.
- C. Ineligible player - can be made any time. Eligibility is the decision of the protest committee. (See ASA Code 501 A 5, 505 D 3)

Section 3. Protests may involve both a matter of judgment and the interpretation of a rule.

EXAMPLE: With one out and runners on second and third, the batter flies out. The runner on third base tags up after the catch, but the runner on second does not. The runner on third crosses the plate before the ball is played at second base for the third out. The umpire does not allow the run to score. The questions as to whether the runners left their bases before the catch or whether the play at second base was made before the runner on third crossed the plate are solely matters of judgment and are not protestable. It is a misinterpretation of a playing rule and a proper subject for protest however, if the umpire fails to allow the run to score.

RULE 9 - PROTESTS

Section 4. The manager, acting manager or captain of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire shall in turn notify the opposing manager and official scorekeeper. To aid in the correct determination of the issue, all interested parties shall take notice of the information, details and conditions surrounding the decision to protest.

Section 5. The official written protest must be filed within a reasonable time. In the absence of a league or tournament rule establishing the time limit for filing a protest, a protest should be considered if filed within a reasonable time, depending upon the nature of the call and the difficulty of obtaining the information relevant to the protest.

Section 6. The written protest should contain the following information:

- A. The date, time and place of the game.
- B. The names of the umpires and scorers.
- C. The rule and section of the official rules or local rules under which the protest is made.
- D. The information, details and conditions pertinent to the decision to protest.
- E. All essential facts involved in the matter protested.

Section 7. The decision rendered on a protested game must result in one of the following:

- A. The protest is considered to be invalid and the game score stands as played.
- B. When a protest is determined to be valid because of the misinterpretation of a playing rule, the decision will be corrected and the game shall be replayed from the point at which the incorrect decision was made. If the protesting team wins the game the protest then becomes meaningless.
- C. When a protest for ineligibility is determined to be valid, the offending team shall forfeit the game being played or the game last played to the offended team.

RULE 10 - UMPIRES

Failure of umpires to adhere to Rule 10 shall not be grounds for protest. These are guidelines for umpires.

Section 1. POWER AND DUTIES.

The umpires are the representative of the league or organization by which they have been assigned to a particular game and, as such, are authorized and required to enforce each section of these rules. They have the power to order a player, coach, captain or manager to carry out or to omit any act which, in their judgment is necessary to give force and effect to one or all of these rules, and to inflict penalties as herein prescribed. The plate umpire shall have the authority to make decisions on any situations not specifically covered in the rules. The following is the general information for umpires.

- A. The umpire will not be a member of either team (i.e., player, coach, manager, officer, scorer or sponsor).
- B. The umpire should be sure of the date, time, and place of the game and should arrive at the playing field 20 to 30 minutes ahead of time, start the game at the designated time, and leave the field when the game is over. The umpire's jurisdiction begins when entering the field to check the bats and ends when leaving the field following the completion of the game.
- C. The male and female umpire shall wear:
 - 1. A powder blue or navy blue, short-sleeve polo shirt. ASA letters are worn on the left chest of the polo shirt.
 - 2. Navy blue or heather colored gray slacks and navy or black socks.
 - 3. The approved navy cap with white ASA letters, trimmed with light blue on the front and the US Flag positioned on the left side, with the stars forward.
 - 4. The approved navy blue ball bag with ASA letters to be worn with either navy or heather colored gray slacks,
 - 5. The approved navy jacket with white ASA letters on the left chest,
 - 6. Black shoes and belt.
 - 7. A T-shirt is optional to wear under the powder blue or navy blue shirt; however, if one is worn, it must be white with the powder blue and the navy blue polo shirt.
 - 8. The plate umpire in fast pitch MUST wear a black mask, with black or tan padding and a black throat protector. (An extended wire protector may be worn in lieu of a throat protector on the mask.)
- D. The umpires should introduce themselves to the captains, managers and scorers.
- E. The umpires should inspect the playing field boundaries and equipment and clarify all ground rules for the representatives of both teams.
- F. Each umpire will have the power to make decisions on violations committed during playing time or during suspension of play.
- G. No umpire has the authority to set aside or question decisions made by another umpire within the limits of the respective duties as outlined in these rules.

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- H. An umpire may consult the other umpire(s) at any time; however, the final decision will rest with the umpire whose exclusive authority it is to make the decision and who requests the opinion of the other umpire(s).
- I. In order to define respective duties, the umpire whose primary responsibility is the judging of balls and strikes will be designated as the PLATE UMPIRE, while the umpire whose primary responsibility is the rendering of base decisions will be designated as the BASE UMPIRE.
- J. The plate umpire and base umpire will have equal authority to:
 - 1. Call a runner out for leaving a base too soon.
 - 2. Call TIME for suspension of play.
 - 3. Eject or disqualify a player, coach, manager or other team member from the game for violation of rules or flagrant misconduct.
 - 4. Call all illegal pitches.
 - 5. Forfeit any game.
- K. The umpire will declare the batter or runner out, without waiting for an appeal for such decision, in all cases where such player is retired in accordance with these rules. Unless appealed to, the umpire will not call a player out for failure to touch a base, for leaving a base too soon on a caught fly ball, for batting out of order, or for making an attempt to go to second after reaching first base, as provided in these rules.
- L. The umpire will not penalize a team for any infraction of a rule when imposing the penalty would be an advantage to the offending team.

Section 2. THE PLATE UMPIRE SHOULD.

- A. Take a position behind the catcher. The plate umpire will have full charge of and be responsible for the proper conduct of the game.
- B. Call balls and strikes, unless requesting the help of another umpire.
- C. By agreement and in cooperation with the base umpire, makes decisions on plays, fair or foul balls and legally or illegally caught balls. On plays that would necessitate the base umpire leaving the infield in a two umpire system, the plate umpire will assume the duties normally required of the base umpire.
- D. Determine and declare whether:
 - 1. A batter bunts or chops a ball.
 - 2. A batted ball touches the person or clothing of the batter.
 - 3. A fly ball is an infield or an outfield fly.
- E. Render base decisions as indicated in the Umpire's Manual.
- F. Assume all duties when assigned as a single umpire to a game.

Section 3. THE BASE UMPIRE SHOULD.

- A. Take such positions on the playing field as outlined in the Umpire's Manual.
- B. Assist the plate umpire in every way to enforce the rules of the game.

RULE 10 - UMPIRES

Section 4. RESPONSIBILITIES OF A SINGLE UMPIRE.

If only one umpire is assigned, the duties and jurisdictions will extend to all points. The umpire's starting position for each pitch should be from behind home plate. On each batted ball or play that develops, the umpire must move out from behind the plate and into the infield to obtain the best position for any play that develops.

Section 5. CHANGE OF UMPIRES.

Teams may not request a change of umpires during a game unless an umpire is incapacitated by injury or illness.

Section 6. UMPIRE'S JUDGMENT.

- A. There will be no appeal on any decision of any umpire on the grounds that the umpire was not correct in the conclusion as to whether a batted ball was fair or foul, a runner safe or out, a pitched ball is a ball or strike, or on any play involving accuracy of judgment. No decision rendered by any umpire will be reversed except when the umpire is convinced it is in violation of one of these rules. In case the manager, acting manager or captain of either team does seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question will, if in doubt, confer with the umpire's before taking any action; but under no circumstances will any player or person, other than the manager, acting manager or captain of either team, have any legal right to protest any decision and seek its reversal on a claim that it is in conflict with these rules.
- B. Under no circumstances will any umpire seek to reverse a decision made by an associate, nor will any umpire criticize or interfere with the duties of their associate(s) unless asked to do so.
- C. The plate umpire may rectify any situation in which the reversal of an umpire's decision or a delayed call by an umpire places a batter-runner, a runner or the defensive team in jeopardy. This correction is not possible after one legal or illegal pitch has been thrown, or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or after the last play of the game, the umpires have left the field of play.

Section 7. SIGNALS.

- A. **Safe.** Body upright, eyes on the ball, and arms extended straight out with the palms down. A verbal call of "safe" is made as the arms are snapped to this position from the upper chest.
- B. **Safe Sell.** The same as the safe call but as the arms are extended straight out with the palms down a step should be taken towards the play.
- C. **Out.** Body upright, eyes on the ball and right arm extended straight up as an extension of the shoulder. As we come to the HAMMER position, the elbow is bent at a 90-degree angle and the fist closed with the fingers

- facing the right ear. The left arm should be brought to the midsection of the body. A verbal call of “out” is made as the right arm is extended high into the air and continued as the arm drops into the HAMMER position.
- D. **Out Sell.** Come to upright position and take a step with left foot directly at the play. Your head should remain in position looking at the play as the upper torso turns perpendicularly from the play. Raise right arm with an open hand behind your head into a throwing position as you shuffle your right foot behind the left. Plant right foot and transfer weight, bringing right arm over the top of your head with a closed fist, and make a vigorous “out” call. Finish call by transferring your weight to the left foot while bringing the right foot forward and parallel to the left.
 - E. **Strike.** Body upright, eyes on the pitcher and right arm extended straight up as an extension of the shoulder. As we come to the HAMMER position, the elbow is bent at a 90-degree angle and the fist is closed with the fingers facing the right ear. The left arm should be brought to the midsection of the body. A verbal call of “strike” is made as the right arm is extended high into the air and continued as the arm drops into the HAMMER position.
 - F. **Fair Ball.** Body upright, eyes on the ball and point toward fair territory with the arm toward the infield. There is no verbal call on a fair ball, and if the umpire is wearing a mask, it should be in the left hand.
 - G. **Foul Ball.** On all foul balls, the ball is dead and the dead ball signal should be given. For balls touched close to the foul line over foul territory, the arm should be extended straight out toward foul territory away from the playing field. If caught, follow with a verbal “out” call and the “out” signal. If not caught, follow with a “dead ball” signal and a verbal “foul ball” call.
 - H. **Time Out/Dead Ball/No Pitch/Foul Ball.** Body upright and both arms extended high into the air with the palms of the hands open and facing away from the umpire’s body. A verbal call of “time out”, “dead ball” or “no pitch” is made at the same time the arms are going up.
 - I. **Play Ball.** Body upright, eyes on the pitcher and the umpire makes a motion toward the pitcher. On a right handed batter use the right hand. On a left-handed batter use the left hand. A verbal call of “play” or “play ball” is made as the umpire motions toward the pitcher.
 - J. **Hold Up Play.** Body upright and raise either hand with the palm facing the pitcher. On a right-handed batter use the right hand. On a left-handed batter use the left hand. “No pitch” shall be declared if the pitcher pitches while the umpire has a hand in this position.
 - K. **Delayed Dead Ball.** Body upright, the left arm is extended straight out to the side of the body as an extension of the shoulder and the left hand is in a fist. This position is held long enough for the players to see that the umpire has observed the act that caused this call.
 - L. **Infield Fly.** Body upright, eyes on the ball and right arm extended high into the air with a closed fist. Make a verbal call of “Infield Fly”. If the batted ball is near a foul line, call “Infield Fly if Fair.”

RULE 10 - UMPIRES

- M. **Trapped Ball.** Same as safe signal. The umpire makes a verbal call of “safe.”
- N. **Foul Tip.** Body upright and eyes on the ball. The fingers of both hands are touched together and then the umpire gives the strike signal with no verbal call. This indicates that the bat tipped the ball and was caught by the catcher.
- O. **Count.** Body upright. Have eye contact with the pitcher. Both hands are extended high above the head. Consecutive fingers are used to indicate the ball and strike count on the batter. Use the fingers of the left hand for balls and the fingers of the right hand for strikes. A verbal description of the count on the batter is given while the hands are overhead. Balls are always mentioned first and strikes second.
- P. **Double.** Body upright. Raise the right hand high above the head indicating with two fingers the number of bases awarded. A verbal call of “two bases” is made while the hand remains overhead.
- Q. **Home Run.** Body upright. Raise the right hand high above the head with a closed fist. Make a counter-clockwise circling motion with the raised fist. A verbal call of “home run” is made at the same time the fist is overhead.
- R. **Four-Base Award.** Body upright. Raise the right hand high above the head with four fingers shown. A verbal call of “four-base award” is made at the same time the hand is overhead.

Section 8. SUSPENSION OF PLAY.

- A. Umpires may suspend play when, in their judgment, conditions justify such action.
- B. Play will be suspended whenever the plate umpire leaves the umpires position to brush the plate or to perform other duties not directly connected with the calling of plays.
- C. The umpire will suspend play whenever a batter or pitcher steps out of position for a legitimate reason.
- D. An umpire will suspend play if a fair batted ball hits the umpire prior to passing an infielder.
EFFECT: The batter-runner is awarded a base hit. No runners are advanced unless forced to advance.
- E. An umpire will not call time while any play is in progress, including when a thrown ball hits an umpire.
EXCEPTION: During a live ball situation, when a player becomes injured, and in the umpire’s judgment requires immediate attention, then umpire shall call time and seek first aid. (Rule 4-11)
- F. An umpire will not call time after the pitcher has started the delivery.
- G. In case of injury, time will not be called until all plays in progress have been completed or each runner has been held at his base.
- H. Umpires will not suspend play at the request of players, coaches or managers until all action in progress has been completed.
- I. (Slow Pitch Only) When, in the judgment of an umpire, all immediate play is apparently completed, the umpire should call time.

RULE 11 - SCORING

Failure of official scorer to adhere to Rule 11 shall not be grounds for protest. These are guidelines for the official scorer.

Section 1. THE OFFICIAL SCORER SHALL KEEP RECORDS OF EACH GAME AS OUTLINED IN THE FOLLOWING RULES.

The official scorer shall have sole authority to make all decisions involving judgment in relation to scorekeeping purposes. For example, it is the scorer's responsibility to determine whether a batter-runner's advance to first base is the result of a hit or an error; however, a scorer shall not make a decision which conflicts with the official playing rules or with an umpire's decision.

Section 2. THE BOX SCORE.

- A. Each player's name and the position or positions played shall be listed in the order in which the player batted or would have batted had the player not been removed or had the game not ended before the player's turn at bat.
 - 1. (Fast Pitch Only) The designated player (DP) is optional, but if one is used, it must be made known prior to the start of the game and listed on the score sheet in the regular batting order. Ten names will be listed, with the 10th name being the FLEX player, playing defense for the DP. This 10th player may only bat if he moves to the DP position in the batting order.
 - 2. (Slow Pitch Only) The extra player (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the score sheet in the regular batting order. There will be 11 names for men's and women's slow pitch and 12 names for coed slow pitch on the official batting order and all will bat.
 - 3. (ADA Slow Pitch) If the physically challenged player is playing defense only (FLEX), he will be listed last on the score sheet.
- B. Each player's batting and fielding record must be tabulated.
 - 1. The first column will show the number of times at bat by each player, but a time at bat will not be charged against the player when:
 - a. The player hits a sacrifice fly that scores a runner.
 - b. The player is awarded a base on balls.
 - c. (Fast Pitch Only) The player hits a sacrifice bunt.
 - d. (Fast Pitch Only) The player is hit by a pitched ball.
 - e. (Fast Pitch Only) The player hits a sacrifice slap hit.
NOTE: A slap hit is defined as a fake bunt followed by a controlled swing and resulting in the runner(s) advancing, as in the case of a sacrifice bunt.
 - f. The third out occurs and the batter is not entitled to run to first base
EXCEPTION: Third strike foul rule in slow pitch.

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2. The second column will show the number of runs scored by each player.
3. The third column will show the number of base hits made by each player. A base hit is a batted ball that permits the batter to reach base safely:
 - a. On a fair ball which settles on the ground, clears the fence or strikes the fence before being touched by a fielder.
 - b. On a fair ball which is hit with such force or such slowness or which takes such an unnatural bounce that it is impossible to field with ordinary effort in time to retire the runner.
 - c. When a fair ball which has not been touched by a fielder becomes dead because of touching the person or clothing of the umpire.
 - d. When a fielder unsuccessfully attempts to retire a preceding runner and in the scorer's judgment, the batter-runner would not have been retired at first base by perfect fielding.
4. The fourth column will show the number of opponents put out by each player.
 - a. A putout is credited to a fielder each time he:
 - 1) Catches a fly ball or line drive.
 - 2) Catches a thrown ball that retires a batter-runner or runner.
 - 3) Touches a runner with ball when the runner is off the base to which the runner is entitled.
 - 4) Is nearest the ball when a runner is declared out for being struck by a fair batted ball or for interference with a fielder, or when a runner is called out for being in violation of Rule 8, Sections 8E, J, S or T.
 - 5) Is the nearest fielder to an unreported substitute who is declared out in accordance with Rule 4, Section 6B OFFENSE 1(b).
 - b. A putout is credited to the catcher:
 - 1) When a third strike is called.
 - 2) (Slow Pitch Only) When the batter bunts or chops the ball.
 - 3) When the batter fails to bat in correct order.
 - 4) When the batter interferes with the catcher.
 - 5) (Slow Pitch Only) When the batter hits a third strike foul ball.
 - 6) (Slow Pitch Only) When a batter hits a home run in excess of the limit.

RULE 11 - SCORING

5. The fifth column shall show the number of assists made by each player. An assist shall be credited:
 - a. To each player who handles the ball in any series of plays which results in the putout of a runner or batter-runner. Only one assist shall be given to any player who handles the ball on any putout. The player who makes the putout in a rundown or similar type play shall be credited with both an assist and a putout.
 - b. To each player who handles or throws the ball in such a manner that a putout would have resulted except for an error of a teammate.
 - c. To each player who, by deflecting a batted ball, aids in a putout.
 - d. To each player who handles the ball on a play which results in a runner or batter-runner being called out for interference or for running out of the baseline.
6. The sixth column will show the number of errors made by each player. Errors are recorded:
 - a. For each player who commits a misplay which prolongs the turn at bat of the batter or the life of a present runner.
 - b. For the fielder who fails to touch a base after receiving a thrown ball to retire a runner on a force out, or when a runner is compelled to return to a base, and provided the thrown ball could be caught by the fielder with ordinary effort.
 - c. For the catcher if a batter is awarded first base because of catcher obstruction.
 - d. For the fielder who fails to complete a double play because of a dropped ball.
 - e. For a fielder if a runner advances a base because of said fielder's failure to catch, stop or try to stop a ball accurately thrown to a base, provided there was occasion for the throw. When more than one player could receive the throw, the scorer must determine which player gets the error.

Section 3. A BASE HIT shall not be scored:

- A. When a runner is forced out on a batted ball or would have been forced out except for a fielding error.
- B. When a player fielding a batted ball retires a preceding runner with ordinary effort.
- C. When a fielder fails in an attempt to retire a preceding runner and, in the scorer's judgment, the batter-runner could have been retired at first base.
- D. When a batter reaches first base safely as a result of a preceding runner being called out for interfering with a batted or thrown ball, or with a defensive player.

RULE 11 - SCORING

Section 4. A RUN BATTED IN is a run scored because of:

- A. A safe hit.
- B. A sacrifice bunt (Fast Pitch), a sacrifice slap hit (Fast Pitch) or a sacrifice fly (Fast Pitch and Slow Pitch).
- C. An infield putout or fielder's choice.
- D. A runner forced home because of obstruction, a hit batter or a base on balls.
- E. A home run and all runs scored as a result.
- F. Subject to the provisions of Rule 11, Section 4G, when the batter ends a game with a safe hit which drives in as many runs as are necessary to put a team in the lead, the batter shall be credited with only as many bases on the hit as are advanced by the runner who scores the winning run, and then only if the batter runs out the hit for as many bases as are advanced by the runner who scores the winning run.
- G. When the batter ends a game with a home run hit out of the playing field, any runners on base are entitled to score.

Section 5. A PITCHER SHALL BE CREDITED WITH A WIN.

- A. When a starting pitcher has pitched at least four innings and the pitcher's team is not only in the lead when the pitcher is replaced but remains in the lead for the remainder of the game.
- B. When a starting pitcher has pitched at least three innings and the pitcher's team scores more runs than the opposing team in a game that is terminated after five innings of play, or in a game that is terminated after the pitcher's team has scored more runs in four or more innings than the opposing team has scored in five or more innings and provided that the pitcher's team is not only in the lead if the pitcher is replaced after three innings of pitching but remains in the lead for the remainder of the game.

Section 6. A PITCHER WILL BE CREDITED WITH A LOSS. Regardless of the number of innings the pitcher has pitched, a pitcher shall be charged with a loss if replaced when the pitcher's team is behind in the score and fails to tie the score or gain the lead thereafter.

Section 7. THE SUMMARY shall list the following items in this order:

- A. The score by innings and the final score.
- B. The runs batted in and by whom.
- C. Two-base hits and by whom.
- D. Three-base hits and by whom.
- E. Home runs and by whom.
- F. Sacrifice flies and by whom.
- G. Double plays and players participating in them.
- H. Triple plays and players participating in them.
- I. Number of bases on balls charged to each pitcher.

RULE 11 - SCORING

- J. Number of strike outs by each pitcher.
- K. Number of hits and runs allowed by each pitcher.
- L. The name of the winning pitcher.
- M. The name of the losing pitcher.
- N. The time of the game.
- O. The names of the umpires and scorers.
- P. (Fast Pitch Only) Stolen bases and by whom. This includes a batter advancing to second base on an awarded base on balls.
- Q. (Fast Pitch Only) Sacrifice bunts and by whom.
- R. (Fast Pitch Only) The names of batters hit by a pitched ball and the names of the pitchers who hit them.
- S. (Fast Pitch Only) The number of wild pitches charged to each pitcher.
- T. (Fast Pitch Only) The number of passed balls charged to each catcher.

Section 8. STOLEN BASE. (Fast Pitch Only) A stolen base is credited to a runner whenever he advances one base unaided by a hit, putout, force out, fielder's choice, passed ball, wild pitch, an error, illegal pitch or obstruction.

Section 9. FORFEITED GAME. All records of a forfeited game will be included in the official records except that of a pitcher's won-lost record.

Section 10. TIE BREAKER RULE. In scoring, the run scored by the player starting as a runner at second base shall be charged to the defensive team and not the pitcher. Depending on the judgment of the official scorekeeper, a run scored by any other player will be charged to the pitcher's ERA.

RULE 12 - USE OF ASA PLAYING RULES

The ASA Softball Playing Rules shall only apply to ASA Championship Play. Provided, however, in accordance with Article 522(B) of the ASA Code, ASA Local Associations as well as other organizations may adopt or use all or any part of the ASA Softball Playing Rules as they deem appropriate for use in Non-Championship Play. The use of all or any part of such rules is strictly a local matter and such rules may be altered as league officials deem appropriate or necessary to conduct Non-Championship Play.

POINTS OF EMPHASIS

1. APPEALS

A. Types.

1. Missing a base (forward or backward) or touching the white portion only of the double base when a play is being made on the batter-runner at first base.

EXCEPTION: A play from foul territory, or an errant or missed throw pulling the defensive player into foul territory.

2. Leaving a base on a caught fly ball before the ball is first touched.
3. Batting out of order.
4. Attempting to advance to second base after making the turn at first base.

B. **Live.** In all games an appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he is still on the playing field.

C. **Dead.** The dead ball appeal may be made:

1. Once all runners have completed their advancement and time has been called. Runners must be given ample opportunity, in the umpire's judgment, to complete their base running responsibilities. Any infielder (including the pitcher or catcher), with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should then make a decision on the play.
2. If the ball has gone out of play, runners must be given the opportunity to complete their base running responsibilities, before the dead ball appeal can be made.

D. **May Not Return.** A runner may not return to touch a missed base or one left too soon on a caught fly ball if:

1. He has left the field of play, or
2. A following runner has scored.

E. **When.** Appeals must be made:

1. Before the next legal or illegal pitch,
2. At the end of an inning, before the pitcher and all infielders have left fair territory on their way to the bench or dugout area, or
3. On the last play of the game, an appeal can be made until the umpires leave the field of play.

F. **Advance.** Runners may advance during a live ball appeal play. If the ball is not dead in fast pitch, each runner may leave his base when:

1. The pitcher no longer has possession of the ball within eight feet of the pitcher's plate, or
2. When the pitcher makes a play on any runner (a fake throwing motion is considered a play). If time out is requested for an appeal, the umpire should grant it in either fast pitch or slow pitch, and runners may not advance until the next pitch.

POINTS OF EMPHASIS

- G. **More Than One Appeal.** More than one appeal play may be made but guessing games should not be allowed.
EXAMPLE: The runner misses second base by a step but just touches the corner of third base. Even though an appeal is made at third (the umpire called the runner safe), an appeal may be made at second on the same runner.
- H. **Awards.** An appeal must be honored even if the base missed was before or after an award.
- I. **Plate and Missed Tag.** If a runner misses home plate and the catcher misses the tag, the umpire should hesitate slightly. If no tag is made, he should declare the runner safe. If an appeal play is then made by tagging either the runner or home plate, the umpire should then make a decision on this appeal play.
- J. **Force Out.** If an appeal is honored at a base to which a runner was forced to advance and the out is a force out, no runs would score if it was the third out. If a forced runner, after touching the next base, retreats for any reason towards the base he had first occupied, the force play is reinstated and he may again be put out if the defense tags the base to which he is forced. If the batter-runner is put out or is the first out on multiple outs on the same play, this would eliminate all force outs. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.
- K. **Tag-Ups.** If a runner leaves a base too soon on a caught fly ball and returns in an attempt to retag, this is considered a time play and not a force out. If the appeal is the third out, all runs scored by runners in advance of the appealed runner and scored ahead of the legal appeal would count.
- L. **Missing First Base Before the Throw Arrives.** If a runner passes first base before the throw arrives, he is considered to have touched the base unless an appeal play is made. If using the double base and a batter-runner touches the white rather than the colored portion and a play is made at first, the same procedure follows. If an appeal is made in either situation, it must be made prior to the runner returning to first base while the ball is live.
EXCEPTION: If a play is being made from first base foul territory, or an errant or missed throw pulls the defensive player into foul territory, the runner may touch the white portion of the base and be safe.
- M. **Fourth Out Appeal.** An appeal may be made after the third out as long as it is made properly. (e.g., One out with runner on first and third. The batter hits a fly ball that is caught. Each runner leaves his base before the caught ball is touched. An appeal is made at first base for the third out. The defensive team then makes an appeal at third base before the infielders leave the infield. The runner on third would then be declared out also, and the run would not count.

POINTS OF EMPHASIS

- N. **End of Game.** If any situation arises which could lead to an appeal by the defense on the last play of the game, umpires should wait until all defensive infielders have crossed the foul line on their way to the team dugout, before leaving the infield. If teams line up for high fives there is little chance for an appeal even if the defensive infielders have not crossed the foul line and umpires can leave the game at this point. No appeal can be made once the umpires have left the field.

2. **BALL ROTATION PROCEDURE.**

A ball rotation procedure is used in championship play and many local associations are now following the same procedure. Listed below is this procedure. The pitcher has a choice of which ball to use at the start of each half inning. If both balls do not get into play in the first half of the first inning, the pitcher in the bottom half of the first inning **MUST** throw the unused ball. No choice is offered.

The current game ball should be used until such time as it goes out of play or becomes unplayable. When the ball goes out of play, the umpire will throw another ball to the pitcher. If the pitcher does not like that ball, give him another, and place the ball the pitcher gave you, out of play for later. Do not put this ball into your ball bag. An umpire should never take a ball back from the pitcher and put it in his ball bag unless it is at the start of the inning when the pitcher is selecting his game ball.

After an inning is completed, the ball should be returned to the vicinity of the pitching plate by the team leaving the field or the umpire. The pitcher taking the field now has a ball with which to start the next half inning. The pitcher may request another ball from the plate umpire, and the umpire should give him another ball, so the pitcher can select the ball he wants to use.

3. **BAT WITH DENTS.**

In determining whether a bat with a dent should be legal or not, an umpire should utilize his/her bat ring to slide over the barrel of the bat. Should the bat ring continue to slide over the entire barrel, the bat would be legal. If the bat ring will not slide over the barrel, the bat would not be legal, and cannot be used. The intent of this rule is that bats should not have a flat surface where the ball could be hit. If the bat ring is able to slide over the barrel, the dent has not flattened the barrel and would not violate the intent of the rule.

4. **BATTING WITH AN ILLEGAL BAT:**

If a batter uses an illegal (or altered) bat and receives a base hit, and the next batter plans to use the same bat, the following penalty is now enforced. If noticed before a pitch is thrown to the second batter, the umpire will rule the batter who used the bat and is now on base out (if an altered bat, this player is also disqualified from the game), the bat is removed from the game, any runner(s) that is put out prior to discovering this infraction remain out, and

POINTS OF EMPHASIS

return all runners who advanced as a result of the batted ball. There is no penalty for the current batter unless a pitch is thrown to this batter, then he is the one called out (and disqualified), and the first player using the illegal bat has no penalty.

5. BATTER REMAINS IN BATTER'S BOX. (Junior Olympic Fast and Slow Pitch and Adult Modified Pitch Only)

This rule is not intended to penalize the player, but is used to speed up the game. The batter can still obtain a signal with one foot in the box and take a practice swing, however they cannot step out of the box with both feet for these purposes. The batter may leave the box:

- A) should there be a play made on the bases or on the batter-runner;
- B) time out is called;
- C) if the ball is hit fair or foul;
- D) on a wild pitch or passed ball;
- E) on a swing, a slap or a check swing;
- F) on a three ball pitch that the batter thinks is a ball, but the umpire rules a strike.

If the batter leaves the box illegally a warning should be given. Any number of warnings on the same batter can be given. A strike should not be called without a warning. One, two or three strikes can be called on the same batter under this ruling.

6. BATTING ORDER IS OFFICIAL.

The batting order is considered official when it is reviewed by both the manager and the plate umpire at the pre-game meeting. Once the manager approves the line-up and gives it back to the umpire, any changes after this meeting must be considered a substitution.

7. BATTING OUT OF THE BATTER'S BOX.

In order for the batter to be called out for batting out of the batter's box, one foot or both feet must be on the ground completely outside the lines of the box when contact is made with the ball. The lines of the batter's box are considered inside the batter's box. The batter is also to be called out if:

- A. Any part of a foot is touching home plate when he contacts the ball even though he may be touching the lines of the batter's box, or
- B. The batter steps out of the batter's box, re-enters and makes contact with the pitched ball.

In either case, hitting the ball while out of the batter's box, or once he re-enters and makes contact with the ball, should be called immediately. The ball is dead. The batter is out whether the ball is fair or foul. In cases where there are no batter's box lines evident, good judgment must be used and the benefit of any doubt must go to the batter. If no contact is made with the ball, there is no penalty.

POINTS OF EMPHASIS

8. CATCHER'S BOX.

The catcher's box, is described in Rule 2, Section 3 D.

(Slow Pitch Only) The catcher may not have any part of his body or equipment touching the ground outside the lines of the catcher's box until the ball is batted, touches the ground or plate, hits the batter, or reaches the catcher's box. It is a violation of Rule 6, Section 6 (A) and an illegal pitch if the catcher touches the ground outside the lines of the catcher's box, including home plate. The intent of this rule is to prevent catcher's obstruction. Even if the catcher is legally within the catcher's box, he may not obstruct the batter.

(Fast Pitch Only) Catchers must remain in the catcher's box until the pitch is released. During a regular pitch to a batter, should the batter be in the front of the batter's box, the catcher can move closer to the plate without penalty. At all times, the catcher must still avoid catcher's obstruction as the batter legally has the right to the entire batter's box.

Obstruction does not require contact between the catcher and the bat or batter. The umpire's request for the catcher to move farther away from the batter to avoid injury or obstruction should always be obeyed. (See catcher obstruction under POE #36.)

9. CHARGED CONFERENCES.

A. **Defensive.** A defensive charged conference takes place when the defense requests a suspension of play for any reason, and a representative enters the playing field and verbally communicates with any defensive player. Should a defensive player approach the dugout and receive instructions, this is considered a defensive conference. The umpire should advise the team representative when he declares a charged conference. A TEAM IS ALLOWED THREE CONFERENCES PER SEVEN INNINGS. They may take all three in one inning or spread them out over a seven inning game. Once the three conferences have been used, the pitcher must be removed for each additional charged conference. In the event of an extra inning game, there will be one conference allowed per extra inning. On the second conference in an extra inning game, the pitcher must be removed. If the pitcher returns to the pitching position after being removed and one pitch has been thrown, the pitcher is disqualified from the game.

The following are not defensive conferences:

1. If the team representative enters the playing field and informs the umpire prior to any verbal comments with any defensive player that the pitcher will be removed.
2. Shouting instructions from the dugout area to the pitcher.
3. If a dugout representative confers with any defensive player during a charged offensive conference and is ready to play ball when the offense is ready.

POINTS OF EMPHASIS

4. A manager playing in the game may confer with any defensive player and is not charged; however, an umpire may control repeated meetings between a playing manager and a pitcher by first issuing a warning and then disqualifying the manager.

- B. **Offensive.** An offensive charged conference occurs when an offensive team requests a suspension of play and is granted time by an umpire to permit a team representative (usually the manager or coach) to confer with a batter, a runner(s), or another team representative. Only one such conference is allowed per inning. The umpires should refuse to grant the second conference.

EFFECT: If the offensive team insists on holding a second conference in an inning after being informed by the umpire that it is not permitted, the umpire should disqualify the team representative from the game.

The following are not offensive conferences:

1. A team representative confers with a batter and/or runner(s) during a defensive charged conference and is ready to play when the defense is.
2. If the pitcher is putting on a warm-up jacket.

- C. **Umpires.** It will not be a charged conference to either team when time-out is called by the umpire for an official reason. (e.g. An injured player, blood rule, scorekeeper problems, field maintenance repairs, etc.) A coach may confer with a pitcher, batter, or a runner during the official's time-out without penalty as long as they are ready to continue once the problem has been resolved.

10. CHECK SWING/BUNT STRIKE.

Normally, there are four areas which constitute whether or not the batter has swung at the ball or checked the swing.

- A. Did the batter roll their wrists?
- B. Did the batter swing through the ball and bring the bat back, unless the batter draws the bat back before the pitch arrives?
- C. Was the bat out in front of the body?
- D. Did the batter make an attempt to hit the pitch?

On a bunt attempt where the batter puts the bat across the plate, unless the batter moves the bat towards the ball, a strike would not be called if the ball is out of the strike zone.

In each situation, the umpire thinks in terms of priorities. First, was the pitch in the strike zone? If so, it is simply a strike. Second, did the batter swing at the pitched ball or in the case of a bunt attempt, did they move the bat toward the pitched ball? In either case, it is the plate umpire's call. If in doubt or if blocked out, the umpire will call the pitch a ball. Umpires will not call the pitch a strike unless it was in the strike zone or the batter swung at the ball. If the umpire calls the pitch a ball and the catcher requests help, the umpire should ask for help. On a missed bunt attempt with two strikes, the dropped third strike rule will apply. (Rule 8, Section 1 B)

POINTS OF EMPHASIS

11. COMMUNICATION DEVICES.

No form of communication devices are allowed on the playing field or in the dugouts. Teams have used head or ear phones between coaches at first and third base, between coaches and the dugout, and from the stands to the dugout. Some teams have been found to steal signals (catcher to pitcher in fast pitch, etc.) while outside the field of play (stands or outfield area) and communicated with coaches or players. Umpires should prohibit usage of any such equipment. Electronic scorebooks are not considered a communication device and are legal to be used by base coaches.

12. CORRECTABLE SITUATIONS (Refer to 10.6.C)

13. COURTESY RUNNER.

Junior Olympic Girls and Boys Fast Pitch and Master and Senior Fast and Slow Pitch have added the “courtesy runner” to their divisions of play.

- A. In J.O. play, only players who have not been used in the game can be used as a “courtesy runner”, but only for the pitcher and catcher.
- B. In Master and Seniors Fast Pitch, “courtesy runners,” can be ANYONE on the line-up card, can be used once per inning, but only for the pitcher and catcher.
- C. In Masters Men and Women’s Slow Pitch “courtesy runners” can be ANYONE on the line-up card and can be used once per inning.
- D. In Senior Men and Women’s Slow Pitch, unlimited “courtesy runners” may be used and can be ANYONE on the line-up card.

Any “courtesy runner” not reported will be disqualified when brought to the umpire’s attention by the offended team. See Rule 8, Sections 9 and 10 for other guidelines to follow.

14. CRASHING INTO A FIELDER WITH THE BALL. (INTERFERENCE)

In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner must be called out if he remains on his feet and crashes into a defensive player holding the ball and waiting to apply a tag. In order to prevent the crash ruling, the runner can slide, jump over the top of the defender holding the ball, go around the defender (if outside the three-foot lane, the runner would be called out), or return to the previous base touched. If the act is determined to be flagrant, the offender will be ejected. A runner may slide into the fielder.

- A. When a runner is called out for crashing into a fielder holding the ball, the ball becomes dead. Each runner must return to the last base touched at the time of interference.
- B. If, in A above, the runner crashed into a fielder holding the ball before he was put out and, in the judgment of the umpire, it was an attempt to break up an obvious double play, the immediate succeeding runner will also be declared out under Rule 8, Section 7 J.

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- C. If the crash occurs after the runner was called out, the runner closest to home plate will be declared out under Rule 8, Section 7 P.
- D. If an obstructed runner crashes into a fielder holding the ball, the obstruction call will be ignored and the runner will be called out under Rule 8, Section 7 Q. An award of this type under Rule 8, Section 5 B (2 and 3) does not give the runner the right to violate Rule 8, Section 7 Q.
- E. If a defensive player is fielding a thrown ball and the flight of the ball carries or draws him into the path of the base runner, this would not be a crash.
- F. If the ball, runner and the defensive player all arrive at the same time and contact is made, the umpire should not invoke the collision rule (interference) or obstruction. This is merely incidental contact.
NOTE: If the ball does not enter dead ball territory in either E or F, the ball remains live and in play.

15. DELAYED DEAD BALL.

There are five situations when a violation of a rule occurs, it is recognized by an umpire and the ball remains live until the conclusion of the play. These situations are:

- A. An illegal pitch. (Rule 6, Section 1-8 Fast Pitch and Modified Pitch) (Rule 6, Section 1-7 Slow Pitch and 16-Inch Slow Pitch)
- B. Catcher's obstruction. (Rule 8, Section 1 D)
- C. Plate umpire interference. (Rule 8, Section 6 F)
- D. Obstruction. (Rule 8, Section 5 B)
- E. Batted or thrown ball contacted by detached equipment. (Rule 8, Section 5 F)

Once the entire play is completed in each situation, the proper enforcement should be made.

16. DESIGNATED PLAYER OR DP (Fast Pitch Only).

This individual can be listed in any of the nine spots in the batting order. The player listed number 10 in the lineup (plays defense for the DP), but can play offense for the DP also, will be called the FLEX.

- A. A designated player (DP) may be used for any defensive player provided it is made known prior to the start of the game. The DP must be indicated on the line-up as one of the nine hitters in the batting order.
- B. The name of the player for whom the DP is batting (FLEX) will be placed in the 10th position in the line-up.
- C. The DP and any substitutes for the DP must remain in the same position in the batting order for the entire game. The FLEX, and any substitutes for the FLEX, must enter the game in the 10th position in the line-up.
- D. The DP may be substituted for at any time either by a pinch hitter or pinch runner. This player becomes the DP and has all the options of the DP position. The starting DP and a substitute for the DP can never be in the game at the same time.

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- E. The FLEX may be substituted for at any time. This player becomes the FLEX and has all the options of the FLEX position. The starting FLEX and a substitute for the FLEX can never be in the game at the same time.
- F. The starting DP, or his substitute, may be replaced by the FLEX as a hitter or as a runner. This reduces the number of players in the game from ten to nine. The DP and the FLEX can never be on offense at the same time.
- G. The FLEX may be replaced on defense by the DP. This reduces the number of players in the game from ten to nine. The DP and the FLEX can be on defense at the same time.
- H. The starting DP may re-enter the game one time and must return to the original DP position in the batting order. If the DP re-enters and the FLEX was batting in the DP position, the FLEX shall:
 - 1. Return to the number 10 position in the line-up, play defense only and is not considered to have left the game, or
 - 2. Leave the game.
- I. The starting FLEX may re-enter the game one time and shall:
 - 1. Return to the original FLEX position (number 10 in the line-up), or
 - 2. Take the place of the starting DP in the lineup. If the FLEX re-enters and the DP was playing defense in the FLEX position, the DP shall continue to bat in the DP position of the batting order, play offense only or play defense for another player and is not considered to have left the game.
- J. The DP may play defense for any player at any position. Should the DP play defense for a player other than the one for whom the DP is batting (FLEX), that player (the position player) will continue to bat, but not play defense and is not considered to have left the game.
- K. The role of the DP/FLEX is never terminated. A team may go from ten to nine players and back to ten players any number of times during the game. The game may end with ten or nine players.
- L. If the DP replaces the FLEX, or the FLEX replaces the DP, this change must be reported to the umpire. If not reported, it is treated the same as an unreported substitute.

17. DUGOUT CONDUCT.

This rule reflects on coaches, players, substitutes, or other bench personnel. Once the game begins, only players that are involved in the game can be outside the dugout except when the rule allows or the reason is justified by the umpire. A manager walking on the field for a conference is an example of a rule allowing a coach or player on the field, or if one of those in the dugout has to go to the restroom, this is an example of umpire justification. Players cannot be out of the dugout between innings standing near the batter's box observing the pitcher warming up (unless it is the on-deck batter), nor can they step outside the dugout to have a smoke or to observe the game from behind the backstop or side screen.

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18. EQUIPMENT ON THE PLAYING FIELD.

No loose equipment, miscellaneous items or a detached part of a player's uniform, other than that being legally used in the game at the time, should be within playable territory. Official equipment which may be within playable territory with no penalty includes the batter's bat, the catcher's mask, umpire paraphernalia, any helmet which has inadvertently fallen off on an offensive or defensive player during the course of play or any equipment belonging to a person assigned to the game. Loose gloves, hats, helmets, jackets, balls (including the on-deck batter's bat), or any other loose equipment, miscellaneous item or detached uniform part which are within playable territory and are not being legally used in the game at the time could cause a blocked ball or interference.

A. Thrown Ball.

1. If a thrown ball hits loose equipment belonging to the team at bat, a dead ball is declared immediately. If such action interferes with a play, interference is ruled. The ball is dead, the runner being played on at the time of the interference shall be declared out, and each runner must return to the last base touched prior to the thrown ball hitting the loose equipment. If no apparent play is obvious, a blocked ball is ruled, no one is called out, and all runners must return to the last base touched at the time of the dead ball declaration.
2. If the loose equipment belongs to the team in the field, it becomes a blocked ball and the overthrow rule applies.

B. Batted Ball.

1. A batted foul ball touching loose equipment is a foul ball.
2. A batted fair ball touching loose equipment belonging to:
 - (a) The offense is considered a dead ball and runners return, unless they are forced to advance when the batter-runner is awarded first base on the base hit, or
 - (b) The defense is considered a dead ball and all runners, including the batter-runner, are awarded two bases from their position at the time of the pitch.

19. EXTRA PLAYER OR EP (Slow Pitch Only).

If a team uses the EP, it must be on the lineup card at the start of the game, and the team must end the game with 11 players or forfeit.

EXCEPTION: Short-handed team ruling.

All 11 players bat but only 10 play defense. Changes with the defensive players may be made at any time; however, the batting order may not change. (e.g., The EP may sit on the bench one inning, play third base one inning, play outfield one inning, sit on the bench again and then play first base. All would be legal as long as the EP remained in his same position in the batting order. This would be the same for any of the starting 11 players.)

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Any of the 11 starting players may leave the game once and re-enter. A starting player and his substitute may not be in the game at the same time. If this occurs, the player listed in the wrong spot in the batting order is disqualified by the umpire.

20. FAKE TAG.

A fake tag occurs when a fielder without the ball deceives the runner by impeding his progress (i.e., causing him to slide, slow down or stop running).

1. Obstruction is called when a fake tag is made as mentioned above. The umpire shall give the delayed dead ball signal and let the play continue to its completion. The obstructed runner, and each runner affected by the obstruction, will always be awarded the base or bases he would have reached if there had not been any obstruction under Rule 8, Section 6 B 3. Remember, each runner is awarded a base or bases only, if in the judgment of the umpire, he would have made the base or bases had there not been any obstruction.
2. The umpire should rule obstruction on a fake tag. Continued fake tags should result in ejections. In flagrant cases where the sliding player gets hurt, the offending player should be ejected without warning.
3. If a fielder fakes a tag but the runner continues on to the next base without sliding or breaking stride, there is not a rule violation. Obstruction is the act of a fielder in the base path without the ball impeding the progress of a runner. In this case, the progress was not impeded. A warning should be given.

21. FALLING OVER THE FENCE ON A CATCH.

The fence is an extension of the playing field, making it legal for a player to climb and make the catch. If he catches a ball in the air and his momentum carries him through or over the fence, the catch is legal, the batter-runner is out, the ball is dead, and with fewer than two outs, all runners are advanced one base without liability to be put out. Guidelines are:

1. If he catches the ball before he touches the ground outside the playing area, the catch is legal, or
2. If he catches the ball after he touches the ground outside the playing area, it is not a catch. If a portable fence is used which is collapsible and a defensive player is standing on the fence, it is ruled a legal catch. A defensive player can climb a fence to make a catch, so he should be able to stand on a fence which has fallen to the ground. There should be no doubt left in an umpire's judgment whether the fence is on the ground, six inches off the ground, or three feet off the ground when the defender steps on it. As long as the defensive player has not stepped outside the playing area (other side of fence) the catch will be legal.

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22. **FORCE OUT.**

A force out can be made by tagging a runner who is forced to advance to a base as the result of the batter becoming a batter-runner, or by touching the base. It is not possible to have a force out on a caught fly ball, as the batter-runner is no longer a runner. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.

23. **GLOVE (Using the wrong glove.)**

- A. If discovered or brought to the umpire's attention, it should be corrected immediately or the player using the glove cannot play.
- B. If a defensive team has a shift and the first baseman moves out of an area which the player would normally cover, the mitt should not be allowed to be used in the new area.

24. **HITTING THE BALL A SECOND TIME.**

When an umpire considers the act of a batter hitting the ball a second time, he should place the act into one of three categories.

- A. If the bat is in the hands of the batter when the ball comes in contact with it, and the batter is in the batter's box, it is a foul ball. If an entire foot of the batter is completely outside the batter's box, he is out. When in doubt, don't guess the batter out. Call it a foul ball.
- B. If the bat is out of the batter's hands (dropped or thrown) and it hits the ball in fair territory, the ball is dead and the batter-runner is out. If the ball hits the bat on the ground, the batter is not out. The umpire should then determine whether the ball is fair or foul based on the fair/foul rule. If the ball rolls against the bat in fair territory, it remains live. If it stops or is touched in fair territory, it is a fair ball. If it touches the bat in fair territory and then rolls to foul ground and stops, it is a foul ball. If the ball rolls against the bat in foul territory, it is a foul ball regardless.
- C. If a batter swings and misses the pitched ball but:
 - 1. Accidentally hits it on the follow-through,
 - 2. Intentionally hits it on the second swing, or
 - 3. Hits the ball after it bounces off the catcher or his mitt, the ball is dead, and all runners must return to the base they occupied prior to the pitch. (FP and 16" SP Only) In (2) and (3) if the act is intentional with runners on base, the batter will be called out for interference. If this occurs on strike three in fast pitch, Rule 8, Section 2F has precedence.

25. **HOME RUNS (SLOW PITCH) AND RUNNING BASES.**

This rule applies only to games involving all Men's Major, **Women's Open**, **Coed Major**, and all Men's Class "A" Slow Pitch divisions. It does not apply to Masters or Senior Slow Pitch Play. When a home run is hit out of the ball park, the batter and all base runners can go directly to the dugout. No

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appeals can be made for runners missing a base. This speeds the game as batters and runners do not have to run bases, and players/coaches do not gather around home plate to congratulate the home run hitter.

26. HOME RUNS/FOUR BASE AWARDS/GROUND RULE DOUBLE.

When a ball does not hit the ground and leaves the playing field in fair territory it is a home run. In Slow Pitch, any fair fly ball touched by a defensive player on either side of the fence that clears or has cleared the fence in fair territory, should be declared a four-base award and shall not be included in the total of over-the-fence home runs.

- A. A batted ball hitting a foul pole above the fence is a home run.
- B. A batted ball hitting the top of the fence and bouncing over in fair territory is a home run.
- C. A batted ball going over the fence in fair territory at a distance shorter than the recommended minimum distance is a two base award.
- D. A batted ball hitting a defensive player in fair territory, but going over the fence in foul territory is a two base award.
- E. A batted ball that leaves the park in fair territory and first touches the ground in foul territory is a home run.

27. IMAGINARY LINE OR DEAD BALL AREA.

When a fielder carries a live ball into a dead ball area, the ball becomes dead and a base or bases are awarded to all runners. If the act is unintentional, the award is one base. If the act is intentional, the award is two bases. The base award is governed from the last base legally touched at the time the ball became dead.

If a chalk line is used to determine an out-of-play area, the line is considered in play. If a fielder is touching the line, the fielder is considered in the field of play and may make a legal catch or throw. If either foot is on the ground completely in dead ball territory (not touching the line), the ball becomes dead and no play may be made.

If a player has one foot inside the line or touching the line, and another foot in the air at the time the catch is made, the catch is legal and the batter is out. If the fielder then steps into a dead ball area (foot on the ground), the ball becomes dead and all runners are awarded one base from the last base touched when the ball became dead.

Defensive players cannot take advantage and intentionally throw or step into a dead ball area in order to prevent a runner who has missed a base or left a base too soon from returning to the base. If it is ruled the defensive player intentionally threw the ball or stepped into the dead ball area, allow the runner to return to the base.

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28. INFIELDER

An infielder, **pitcher or catcher** for purposes of an appeal play or the infield fly rule is considered any person who defends the area of the field around first, second, third or shortstop areas. This assists in placing fielders in the COED slow pitch game, which requires four in the outfield and four in the infield.

29. INJURED PLAYER

During any live ball situation, when a player becomes injured, and in the umpire's judgment, requires immediate attention, the umpire should call time and allow or seek first aid treatment. If there are any runners on base, the umpire should award any bases to the runner(s), based on the umpire's judgment as to where the runners would have reached had "Time Out" not been called.

30. INTENTIONALLY DROPPED BALL.

The ball cannot be intentionally dropped unless the fielder has actually caught and then dropped it. Merely guiding the ball to the ground should not be considered an intentionally dropped ball.

31. INTENTIONAL WALK (Fast Pitch Only).

The ball is live during an intentional walk in fast pitch. All defensive players must be in fair territory until the pitch is released, except the catcher, who must remain anywhere in the catcher's box, and the pitcher, who must be in a legal pitching position at the start of each pitch. If they do not position themselves in fair territory, an illegal pitch should be called for each pitch thrown while any member of the defense is standing in foul territory. In fast pitch, all four pitches must be thrown to the catcher.

32. INTENTIONAL WALK (Slow Pitch Only).

Because the ball is dead when it crosses the plate and no play may be made, it is permissible for the batter to be walked intentionally if the umpire is notified by the pitcher. If two successive batters are to be walked, the plate umpire will not award the second intentional walk until the first batter reaches first base. (Rule 8, Section 1 C 3 & 4) When an intentional walk is issued, it is considered the same as throwing a pitch. No appeal on a previous play will be allowed. The ball is dead on intentional walks for all Slow Pitch divisions.

33. INTERFERENCE.

Interference is defined as the act of an offensive player or team member which impedes, hinders or confuses a defensive player attempting to execute a play. It may be in the form of physical contact, verbal distraction, visual distraction, or any type of distraction which would hinder the fielder in the execution of the play. Defensive players must be given the opportunity to field the ball anywhere on the playing field or throw the ball without being hindered.

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- A. Runner interference includes:
1. A runner or batter-runner who interferes with a fielder executing a play (including the batter-runner touching the white part of double base at first and colliding with the fielder trying to catch a thrown ball from an infielder),
 - a) When a runner interferes with a fielder, the umpire must determine if the interference occurred before or after the runner who interfered was put out and then apply the proper rule.
 - b) When a runner is hit by a fair batted ball, it is interference if it occurred before it passed an infielder (excluding the pitcher) and provided the runner was not in contact with the base. It is interference if the batted ball deflects off one defensive player and the runner intentionally interferes with any defensive player who has the opportunity to make an out.
 - c) A runner could be standing on a base and a defensive player bumps the runner while watching the flight of the ball. If the defensive player fails to make a catch on a catchable ball, it is the umpire's judgment whether interference should or should not be called. The rule provides that a runner must vacate any space needed by a fielder to make a play on a batted ball, unless the runner has contact with a legally occupied base when the hindrance occurs. In this case, the runner should not be called out unless the hindrance is intentional.
 - d) If interference occurs by the runner on a foul fly ball not caught, the runner is out, a strike is called, the ball is dead, and the batter remains at bat. (Slow Pitch Only) If on the third strike, it would be two outs.
 - e) For crash interference, refer to POE #14.
 2. A runner or batter-runner who is hit by a fair touched or untouched batted ball, or
 3. Intentionally interfering with a thrown ball.
- B. Batter interference occurs while the batter is at bat and before he hits the ball. It occurs in fast pitch when the batter intentionally interferes with the catcher's throw on an attempted steal or when he interferes with the catcher on a play at the plate. The batter's box is not a sanctuary for the batter when a play is being made at the plate. It could also occur when a batter releases his bat in such a manner that it hits the catcher and prevents him from making a play. If the batter merely drops his bat and the catcher trips over it, there is no interference. Batter interference is also described in POE #24B.
- C. Offensive players in the dugout may be charged with interference if they interfere with a fielders' opportunity to make an out on a fly ball.

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- D. On-deck batters may be charged with interference if they interfere with a throw and a possible tag on a runner, or a fielder's opportunity to make an out on a fly ball.
- E. Coach's interference occurs when a base coach runs toward home and draws a throw or when he interferes with a fielder attempting to catch or throw a ball. The coach's box is not a sanctuary.
- F. Spectator interference occurs when a spectator:
 - 1. Enters the field and interferes with a play.
EFFECT: the batter and runner(s) shall be placed where in the umpire's judgment they would have made, had the interference not occurred. The field belongs to the fielder and the stands belong to the spectator. Or
 - 2. Reaches onto the field from the stands and prevents a fielder from catching a fly ball in the field of play.
EFFECT: A dead ball is ruled and the batter is called out. All runners shall be placed where in the umpire's judgment they would have made, had the interference not occurred. It is not interference if the fielder reaches into the stands.
- G. Umpire interference occurs:
 - 1. (Fast Pitch & Slow Pitch) when an umpire is hit by a fair, untouched batted ball before it passes an infielder (excluding the pitcher). The batter-runner is awarded first base (exception to the statement that someone must be called out on interference).
 - 2. (Fast Pitch & Slow Pitch with Stealing) when an umpire interferes with a catcher's attempt to put out a runner stealing, or an attempted pick-off from the catcher to any base. It is interference only if the runner is not put out, in which case he is returned to his base. In no other case is umpire interference ruled.

When batter, batter-runner, runner, on-deck batter or coach interference occurs, the ball is dead, someone must be called out, and each other runner must return to the last base touched at the time of the interference.
- H. Offensive team interference could occur on a thrown ball striking loose equipment left on the playing field should there actually be a play interfered with (See POE #18).
- I. Batter-Runner interference occurs when he steps back while running to first base to avoid a tag by a defensive player, or when running to first, runs outside the three foot lane over fair or foul territory and interferes with a thrown ball to first base.

34. LOOK-BACK RULE (Fast Pitch Only) (Rule 8 Section 7 T).

When a runner is legitimately off his base after a pitch, or as a result of a batter completing his turn at bat, and is stationary when the pitcher has the ball in the circle, the runner must immediately attempt to advance to the next base or immediately return to the base left.

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The responsibility is completely on the runner. There is no obligation on the pitcher to look, fake or throw.

- A. The “look back” rule does not go into effect for all runners until the batter-runner touches first base or has been declared out, and the pitcher has control of the ball within the eight foot radius circle.
- B. Failure to immediately proceed to the next base or return to his original base after the pitcher has the ball within the circle will result in the runner being declared out.
- C. Once the runner has returned or stops at any base for any reason, the runner will be declared out if they leaves said base.

EXCEPTION B-C: A runner will not be declared out if:

- 1. A play is made on another runner,
 - 2. The pitcher leaves the circle or drops the ball,
 - 3. The pitcher releases the ball to the batter, OR
 - 4. The pitcher places the ball under their arm or between their legs to free both hands to fix their uniform, hair, etc. The ball is not considered to be controlled if NOT held in the glove or hand. Once the pitcher controls the ball again (in the glove or hand), the “Look Back” rule is back in effect
- D. If two runners are off base and two different umpires call each runner out, they must determine which runner was called out first and return the other runner to the base he left. When a runner has been declared out, the ball is ruled dead. It is not possible to obtain two outs on the “look back” rule.
- E. A pitcher fielding a ball in the circle is just another fielder and runners can leave their base. If they leave their base, the same rule applies while the pitcher holds the ball in the circle: once the runner stops, they must decide which way to continue or be called out.
- F. A base on balls or a dropped third strike is treated as a batted ball as long as the batter-runner continues past first base. For scoring purposes, when he advances to second base, it is considered a stolen base. If he stops at first base, however, and then steps off the base after the pitcher has the ball within the circle, he is out.
- G. Batter-runners overrunning first base, can no longer start back to the base, and before reaching first, run for second base. If a batter-runner commits to first base (moving towards first), the runner must return to this base. The batter-runner cannot change his mind and advance to second once it looks like he is moving directly to first following the overrun or he will be called out. Umpire’s judgment will determine committing towards a base.
- H. If a runner is moving toward a base, other than first base, when the pitcher receives the ball in the circle, that runner may stop once then immediatly advance to the next base or return to the previous base, or be called out. Making an attempt or fake will justify the runner being

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called out. If, after the pitcher has the ball within the circle, the runner starts back to his original base or forward to another base and then stops or reverses direction, the runner is out, unless the pitcher makes a play on him. When a play is made on a runner, the runner may stop or reverse his direction.

- I. The runner is out when standing off the base and does not immediately attempt to advance or return after the pitcher has the ball within the circle.
- J. Any act by the pitcher in possession of the ball in the circle that, in the umpire's judgment, causes the runner to react; is considered making a play.
- K. The pitcher must have control of the ball within the circle. Placing the ball on the ground, holding the ball between the legs or under the arm, is not considered having control of the ball.
- L. Being in the eight-foot circle is defined as both feet within or partially within the lines. The pitcher is not considered in the circle if either foot is completely outside the lines.

35. MEDIA COVERAGE.

Media authorized by the tournament committee can be on the playing field but must not use tripods. All media personnel must be able to move to avoid being hit by an overthrown or batted ball. Should they accidentally be hit, the ball remains live. All photographic equipment must be carried or on the photographer. No equipment can be left on the ground. If an overthrown or batted ball becomes lodged in photographers equipment, the overthrow or out of play rule applies just like any other overthrow or batted ball that becomes lodged anywhere else on the field.

36. OBSTRUCTION.

Obstruction is the act of a fielder:

- A. Not in possession of the ball or
- B. Not in the act of fielding a batted ball,
which impedes the progress of a batter-runner or runner who is legally running the bases.

If a defensive person is blocking the base or base path without the ball, this is impeding the progress of the runner and this is obstruction. Prior to this year, coaches taught to block the base, catch the ball and make the tag. Now it must be catch the ball, block the base and make the tag.

Whenever obstruction occurs, whether a play is being made on a runner or not, the umpire will declare obstruction and signal a delayed dead ball. The ball will remain live. If the obstructed runner is put out prior to reaching the base he would have reached had there not been obstruction, a dead ball is called and the obstructed runner, and each other runner affected by the obstruction, will be awarded the base(s) the runner would have reached, in

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the umpire's judgment, had there not been obstruction. An obstructed runner could be called out between the two bases the runner was obstructed if the runner was properly appealed for missing a base or leaving a base before a fly ball was first touched. If the runner committed an act of interference after the obstruction, this too would overrule the obstruction.

When an obstructed runner is awarded a base the runner would have made had there been no obstruction and a preceding runner is on that base, time will be called. The obstructed runner will be awarded that base and the runner occupying it will be entitled to the next base without liability to be put out.

When an obstructed runner, after the obstruction, safely obtains the base the runner would have been awarded, in the umpires judgement, had there been no obstruction and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the bases where they were obstructed and may be put out.

It should also be clear that when saying "a runner cannot be called out between the two bases the runner was obstructed" does not pertain when another violation is being played upon. (e.g., A runner leaving second base too soon on a fly ball is returning after the ball is caught and is obstructed between second base and third base. If the runner would not have made it back to second base prior to the throw arriving, the runner would remain out.)

If the obstructed runner is put out after passing the base they would have reached had there not been obstruction, the runner is running at their own risk and, if tagged, would be called out. The ball remains live and other plays may be made.

When the runner is obstructed during a rundown, a delayed dead ball is called. If the runner is tagged out after being obstructed, a dead ball is ruled, and the runner is awarded the base they would have made had there been no obstruction. If the ball is overthrown after the obstruction, the runner may advance. The runner may not be called out between the two bases where they were obstructed.

Catcher obstruction is a delayed dead ball call. Should catcher obstruction be called when the batter hits the ball, and if the batter-runner reaches first base safely, and if all other runners have advanced at least one base, the obstruction is canceled. All action as a result of the batted ball stands. If the batter does not reach first base, or if one of the other runners does not advance at least one base, the manager of the offensive team has the option of taking the result of the play or awarding the batter first base and advancing other runners only if they are forced because of the award.

If catcher obstruction occurs when a batter steps out of the box on a legitimate attempt to hit the ball, the obstruction will take precedence and the penalty for catcher obstruction will be enforced.

NOTE: The batter must be given the opportunity to hit the ball. Should the batter delay his swing, and clearly the attempt is no longer to hit the ball but rather to interfere with the catcher's throw on a steal attempt, then batter's interference would be the ruling. (Also see POE #8 - Catcher's Box)

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(Fast Pitch and Slow Pitch where stealing is allowed) If a catcher reaches forward, (over or in front of home plate) in an attempt to catch the pitched ball, catcher's obstruction could be ruled.

37. OVER-RUNNING FIRST BASE.

After over-running first base, the batter-runner may legally turn to his left or his right when returning to the base. If any attempt is made to advance to second, regardless of whether he is in fair or foul territory, he is liable for an appeal out if tagged by a defensive player with the ball, while off the base. Overrunning first base on the look back rule is covered under POE # 34.

When the double base is used, the batter-runner can utilize the white portion whenever the batted ball is in the outfield, or no play is being made at first base. If a play is made at first base, but the ball is overthrown or the fielder is pulled off the base by an errant or missed throw, this also allows the batter runner to use the white if trying to advance to second base. If the batter-runner overruns first base and returns to the colored portion (rather than the white), sufficient time to touch the white should be given, particularly in youth play.

38. OVERTHROWS.

Runners are always awarded two bases on overthrows which go out of play or become blocked as a result of hitting loose equipment belonging to or a team member of the defensive team that does not belong on the field. (POE #18). Regardless of who made the throw, two bases are awarded from the last base touched at the time the ball left the hand.

Direction of runners has no bearing on the award. When an overthrow is made on a runner returning to a base, the runner is awarded two bases from that base.

EXCEPTION: If the runner was returning to first base and the throw was from the outfield and it left the outfielder's hand while the runner was between 2B and 3B, but the runner was between 1B and 2B when the ball went out of play, the runner would be awarded home.

The award of bases is determined by the position of the front runner if two runners are between the same bases at the time of the award. Two runners between first and second will be awarded second and third; however, if two runners are between second and third, both will be awarded home. Should the umpire make an error in the award of bases, after one pitch has been thrown to the batter (legal or illegal) the umpire cannot change the award.

When a fielder loses possession of the ball on an attempted tag and the ball then enters the dead ball area or becomes blocked, all runners are awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.

(Fast Pitch and Slow Pitch with Stealing) On pitched balls going out of play, the runners are awarded one base from the last base touched at the time of the pitch. If a batter receives a base on balls and the fourth ball gets away from the catcher and goes out of play, they will be awarded first base only.

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39. **PASSING A RUNNER.**

Passing a runner occurs during a live ball. It can occur while runners are advancing or returning to a base. Normally it occurs when a lead runner stops to see if a ball will be caught and the trail runner, also watching the ball, does not see the lead runner and passes him. The trail runner is the one called out and the ball remains live. To pass a runner, the trail runner must pass the lead runner. Not just an arm or leg ahead of the trail runner.

40. **PITCHING (Fast Pitch Only).**

There are six basic features in the pitching rule. They are:

- A. **Contact With the Pitcher's Plate.** The pitcher must have both feet on the ground within the 24-inch length of the plate. The shoulders shall be in line with first and third base.
(Male Only) He shall take a position with his pivot foot in contact with the pitcher's plate and his non-pivot foot on or behind the pitcher's plate.
(Female Only) She shall take a position with both feet in contact with the pitcher's plate.
- B. **Signal.** A signal must be taken by the pitcher while in contact with the pitcher's plate as described in (A). The ball must be held in either hand or the glove while taking the signal. The ball held in one hand may be in front of or behind the body. Taking a signal prevents a pitcher from walking onto the pitcher's plate and putting the batter at a disadvantage by throwing a quick pitch. The signal may be taken from the catcher or from the dugout.
- C. **Preliminary to Delivery.** (Male Only) Pitcher's shall have one or both feet in contact with the pitching plate. (Female Only) Pitchers must keep both feet in contact with the pitcher's plate during the entire preliminary process. After taking the signal, and bringing the hands together and held for a minimum of one second and not more than 10 seconds; the pitcher may begin their motion once the hands are brought together. (Female Only) During this entire period, the pivot foot must remain in contact with the pitcher's plate. (Male Only) If the pitcher wants to step back with the non-pivot foot, he may do so prior to separating the hands. No rocking movement which pulls the pivot foot off the pitcher's plate is allowed. If the pivot foot turns or slides in order to push off the pitcher's plate, this is acceptable as long as contact is maintained. It is not considered a step if the pitcher slides his foot across the plate.
- D. **Start of Pitch.** The start of the pitch begins when the pitcher takes one hand off the ball.
- E. **Delivery.** The delivery may not be two full revolutions. The pitcher's hand may go past the hip twice as long as there are not two complete revolutions. The wrist may not be any farther from the hip than the elbow. The delivery may not have a stop or reversal of the forward motion.

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- F. Step or Release. A step (only one) must be taken and it must be forward, toward the batter and within the 24-inch length of the pitcher's plate. Dragging or pushing off with the pivot foot from the plate is required. Pushing off from a spot other than the pitcher's plate is considered a crow hop and is illegal. (Adult Male Only) Can push off with the pivot foot and drag the foot in the dirt, or may be airborne with both feet as long as the pivot foot toe is pointing downward toward the ground.) If this toe is not pointed down, an illegal pitch should be called. The release of the ball must be simultaneous with the step. Much attention and discussion has been given to recognizing the differences between the crow hop and the leap on the pitching delivery:
1. A CROW HOP is defined as a replant of the pivot foot prior to delivering the pitch. This can be done by (1) sliding the foot in front, but not in contact with, the pitching plate; (2) lifting the pivot foot and stepping forward; or (3) jumping forward from the pitching plate with the pivot foot prior to starting the pitch. Umpires should look at the location of the pivot foot when the hands separate to start the pitch. If the pivot foot is off and in front of the pitching plate before the hands separate, this would be a crow hop and an illegal pitch should be called.
 2. A LEAP is an act when both of the pitcher's feet become airborne on the initial move and push from the pitcher's plate. The pivot foot must stay in contact with the ground (Women's and youth fast pitch) following the push off from the pitching plate. Adult male pitchers are allowed to have both feet airborne as long as the pivot foot toe is pointed downward toward the ground. If the toe is not pointed downward, an illegal pitch should be called. Adult male pitchers can also legally push and drag the pivot foot in the ground during the step.
- G. Pitcher returning to pitch. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position if the player has not left the batting order, or has not been removed from the pitcher's position by the umpire.

41. PITCHER'S UNIFORM.

A pitcher should be dressed identically to other players on the team. A long-sleeved sweatshirt of any color is acceptable under the jersey. If worn, it may not extend past the wrist so a clear gap can be seen between the ball and the end of the shirt. If two players (including the pitcher) have sweatshirts on, they must be identical in color and style. No player may wear ragged, frayed or slit sleeves on an exposed undershirt.

A pitcher may wear a batting glove and/or wristband on the glove hand and wrist. The batting glove may be white. A pitcher may wear the pitcher's

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toe plate on their shoe.

(Fast Pitch Only) The rule has changed allowing a pitcher to wear a band-aid on the finger, or an arm wrap on the arm, as long as the umpire feels neither is distracting to the batter. If a band-aid on the finger or a wrap on the arm is flesh colored, they will be allowed to be worn, even if a sweat shirt is not worn. If there is a design or writing on the wrap, and the umpire feels his is distracting, then the pitcher will be asked to remove the wrap. The pitcher's glove shall be of one solid color or multi-colored as long as the colors are not white, gray, or yellow optic, and it CANNOT have a white, gray or yellow optic circle on the outside, giving the appearance of a ball.

(Slow Pitch Only) A pitcher may wear a wristband on his pitching arm, can have tape on the pitching fingers and wear any color fielder's glove. No batting glove can be worn on the pitching hand.

42. PROTESTED GAME UPHeld AND RESCHEDULED.

When a protested game is upheld, the game is to be rescheduled from the point at which it was protested. Although the same lineups are to be used when the game is resumed, there is no penalty for substitutions legally placed into the lineups at this time. Even if a player was not at the protested game, he is legal for substitution purposes when the game is rescheduled as long as he is on the roster. If a player was ejected or disqualified in the original game after the protest was filed, that player may legally play in the rescheduled game because he was legally in the game at the time of the protest, unless the ejection also drew suspension for unsportsmanlike conduct.

43. RUN SCORING ON THE THIRD OUT OF AN INNING.

A run will not score if the third out of the inning is a putout at first base (batter-runner) or at another base if a preceding runner is forced because of the batter becoming a batter-runner.

Missed bases could result in a force out. (i.e., If the runner from first base missed second base on a base hit and that was the third out of the inning when properly appealed, any run(s) scored would not count.) It should be remembered that on an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.

An appeal play on a runner leaving a base too soon on a caught fly ball is considered a time play and not a force. If the appeal results in the third out, any runner(s) preceding the appealed runner would score if they crossed home plate prior to the out.

44. RUNNER HIT BY A FAIR BALL.

A. While in Contact With the Base. The runner will never be called out unless the act is intentional. The ball remains live or dead depending on the closest defensive player. If the closest defensive player is in front of the base the runner is in contact with, the ball is live. However, if the

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closest defensive player is behind the base, the ball is dead. If the ball is ruled dead and the batter awarded a base hit, only runners forced to advance due to the batter being placed on first base shall be advanced one base.

- B. While Not in Contact With the Base. The runner will be called out or ruled safe depending on the interference rule. (Rule 8, Section 7 J & K or Rule 8, Section 8 D-F)

45. RUNNERS SWITCHING POSITIONS ON THE BASE PATH.

Following a "Time Out", should two or more base runners change positions on the base they originally held (in order to put a faster runner closer to home plate), the runners involved will be called out, and the manager of the offended team will be ejected from the game.

46. SHOES.

Metal cleats are legal in adult male or adult female fast pitch and slow pitch. They are not legal in adult coed slow pitch play, seniors play, or any level of youth fast pitch or slow pitch. Polyurethane or plastic cleats shaped to look like a metal triangle toe or heel plate are illegal in youth, seniors, and coed play also. If there are nubbins or round plastic cleats in addition to the triangle plate, the shoe is legal. Cleats that screw onto a post are illegal, but cleats that screw into the shoe are legal.

47. SHORTHANDED TEAMS (STARTING THE GAME).

All divisions of play can begin the game one player short. Slow Pitch and Coed can start with nine players and Fast Pitch can begin with eight. If a team plays one short, an out must be taken in the last spot in the batting order (in coed the out would be in the 9th or 10th position depending on which sex is missing on the alternate batting order). If the player arrives after the game begins, they must be placed in the last spot on the batting order. If the player brings the team to a full batting order, and a player has to leave (other than ejection or disqualification), it is permissible to return to one less (shorthanded rule) and continue play.

(Slow Pitch Only) If a team begins and continues the game with nine players, they are not allowed to use the "shorthanded rule" and play with eight.

(Fast Pitch Only) If a team begins the game with eight players, they are not allowed to use the "shorthanded rule" and play with seven.

48. SHORTHANDED TEAMS (CONTINUING AFTER STARTING WITH FULL TEAM).

A team may continue a game with one player less than it uses to begin a game as long as the player vacancy is not created by an ejection. This rule is designed to avoid forfeits whenever possible. In all divisions of play when a team starts with the required number of players, and a player has to leave the game for any reason other than ejection, the following guidelines should be applied:

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- A. If a team is short one player due to a player being disqualified the game is not forfeited. If the team is already playing shorthanded and the disqualification occurs, then the game will be forfeited.
- B. If a player leaving the game is a runner, the runner is declared out even if the runner reached the base safely.
- C. Whenever the absent player is due to bat, an out is declared. This is the same in coed play, therefore two males or two females cannot follow each other in the batting order without an out.
- D. When a team plays shorthanded because a player leaves the game, the player cannot return to the lineup.
EXCEPTION: A player being treated under the blood rule can return. (Rule 4, Section 8)
- E. If there is an eligible substitute at the game, or if an eligible substitute arrives before the game is over, the substitute must enter the game. Refusal to do so, makes the player ineligible for the remainder of the game.
- F. A team cannot bat less than nine (slow pitch) or eight (fast pitch). The game is forfeited.
If the team has only 10 players, one is injured in the third inning, a substitute arrives in the fifth inning and is entered in the game, and another player becomes injured, this is legal as the team can continue to play with nine. If the same team did not have a substitute when the second person was injured, reducing the number of players to eight, the game is forfeited.
Playing shorthanded is not a strategic option for a coach. The purpose of this rule is to allow all players on a team to play without fear of injury or illness that previously created a forfeit.
- G. (Women's Fast Pitch Only) If a team is playing shorthanded and is involved in the tiebreaker, and it is the shorthanded spot on the batting order who is supposed to begin play at second base, no out should be declared. Instead, place on second base the player whose name precedes the absent player's name in the line-up.

49. SPORTING BEHAVIOR

The values of softball competition are based on sporting behavior and fair play. Coaches and players are expected and trusted with these values. The following are examples, however are not limited to, of unsporting behavior:

- A. Uniforms not worn properly, such as jerseys not tucked in, sleeves rolled under, and caps worn backwards.
- B. Exposed undergarments of different colors, by different teammates on the same team.
- C. Coaching tactics that endanger the safety of players.
- D. After equipment check, illegal equipment being put back into play.
- E. Use of equipment for other than for it's intended design.

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50. STEALING (Slow Pitch).

Base stealing is illegal in boys and girls Junior Olympic and Womens C & D slow pitch, in Coed play, Master and Senior play. Since the ball is dead on balls and strikes, the runner is not out, and the runner is returned to the base held at the time of the pitch. Because a runner cannot steal, the runner may not be picked off either. Runner(s) shall be called out for failure to keep contact with a base to which he is entitled until a legally pitched ball is batted, touches the ground, hits the batter, or has reached the front edge of home plate.

Base stealing is legal in Adult Mens **Slow Pitch and Women's Open** Slow Pitch. This does not apply to Men's Master and Senior play. Stealing is permitted as long as the runner does not leave the base until the ball reaches the front edge of home plate. If the ball either hits the plate or touches the ground prior to reaching the front edge of home plate, the ball is dead and the runner cannot steal. The ball remains alive until the pitcher has possession of the ball in the infield and all immediate play is apparently completed. The ball is also dead if the pitched ball hits the batter. The ball is live and runner(s) can advance if:

- A. A play is made on a runner.
- B. The pitcher fails to catch the ball.
- C. The catcher hits the batter on a throw to the pitcher or to a base during a play.

If a play is made on a runner, the ball is live and the runner(s) can advance.

51. SUBSTITUTIONS.

All substitutions should be reported to the plate umpire who, in turn, will report the changes to the official scorekeeper. All substitute names and numbers should be listed on the official lineup card submitted to the plate umpire at the start of the game; however, if a player is not listed on the card and is on the official roster, the player can be added after the game has begun.

A substitute is considered in the game after a pitch (legal or illegal) has been thrown, or a play has been made.

If a substitute has not reported, and is brought to your attention, the player will be disqualified. All action prior to the discovery is legal. If the manager or player in violation informs the umpire prior to the offended team's protest, there is no violation. Should an unreported substitute bat, and it is discovered prior to the next pitch, all runners are returned to their original base, any outs reported will stand, and the unreported substitute is disqualified and called out. The re-entered player or legal reported substitute assumes the ball/strike count. If it is discovered on the last play of the game and before the umpires leave the field, the runners will be returned to their previous base and the unreported substitute disqualified.

Any player may be substituted or replaced, and re-entered once, providing players occupy the same batting position whenever in the line-up.

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A game is forfeited for a substitution violation when a player, removed by the umpire (illegal player) is back in the same game, or if the ejection or disqualification creates a situation where there are not enough players to continue the game.

52. THROWING OR CARRYING A BAT.

If a player throws the bat intentionally in anger, the player should be ejected from the game. If the bat slips from the batter's hands, there is no penalty unless the discarded bat prevents the defense from making a play on the ball, and interference should be ruled.

There is no penalty when a player carries a bat to first or any other base. Should the player use the bat to prevent a defensive player from making a play, then interference should be ruled.

53. TIE GAMES OR GAMES CALLED WHICH ARE LESS THAN REGULATION.

When these games are rescheduled, the same procedure should be followed as stated in POE #42, PROTESTED GAME UPHeld AND RE-SCHEDULED.

In determining tie games after five innings (regulation game) have been played, the home team must have had the opportunity to bat and tie the score. If the home team has scored more runs than the visiting team and the game is called in the bottom of the fifth or sixth inning, the home team shall be the winner. If the visiting team has scored more runs than the home team in the sixth or seventh inning and the home team has not had the opportunity to complete its turn at bat, the game reverts back to the previous inning. If that score was tied, it would be a tie game. If the score was not tied, a winner would be declared if one team was ahead and five full innings had been played.

If a game is called before five full innings have been played (four and one-half if the home team is ahead), the game will be resumed at the point at which it was called.

54. TIE BREAKER RULE. (Female Fast Pitch Only).

During each half inning of the inning used to enforce the tie breaker, the offensive team shall begin its turn at bat with the player who is scheduled to bat ninth in that respective half inning being placed at second base. (e.g., If the number five batter is to lead off, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner.)

It is the responsibility of the umpire and scorekeeper to notify the teams involved as to what player starts at second base. If the wrong player is placed on the base and it is brought to the umpire's attention, there is no penalty. Correct the error and place the correct person on the base. This should occur

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whether a pitch has been thrown, or if the runner has advanced a base. An unreported substitute would be disqualified after a pitch has been thrown or a play has been made.

When a team is playing shorthanded and involved in the tiebreaker rule, and it is the shorthanded spot in the batting order which should start at second base, instead place on second base the player whose name precedes the absent player's name in the line-up.

In scoring, the run scored by a player starting as a runner at second base shall be charged to the defensive team and not the pitcher. Depending on the judgment of the official scorekeeper, a run scored by any other player will be charged to the pitcher's ERA.

When playing pool play in JO "A" and "B" and Gold Girl's Fast Pitch, all Girl's Slow Pitch tournaments, and in all Girls 10-under pool and double elimination games, a time limit of one hour forty minutes will be in effect for each game. Should a game be tied at the conclusion of this time limit, the tie-breaker will begin with the next full inning.

55. WHEEL CHAIR USAGE

Under the American Disability Act ruling (July 25, 1990) known as the ADA ruling, wheel chairs are allowed on the playing field. Players (while batting, running bases or playing defense), coaches (in coaching boxes) and umpires (behind the plate or on the bases) can utilize wheel chairs. The ADA ruling for slow pitch is explained under Rule 4, Section 2.

PLAYING RULES & POINTS OF EMPHASIS INDEX

(References are by game, rule, section and article.)

If a subject is explained in the Points of Emphasis, it is so noted by a number referring to the section where it can be located. (e.g., Appeals--POE # 1)

Game Key: Specific game not indicated, refers to **ALL** games.

FP - Fast Pitch				
SP - Slow Pitch				
MP - Modified Pitch				
16" - Sixteen-Inch Slow Pitch				
	Rule	Section	Article	
ALTERED BAT	1			
Bat specifications	3	1		
Batter is out	7	6	B	
AMERICAN DISABILITY ACT	4	2		
APPEAL PLAY (POE #1)	1			
After time out	8	7	I	Effect 3
Batting out of order	7	2	C	Effect (1-4)
May not return	8	3	G	
Runner	8	7	F - I	
ASSISTS	11	2	B (5) (a-d)	
AUTOMATIC OUT				
Continue game	4	1	D (2)	
Start of game	4	1	D (1) (a-c)	
..... Coed	4	1	D (1) (d)	
Tie-Breaker	5	11	B	
AWARDED BASES				
Can't Return	8	5	G	Effect
BALL				
Called by umpire	7	5	A - G	
Fair ball	1			
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Intentionally thrown	8	5	K	
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Texture	3	3	A	
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	Rule	Section	Article
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BASE ON BALLS	1		
.....	8	1	B (3)
.....	8	7	T (3)
BASE PATH	1		
Runner out	8	7	
Runner not out	8	8	
BASES	2	3	H
Dimensions	2	3	H
Double base	2	3	H (1) (a-f)
Running in legal order	8	3	A-G
BASE UMPIRE	10	3	A, B
BAT	3	1	
Carrying bat on bases (POE # 52)			
Hitting ball second time (POE # 24)	7	6	K
Illegal	3	1	B
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Warm-up	3	2	
With dents (POE # 3)			
BATTED BALL	1		
BATTER			
Automatic out	4	1	D
Becomes a batter-runner	8	1	A-F
Check swing (POE # 10)			
Chopping down on ball SP	1		
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Enters batter's box with altered bat	7	6	B
Hindering the catcher	7	3	D
.....	7	6	P 1
Hit by pitch	7	4	G-I
..... FP/MP	8	1	F
Hitting a fair ball with the bat a second			
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Not taking position in 10 seconds	7	3	B
.....	7	4	J

	Rule	Section	Article
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Out	7	6	A-P
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..... Coed	4	1	D (1) d
Stepping across home plate while pitcher is in pitching position	7	3	D
Stepping out of batter's box (POE # 7)	1		
.....	7	6	D-F Effect
When third out is made while at bat	7	2	E
BATTER'S BOX	1		
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Violation (JO & Modified Only) (POE # 5)	7	3	C
BATTER-RUNNER	1		
.....	8	1	A-F
Accident prevents running to awarded base	4	6	D
Batter-runner is out	8	2	A-N
Going directly to first base	8	2	D
Home run does not have to run (All Men's Major Divisions, & all Class "A" SP)	8	3	I
Moving back to home	8	2	H
Overrunning first base (POE #37)	8	7	H
..... FP/MP	8	7	T
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BATTING ORDER	1		
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For designated player	4	3	
Out of order	7	2	A-E
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Offensive equipment on field	8	5	G (3)
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	Rule	Section	Article
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..... SP	7	6	H
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CATCH AND CARRY	1		
Intentionally carried out play	8	5	K
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CATCHER'S BOX (POE # 8)	1		
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.....	5	7	B
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.....	5	7	A
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Assists runner	8	7	E
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	Rule	Section	Article
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Pitching distance	2	1	
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CRASH (Runner) (POE # 14)	8	7	Q
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	Rule	Section	Article
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Intentionally carrying into dead ball area (POE # 27)	8	5	K
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Defensive player distracts batter ... FP/MP	6	5	B
..... SP/16"	6	4	
Detached equipment	8	5	F
DEFINITIONS	1		
DELAYED DEAD BALL (POE # 15)			
Illegal pitch FP/MP	6	1-8	
..... SP/16"	6	1-7	
Catcher obstruction	8	1	D
Detached equipment hitting ball	8	5	F
Obstruction	8	5	B
Plate umpire interference	8	6	F
Signal	10	7	K
DESIGNATED PLAYER (DP) (POE # 16) ..			
..... FP	4	3	A-G
Scoring	11	2	A (1)
DETACHED EQUIPMENT	8	5	F
DIAMOND DIMENSIONS	2	1	
DISABLED PLAYER OR COACH (ADA) ...	4	2	
DISLODGED BASE	1		
Following a base	8	3	C
Not out if off dislodged base	8	8	N
Runner attempts to continue	8	4	L
DISPUTED CALLS	4	9	B
DISQUALIFIED PLAYER	1		
.....	4	8	
Altered bat	7	6	B
Batter	4	6	B
Pitcher	4	6	A
Re-entry	4	6	D
Runner	4	6	C
Substitute	4	6	B

	Rule	Section	Article	
DOUBLE BASE	2	3	H	
Batter-runner interference	8	2	N	
Batter-runner touching white portion during play	8	2	M	
Errant or missed throw	8	2	M	Exception
DOUBLE, GROUND RULE	8	5	I	
DOUBLE PLAY	1			
DROPPED BALL DURING WINDUP FP/MP	6	11		
..... SP	6	9	E	
..... 16"	6	9	B	
DROPPED THIRD STRIKE FP	8	1	B	
DUGOUT	1			
Conduct (POE # 17)	5	12		
EJECTED PLAYER	1			
EJECTION FROM GAME	5	4	G-H	
Crash	8	7	Q	
Second offense after warning	4	8		
Second offensive conference (Coach)	5	7	A	EFFECT
Violation of the rules	10	1	J (3)	
EQUIPMENT	3	1-7		
Left on field (POE # 18)	8	5	G (3)	
ERROR	11	2	B (6) (a-e)	
EXTRA PLAYER (EP) (POE # 19) SP	4	4	A-F	
Minimum number of players	4	1	C (3), (5)	
Penalty	4	4	A	
.....	4	5	A	
Scoring	11	2	A (2)	
Two (Senior SP)	4	4	F	
FAIR BALL	1			
FAIR TERRITORY	1			
FAKE TAG (POE # 20)	1			

	Rule	Section	Article
FIELDER	1		
FITNESS OF GROUND	5	2	
FLEX PLAYER (POE #15)	4	3	A-G
FLY BALL	1		
Carried into dead ball area	8	5	J-K
FORCE OUT (POE # 22)	1		
.....	8	7	G
FOREIGN SUBSTANCE ON PITCHING HAND FP/MP	6	6	
..... SP/16"	6	5	
FORFEITED GAME	5	4	A-J
Records	11	9	
Score of	5	6	C
FOUL BALL	1		
FOUL TIP	1		
.....	7	4	D
FOUR BASE AWARDS...(POE #26)	5	8	A(1-6)Note
GAME CALLED	5	3	C
GAME STARTS	5	10	
GLOVES	3	4	
Illegal glove usage (POE #23)	8	9	O
Softball glove specifications	3	4	
GROUND RULE DOUBLE	8	5	I
GROUND RULES	2	2	
Discussion with managers	10	1	E
HEADBANDS	3	6	A (2)
HEADWEAR	3	6	A
Mixed headwear	3	6	A (2)

	Rule	Section	Article
HEIGHT OF PITCH SP	6	3	H
..... 16"	6	3	D
HELMET			
Cracked, broken, altered	3	5	E (1)
Defensive	3	5	E (2)
Usage	3	5	E
HESITATION PITCH 16"	6	3	F
HIT BATTER	7	4	G-I
.....	7	6	A
..... FP/MP	8	1	F
HOME PLATE			
Dimensions	2	3	G
Second home plate (Senior SP)	2	3	G
HOME RUN (POE #26)	8	5	H
Home run rule SP	5	8	
Running bases (all Men's Major and Class "A" SP) (POE # 25)..	8	3	I Exception
HOME TEAM	1		
ILLEGAL BAT	1		
Legal bat	3	1	
ILLEGAL BATTER	4	6	E (2)
ILLEGAL PITCH FP/MP	6	1-8	Effect
..... SP/16"	6	1-7	Effect
ILLEGAL PITCHER	4	6	E (1)
Excessive speed SP	6	3	G
Motion before stepping on plate SP	6	1	D
Removed from position	4	6	E Effect
ILLEGAL PLAYER	1		
.....	4	6	E
ILLEGAL RE-ENTRY	4	6	E (4)
ILLEGAL RUNNER	4	6	E (3)

	Rule	Section	Article	
ILLEGALLY BATTED BALL	1			
Batter must return	8	6	B	
Batter is out	7	6	D-F	
Batter is not out	7	6	D-F	Exception
ILLEGALLY CAUGHT BALL				
Detached equipment	8	5	F	
Illegal glove	8	8	O	
INCOMPLETE GAME	5	3	D, F	
INELIGIBLE PLAYER	1			
INFIELD	1			
INFIELD FLY	1			
.....	8	2	I	
INFIELDER (POE #28)	1			
IN FLIGHT	1			
IN JEOPARDY	1			
INJURED PLAYER (POE #29)	4	10		
INJURED RUNNER	4	6	D	
Blood rule	4	10		
INNINGS	1			
Regulation games	5	3		
New inning starts.....	5	10		
INSULTING REMARKS TOWARD PLAYERS OR UMPIRES	4	7	C (3)	
INTENTIONALLY DROPPED FLY BALL (POE # 30)	8	2	J	
INTENTIONAL WALK (POE # 31 & 32) SP	8	1	C (2)	
INTERFERENCE (POE #33)	1			
Aiding a runner	8	7	E	
At home plate	8	7	M	

	Rule	Section	Article	
Ball hitting umpire	8	1	E	
By base coach	8	7	E, M, O	
By batter	7	3	D	
By batter-runner	8	2	E-G	
.....	7	6	P	
By on-deck batter	7	1	E	
By plate umpire FP/MP/SP	8	7	F	
By runner	8	7	J, K, L, P, Q	
Catcher with batter on attempted squeeze play FP/MP	6	5	C	
Crash by runner (POE # 14)	8	7	Q	
Offensive equipment on field	8	5	G (3)	
Runners return	8	6	C	
.....	8	7	J-Q	Effect
Spectator	8	2	N	
.....	8	5	L	
While fielding foul ball	7	6	I	
With a bat	7	6	K	
JEWELRY	3	6	F	
Medical alert bracelets / necklaces	3	6	F	Note
JUNIOR OLYMPIC				
Base distances	2	1		
Batter's box violation	7	3	C	
Catchers FP	3	5	C	
Catchers SP	3	5	B	
Coaching	3	5	D (1)	
Courtesy runner (Girls/Boys FP Only) (POE #13)	8	10		
Field dimensions	2	1		
FP pitching	6	3	I-J	
Helmets	3	5	C (1)	
Helmets (Defensive)	3	5	C (2)	
Metal spikes	3	6	G	
On-deck batters	3	5	D (1)	
Pitching distances	2	1		
Strike called by umpire	7	4	K	
Third strike violation (10-Under Only)	8	4	H (3)	
.....	8	1	B (2)	Exception
Tie breaker (Girls FP Only)	5	11		
Warm-Up	3	5	C	Note
JUNIOR OLYMPIC PLAYER	1			
TEN-UNDER RULES	8	4	H	
Ball	3	3	J, K, M	

	Rule	Section	Article	
Base on balls	8	4	H (4)	
Bases	2	1		
Runners can score.....	8	4	H (6)	
Stealing	8	4		
Third strike out and ball live	8	4	H (3)	
LEAPING (POE #40) FP	1			
LEAVE GAME (Re-entry)	4	5		
Substitutes	4	6		
LEGAL DELIVERY OR PITCH FP/MP	6	3	A-L	
..... SP	6	3	A-K	
..... 16"	6	3	A-H	
LEGALLY CAUGHT BALL (CATCH)	1			
LEGAL TAG	1			
LINE DRIVE	1			
LINE-UP	4	1	A (1)	
.....	7	2	A-E	
LOOK BACK RULE (POE # 34) FP/MP	8	7	T	
LOSS, CREDITED TO PITCHER	11	6		
MASKS AND THROAT PROTECTORS	3	5		
Catchers..... FP	3	5	C	Note
Face masks	3	5	E	
Umpires	10	1	C	
MAXIMUM/MINIMUM ARC SP	6	3	H	
..... 16"	6	3	D	
MEDIA COVERAGE (POE # 35)				
MITTS	3	4		
Illegal glove penalty	8	8	O	
MODIFIED PITCHING RULES MP	6	1-11		
Ball	3	3	L	
Legal delivery	3	3	A-M	

	Rule	Section	Article
Major delivery MP	6	3	F (1) H(1)
Class A delivery MP	6	3	F (2) H(2)
10 Man delivery MP	6	3	F (3) H(2)
MULTI-COLORED GLOVES FP	3	4	
NO PITCH FP/MP	6	10	A-E
..... SP	6	9	A-F
..... 16"	6	9	A-C
NUMBERS	3	6	D
OBSTRUCTION (POE # 36)	1		
.....	8	5	B
Catcher obstruction	8	1	D
OFFENSIVE TEAM	1		
OFFENSIVE TEAM CONFERENCE (POE #9)	5	7	A
OFFICIAL BALL – 10", 11", 12" & 16"	3	3	
OFFICIAL SCOREKEEPER	11	1	
ON-DECK BATTER	1		
.....	7	1	A-E
Warm-up bats	3	2	
ON-DECK CIRCLE			
Dimensions	2	3	B
Violation	7	1	E
OUTFIELD	1		
OVERRUN FIRST BASE (POE # 37)	8	8	H
.....	8	8	T (3)
OVERSLIDE	1		
Runner is out	8	7	B
OVERTHROW (POE # 38)	1		
.....	8	5	G
From pitching plate FP	8	5	C

	Rule	Section	Article
PASSED BALL	1		
PICK OFF 16"	6	3	F (4) Note
PINE TAR	3	1	G
PITCH (FP AND MODIFIED PITCH)			
Delivered with catcher out of catcher's box	6	5	A
Illegal	6	1-8	Effect
No pitch declared	6	10	A-E
Quick return pitch	6	10	B
Returned by catcher	6	7	B
Slips from pitcher's hand	6	11	
Warm-up pitches allowed	6	9	
PITCH (SLOW PITCH)			
Delivered with catcher out of catcher's box	6	4	A
Height of pitch)	6	3	H
Illegal	6	1-7	
No pitch declared	6	9	A-F
Quick return pitch	6	7	
Returned by catcher	6	6	B
Slips from pitcher's hand	6	9	E
Warm-up pitches	6	8	
PITCH (16-INCH)			
Delivered with catcher out of catcher's box	6	4	A
Height of pitch	6	3	D
Illegal	6	1-7	
No pitch declared	6	9	A-C
Quick return pitch	6	7	
Returned by catcher	6	6	B
Slips from pitcher's hand	6	9	B
Warm-up pitches	6	8	
PITCH BEGINS (POE # 40) FP/MP	6	2	
..... SP/16"	6	2	
PITCHER (FAST PITCH)			
Alloted time	6	3	L
Batting glove on pitching hand	6	6	B

	Rule	Section	Article
Credited with loss	11	6	
Credited with win	11	5	A, B
Defensive conference	1		
.....	5	7	B
Deliberately dropped or rolled ball	6	3	K
Substance on ball	6	6	
Illegal pitch penalty	6	1-8	Effect
.....	7	5	C
Legal delivery	6	3	A-L
Playing runners back to base from eight-foot circle	8	7	T
Position of feet Male)	6	1	A (1) & C
..... Female)	6	1	A (2) & C
Re-enter	4	5	
Removal after conference with manager .	5	7	B
Starting pitcher	1		
Step during delivery	6	3	G
Tape on finger	6	6	
Uniform (POE # 41)	3	6	
Warm-up pitches allowed between innings	6	9	
PITCHER (MODIFIED PITCH)			
Alloted time	6	3	M
Batting glove on pitching hand	6	6	B
Credited with loss	11	6	
Credited with win	11	5	A, B
Defensive conference	1		
Deliberately dropped or rolled ball	6	3	L
Foreign substance on ball	6	6	
Illegal pitch penalty	6	1-8	Effect
.....	7	5	C
Legal delivery	6	3	A-M
Nine Player	6	3	F & H (1)
Ten Player	6	3	F & H (2)
Playing runners back to base from eight-foot circle	8	7	T
Position of feet	6	1	A
Re-enter	4	5	
Removal after conference with manager .	5	7	B
Starting pitcher	1		
Step during delivery	6	3	J
Tape on fingers	6	6	
Uniform (POE # 41)	3	6	
Warm-up pitches allowed between innings	6	9	

	Rule	Section	Article
PITCHER (SLOW PITCH)			
Alloted time	6	3	J
Batting glove on pitching hand	6	5	
Credited with loss	11	6	
Credited with win	11	5	A, B
Defensive conference	1		
Foreign substance on ball	6	5	
Illegal pitch penalty	6	1-7	Effect
.....	7	5	D
Legal delivery	6	3	A-K
Position of feet	6	3	E
Re-enter	4	5	
Removal after conference with manager .	5	7	B
Starting pitcher	1		
Tape on fingers	6	5	
Uniforms (POE # 41)	3	6	
Warm-up pitches allowed between innings	6	8	
PITCHER (16"SP)			
Alloted time	6	3	G
Batting glove on pitching hand	6	5	
Credited with loss	11	6	
Credited with win	11	5	A, B
Defensive conference	1		
Foreign substance on ball	6	5	
Hesitation throws	6	3	F (1-4)
Illegal pitch	6	1-7	Effect
Legal delivery	6	3	A-H
Penalty for illegal pitch	6	1-7	Effect
.....	7	5	D
Pick-off attempts	6	3	F (4) NOTE
Position of feet	6	3	A
Re-enter	4	5	
Removal after conference with manager .	5	7	B
Starting pitcher	1		
Tape on fingers	6	5	
Uniform (POE #41)	3	6	
Warm-up pitches allowed between innings	6	8	
PITCHER'S PLATE	2	3	F
Contact at delivery	6	3	G, H
Eight-foot circle	2	3	F
Pitcher throws while in contact with FP	6	3	G, H
.....MP	6	3	J, K
.....SP	6	3	A
.....16"	6	1	E

	Rule	Section	Article
PITCHER'S SIGNALS FP/MP	6	1	B
PITCHING DISTANCES	2	1	
PITCHING POSITION FP/MP	6	1	A-E
..... SP	6	1	A-D
..... 16"	6	1	A-F
PIVOT FOOT	1		
PLATE UMPIRE	10	2	A-F
PLAY BALL	1		
Fail to resume play in two minutes	5	4	D
PLAY MADE BY UNANNOUNCED SUBSTITUTE	4	6	B
PLAYERS	4	1	A-D
Disabled (ADA Rule)	4	2	
Minimum number to play	4	1	C, D
Officially entering the game	4	6	A, B
Positions	4	1	C (1–8)
Removed from game	4	6	C
Short-handed rule	4	1	D
PLAYING FIELD	2	1-3	
Fitness for play	5	2	
PROSTHESIS USAGE	3	6	E
PROTESTS (POE #42)	1		
.....	9	1-7	
Correcting errors	9	2	A
Decisions	9	7	A-C
Examples	9	1	
Information needed	9	6	
Notification of intent	9	4	
Time limit	9	5	
Types	9	2	A-C
QUICK RETURN PITCH	1		
..... FP/MP	6	10	B
..... SP/16"	6	7	

	Rule	Section	Article	
RE-ENTER GAME	4	5		
RE-ENTRY, PENALTY FOR ILLEGAL	4	5	A-C	
.....	4	4	E (4)	
REFUSING TO PLAY	5	4	B-D	
REGULATION GAME	5	3		
REMOVAL FROM GAME	5	4	G, H	
Batter using altered bat	7	6	B	
Manager or coach	5	7	A	
Re-entry	4	5	A-C	
Second offense	10	9	C	
Substitute not announced	4	6	B	
Violation of rules	10	1	J (3)	
RESIN FP/MP	6	6	A	
..... SP/16"	6	5		
RETURN OF PITCH TO PITCHER .. FP/MP	6	7	B	
..... SP/16"	6	6	B	
REVERSAL OF UMPIRE'S DECISION	10	6	B,C	
ROSTERS (Male and Female)	4	1	B	
RUN AHEAD RULE	5	9		
RUNNER	1			
Abandons base	8	7	U	
Aiding a runner who misses home plate...	8	7	E	Exception
Assisted by anyone	8	7	E	
Award of bases on overthrow of ball out of play	8	5	G	
Base stealing	8	4	A	
..... SP	8	7	G	Exception
Bases touched in legal order	8	3		
Coach draws throw at home	8	7	M	
Comes into contact with fielder attempting to field ball	8	7	J	
Comes into contact with fielder not entitled to field ball	8	8	C	
Correcting errors on awards	8	5	G (4)	

	Rule	Section	Article	
.....	9	2	A	
Courtesy runner.....(Senior SP Only)	8	9	B-D	
..... (Master & Seniors FP Only)	8	9	A	
..... (J.O. Girls/Boys FP Only)	8	10	A-G	
Deliberate contact with a fielder				
with the ball	8	7	Q	
Enters team area	8	7	U	
Entitled to advance with liability to be put out	8	4	A-M	
Entitled to advance without liability to be put out	8	5	A-M	
Fails to keep contact with base until pitched ball reaches home plate SP	8	7	R	
Fails to keep contact with base until the ball leaves the pitcher's hand FP	8	7	S	
Fails to return to base or proceed to next base when ball is in the eight-foot circle ..				
..... FP	8	7	T	
Hit by batted ball (POE #44)	8	8	D-F	
Homerun does not have to run (Super, all Major Men's, and all Men's Class "A" S P..	8	3	I	
Illegal bat	8	7	Y	
Illegal pitch FP/MP	8	5	E	
Illegal runner	4	7	C	
Intentionally kicking ball	8	7	L	
Interferes with play after being declared out	8	7	P	
Interferes with play before being declared out	8	7	J	
Leading off FP	8	7	S	
..... SP	8	7	G	Effect
..... 16"	8	4	D	
Leaving base after returning FP	8	7	T (2)	
Leaving base on an appeal	8	7	F-I	Effect
Leaving base too soon	8	3	H	
.....	8	8	L	
Misses home plate	8	7	I	
Must return to his base	8	6	A-H	
Not out	8	8	A-P	
Obstructed	8	5	B	
Offensive team collecting to confuse the defense	8	7	N	
Out	8	7	A-Y	
Overruns first base and attempts to go to second	8	7	H	
Passes another runner (POE # 39)	8	7	D	

	Rule	Section	Article
Return after thrown ball goes out-of-play..	8	5	G (2)
Running the bases in reverse order	8	3	D
Running out of baseline	8	7	A
Running start	8	7	V
Struck by fair ball while off base	8	7	K
Struck by fair ball while on base	8	8	M
Switching positions on base after a time out. (POE # 45).....	8	7	Y
Two occupying a base at the same time ..	8	3	E
RUN AHEAD RULE	5	9	
RUNS BATTED IN	11	4	A-G
RUNS NOT SCORED	5	5	B
.....	8	3	F
Force out	5	5	B (1)
RUNS SCORED ON THIRD OUT (POE # 43)	5	5	B
SACRIFICE FLY	1		
SCOREKEEPER'S SUMMARY	11	7	A-T
SCORING	11	1 -10	
Excessive home runs	11	2	B (4) (b) (6)
Forfeited game records	11	9	
Base hit	11	3	A-C
Runs	5	5	
Tie-breaker	5	11	
.....	11	10	
SENIOR SLOW PITCH RULES			
Ball	3	3	L
Commitment Line	8	9	D (6)
Courtesy runner	8	9	D
Courtesy runner out	8	9	D (4)
Double first base	2	3	H (2)
Double home plate	2	3	G (1)
.....	8	9	D
Extra player	4	4	F
Home run rule	5	8	
Metal spikes	3	6	G
No return line	8	9	D
Second courtesy runner	8	9	C (4)

	Rule	Section	Article
SHOES (POE # 46)	3	6	G
SHORT-HANDED TEAMS (POE #47-48) ...	4	1	D
Continuing a game.....	4	1	D (2)
Forfeit	5	4	J
In tie breaker	5	11	A
Starting less that ten SP	4	1	D
..... Coed	4	1	D 1 (d)
Starting less than nine FP	4	1	D
Continuing a game	4	1	D (2)
SINGLE UMPIRE	10	4	
SIXTEEN-INCH SLOW PITCH RULES			
Ball	3	3	
Base distance	2	1	
Foul tip	7	4	D
Lead off	8	4	M
Pick off	6	3	F (4) (c)
Pitching	6	1-9	
Pitching distance	2	1	
Pitching hesitation	6	3	F (1-4)
Outfield distance	2	1	
Runner is not out	8	7	R Exception
SOFTBALL – 10”, 11”,12”, & 16”	3	3	
SPECTATORS, ABUSIVE LANGUAGE	10	9	A
Attacking umpire	5	4	A
SPEED OF PITCH SP	6	3	G
..... 16"	6	3	C
SPIKES	3	6	G
Youth, Seniors & Coed	3	6	G Exception
STARTING LINEUP	4	1	
Number of players	4	1	
Positions	4	1	C
Re-enter	4	5	
STARTING PLAYER	1		

	Rule	Section	Article
STEALING (POE # 50)	1		
..... SP	8	6	G
Baserunner out	8	7	T (2)
Leaving bases after returning	8	7	S
Scoring	11	8	
All Men's SP only	8	6	G
When ball leaves pitcher's hand ...	8	4	A
STEP TAKEN BY PITCHER	6	3	G
..... MP	6	3	J
..... SP	6	3	E
..... 16"	6	3	A
STEPPING OUT OF BATTER'S BOX	7	6	D
.....	7	3	D
STRIKE	7	4	A-K
Ball hitting batter on third strike	7	4	G, H
Dropped third strike	8	1	B
STRIKE ZONE	1		
..... SP	1		
SUBSTITUTIONS (POE # 51)	1		
Courtesy runner (J.O. Girls/Boys FP Only)	8	10	A-G
Courtesy runner .. (Masters & Seniors FP)	8	9	A
Courtesy runner (Seniors SP)	8	9	D
No substitute available	5	4	H
.....	4	1	D
Notify umpire	4	6	A
Officially in game	4	6	B
Re-enter	4	5	
Unannounced	4	6	B
SUBSTITUTE RUNNER			
Automatic out	4	1	D
Injury to runner	4	6	D
SUSPENSION OF PLAY	5	4	D
.....	7	3	E
.....	10	8	A-I
TAPE ON PITCHING HAND	6	6	
..... SP/16"	6	5	

	Rule	Section	Article
TEAM	4	1	
Delay or hasten game	5	4	E
Home team	5	1	
Refusing to play	5	4	B-D
To continue playing	4	1	D
To start a game	4	1	A
TEN-UNDER RULES	8	4	H
Ball	3	3	J, K, M
Base on balls	8	4	H (4)
Bases	2	1	
Runners can score.....	8	4	H (6)
Stealing	8	4	
Third strike out and ball live	8	4	H (3)
THIRD STRIKE RULE FP/MP	8	1	B
.....	7	6	M
..... SP	7	6	L
..... SP	7	4	D
.....SP	7	4	F
..... JO (10 – Under)	8	4	H (3)
.....	8	1	B (3) Exception
THREE-FOOT LINE			
Dimensions	2	3	A
Violation	8	2	E
THROAT PROTECTORS (Masks)	3	5	A-C
Umpires	10	1	C
THROWING BAT (POE # 52)			
THROWING GLOVE AT BALL	8	5	F
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UMPIRE MANUAL

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Letter from the Executive Director Ron Radigonda

The ASA Umpire Manual is one of the many publications that the Amateur Softball Association (ASA) produces on an annual basis to ensure its umpires are the best trained in the world.

We have made a commitment to our umpire program and sincerely feel that we have one of the most outstanding officiating programs in the country. It's because the people who join the ASA umpire program strive to be the best. They accomplish this through their dedication and training and the time and effort they put into developing their umpiring skills.

We are certainly proud of the thousands of umpires who officiate our tournaments and games each summer. We realize that you are a very important piece of this softball puzzle.

In your preparations for the upcoming season, we encourage all ASA umpires to use this manual as well as the other umpiring publications offered by the ASA to better yourselves.

My best to all of you throughout the 2005 season. May this be your best season yet and it is my hope that you accomplish each goal you have set for the year.

Yours in softball,

A handwritten signature in black ink, appearing to read 'Ron Radigonda', written in a cursive style.

Ron Radigonda
Executive Director

Letter from the Director of Umpires

Kevin Ryan

My fellow ASA Umpires,

It is an honor and privilege to address each of you as the new ASA Associate Director of Membership Services, Director of Umpires. The ASA Umpire Manual, originally written by the best softball minds in the country, is used to develop more than 40,000 registered ASA umpires into the nation's best. It combines the rules with the points of emphasis to help clarify the intent of the rules for all to better understand. It also documents the mechanics and signals used as a standard for the best umpires in the world.

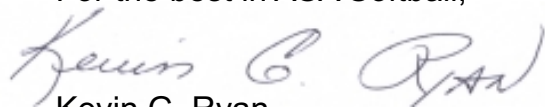
These rules and mechanics are used by softball associations throughout the world to assist in the development of their umpires. At the international level, umpires are required to know and understand the same mechanics even though they may not understand the language of their partners on the field. These mechanics are used by all umpires this past summer at the Olympic Games in Athens, Greece.

I strongly urge you to study every aspect of this book and use its information to help you become a better umpire. In addition, participating in a national umpire schools and your local association clinics will provide helpful hints and practice to further your skill. All of these tools will help you advance quickly in your umpiring career and possibly provide you with the opportunity to work at a National Championship.

I look forward to working with each of you as we continue to improve ASA Softball. I hope your umpiring experience this year will be enhanced and made more enjoyable by the information in this book.

If I can help in any way, please let me know.

For the best in ASA Softball,

A handwritten signature in blue ink that reads "Kevin G. Ryan". The signature is fluid and cursive, with the first name "Kevin" being the most prominent.

Kevin G. Ryan
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2005 ASA National Umpire Staff

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SECTION 1

PRE-REQUISITES FOR GOOD UMPIRING

Any umpire representing the Amateur Softball Association is performing a service to fellow umpires, to the leagues which we serve, to the managers, players and fans of softball. A competent umpire performs their duties with accepted signals and procedures. A thorough knowledge of the rules is important; but, more important is the understanding of their purpose, and the ability to interpret and enforce these principles.

Good game control begins with the umpire's appearance at the game site. Players and coaches alike base many of their actions during the contest on the amount of confidence they have in the arbiter. The umpire who performs their duties in a brisk, businesslike manner upon arrival at the field, who is courteous with players and coaches (without being overly friendly) prior to the game, whose calls are made promptly and confidently and with an emphasis which dissuades argumentation, yet is non-dictatorial, and who cooperates with partner's in the efficient coverage of all situations, is rarely questioned.

When you enter a ball park your sole duty is to umpire a ball game as the representative of the league. In all your actions and conduct, keep in mind that as an umpire, your position calls for the settling of controversies on the ball field and not in starting them elsewhere. It is a trying position which requires the umpire to exercise all patience and good judgement. Do not forget that the first essential in working out a bad situation is to keep your temper and self control. Be courteous, but firm, and you will gain respect from all. Never lose sight of the fact that friendship for the umpire, appreciation for the duties and cooperation in decisions rarely exists when a difficult situation occurs on the ball field. Your only friend is the other umpire.

An umpire should give any rule interpretation that a manager may request quickly and courteously but refrain from general conversation and especially from discussion of plays and players. Umpires are to judge plays, not players.

Do not assume an air of superiority because of the fact that you are an umpire. Say "Hello" to the various people and make use of the friendly smile. Let it be said that you are a fine person and would be welcome in any gathering. In this manner, you are advertising yourself, your profession and above all, THE GAME itself.

The proper handling of any softball game demands each member of the umpire crew to hustle at all times. In addition, the following three factors are essential to the success of any umpire:

1. Judgement
2. Mechanics and Techniques
3. Knowledge of the rules

JUDGEMENT may appear to be an inherent factor of officiating. The calm style of the finished umpire when confronted by a spontaneous uprising, apparently bars out this assumption. However, the truth is the umpire, through a trying apprenticeship, has become case-hardened to a degree that enables the good umpire to take a most disagreeable incident in stride. Early in the career, the average umpire will likely respond to rowdy tactics or abusive language with some show of fear, but the umpire who advances in the game learns a tight rein must be kept on temperament. No provocation,

not even physical attack, should cause an umpire to lose sight of the primary responsibility—keeping the game under control. An angry umpire is never a master of the situation. In short, umpiring judgement is mainly experience, salted with cool-headed common sense.

GOOD MECHANICS AND TECHNIQUE are factors appreciated in some degree by even the most difficult player. A lack of good mechanics is one of the things that separates the best of the amateur umpires and any professional. **MECHANICS** of umpiring deals with the who, what, where and often the why of it all, while **TECHNIQUE** deals primarily with the “how” of umpiring. Technique deals with the amount of flair or individualism employed by the umpire in any given situation.

Hustle is an integral part of good umpiring mechanics and technique. Acceptance of any umpiring assignment requires the complete attention and energy of an umpire for the entire game. Hustle is the spirited application of the principles of good umpiring. Aimless running about is not hustle or at least is not productive hustle. Briefly, good mechanics and technique consists of being in the right place at the right time coupled with strict attention to detail.

KNOWLEDGE OF THE PLAYING RULES is expected of every umpire. Young and old should devote ample time routinely to reading and studying the rule book. There is no point in committing the rules to memory as their common sense application is the stamp of a master umpire.

Including the point just described, following are 10 prerequisites which will go a long ways toward helping every umpire gain the respect and confidence we all strive to attain in becoming a top rated official:

1. All umpires should be physically fit at the start of each season and then make certain that they keep themselves in good condition. An umpire who is not physically fit is a detriment to the game. Today's athletes are well conditioned. They are very skilled excellent athletes and they move speedily. Umpires must be able to keep pace with the athletes and be able to move very quickly to get into the best position to cover a play. A pleasing personal appearance is invaluable to an umpire. Clothes should be clean and pressed. Shoes should be shined. A plate umpire should always have an indicator, plate brush, ball bag, pen or pencil and line up cards. A cap should be properly worn with the bill forward. Uniform and equipment do not make an umpire; however, you will be respected for looking the part.
2. Decisions must be made positively and promptly, but an umpire must not be too hasty in calling a play. Umpires must guard against rendering decisions prematurely. An umpire has to run to get into position on a play and yet come to a stop where all of the action can be seen clearly, before making a ruling. Whenever possible do not make a 'fair/foul' decision while in motion. Always go out on the foul line as far as possible. Stop just prior to the ball being touched and indicate fair or foul prior to making the 'catch/no catch' ruling. It is necessary to know where the ball is when a decision is made. The fielder may drop the ball on a tag play in pivoting during a double play, or juggle the ball on a force play. After a momentary hesitation for the purpose of making certain the play is complete,

the call should be made forcefully. A timid call by the umpire will be perceived in a negative manner and reflects a lack of confidence. All plays should be called with an air of confidence which goes a long way toward having the umpire's judgement accepted. Good umpires cultivate their voices to increase the authority implied by the spoken word. A strong voice in control by the umpire is a valuable asset. All calls should be made loudly and clearly so that players of both teams can hear them.

3. Umpires working together must communicate and have mutual respect. The best rapport is obtained when there is a friendly attitude toward each other. Friendliness and respect for members of the crew (and profession) contribute to confidence in one another. Every umpire should strive to support their partner(s) throughout the entire contest. When one umpire requests an opinion from another concerning a given play which has been ruled upon, the opinion should be given honestly and courteously to the umpire requesting it. Never offer an opinion, though, unless asked. Unsolicited advice is never appreciated and will cultivate a lack of confidence in the umpire(s).

Umpires must make a conscientious effort not to infringe on the duties and responsibilities of each other. There is no cause for greater embarrassment than to have opposite decisions made by umpires on a given play. If proper mechanics are followed, there should be no conflicting decisions. Umpires must communicate with one another vocally calling your partner off when drifting back into a base you are covering.

Do not discuss decisions with anyone but your partner and then only in private. Be in a position to help if requested. You are there to see everything possible and if you alibi, you have lost the respect of not only your partner, but of the players as well.

4. Good umpiring is dependent, to a large extent, upon a complete knowledge and understanding of the rules. To be a competent umpire, it is necessary to know the rules thoroughly. Some decisions are repeatedly made so that, with experience they come by reflex. The correct way to prepare oneself for effectively making decisions is through continued study of all possible situations. Then, basic fundamentals become second nature and correct interpretations are virtually automatic. To know the rules thoroughly requires constant and analytical study. It does not suffice to only read the rules. They must be studied so that mental pictures of plays and situations result. Having developed clarity in the mental pictures, the umpire will then be able to immediately recognize the situation and correctly rule on it automatically. Umpires who guess and who don't know the rules soon lose the confidence of players, coaches and spectators. Veteran and new umpires alike, should attend rules clinics whenever possible and learn how and when to apply the rules.
5. Proper umpiring mechanics are essential in attaining the best coverage. Many umpires who know the rules well fail to be accepted because their mechanics are poor. Mechanics, or play coverage, must be mastered if the umpire is to be successful. First, a proper position for various situations must be learned, then the coverage must be practiced. Position and coverage should be discussed and reviewed regularly at clinics with the opportunities to practice the mechan-

- ics being made available to all umpires, including both the veteran and the novice. It is important that all umpires get the best position possible for any given play without being in the way of any player or a thrown or batted ball.
6. An umpire must totally ignore remarks from the spectators. Every crowd will include a number of people who heckle an umpire. Many persons believe that to do so is a legitimate part of a ball game. Fans not only lose respect for an umpire who, in any way reacts to criticism, but a reaction to heckling causes their criticism to become more intense. Umpires must be 'deaf' and 'thick-skinned' and ignore any and all spectator comments.
 7. The efficient umpire should not 'showboat.' Good umpires can effectively execute their duties without showboating. The umpire who discharges responsibility with dignity and in conformance with accepted signals and procedures will encourage the players and spectators to accept decisions. Being overly dramatic on routine plays too often does not accomplish the purpose for which it is intended, and such actions frequently cause the players to lose confidence in the decision made by an 'actor.' Selling the call with dignity is much more effective. Umpires should be part of the game but never the center of attention. In no case should an umpire ever attempt to coach a player. We don't want them telling us how to do our jobs and the umpire should never tell them how to do theirs. Negative comments about a player's ability or judgement on a play by the umpire can only cause hard feelings and bring trouble to the umpire.
 8. Keep the game moving. Players should hustle on and off the field between innings and it should be a case of 'Do as I do' rather than 'Do as I say.' A speed-up of but one minute between innings can cut thirteen minutes from the time of a seven-inning game. Good players usually hustle, as do good umpires. The umpire and players should move quickly to and from their positions. LEAD BY EXAMPLE.
 9. Umpires must be courteous to players and coaches but avoid visiting with them immediately before, during or after the game. A businesslike attitude and atmosphere must prevail. Do not get into arguments with the players, coaches or team representatives. Any discussion should be brief and to the point. A dignified attitude will often preclude and prevent an argument. Be polite and professional at all times. Umpiring is a people business.
 10. The judgement necessary in making a decision is acquired through proper positioning to acquire the best possible angle. Each and every decision must be made on the basis of fact. First, cover the play as the accepted procedure provides, and rule on the play exactly as it was seen. Every umpire must realize that they will at some time err in their judgement no matter how conscientious and efficient they are and regardless of his position and rules knowledge. When the most respected umpires 'boot one,' they continue to work to the best of their ability. The fact umpires makes mistakes need not cause them to drop their head or be unduly humble nor to be embarrassed. After an error, the umpire must never attempt to even it up. Each call is made on its own merits. Frequent errors in rule interpretation or in judgement quickly cause the players, coaches and spectators to lose confidence, but no one wants the umpire to attempt to even things out.

CODE OF ETHICS FOR UMPIRES

1. Honor all contracts regardless of possible inconvenience or financial basis.
2. Study the rules of the game diligently, observe the work of other good officials, and attempt to improve at all times.
3. Remember that while your work as an umpire is important, you must conduct yourself in such a way that spectator attention is directed to the players during the game and not at you.
4. Dress and maintain your appearance in a manner befitting the dignity and importance of the umpire.
5. Be fair and unbiased in your decisions, rendering them without regard to the score or the quality of the play on the field.
6. Cooperate and be professional in your associations with your fellow umpires and do nothing to cause them public embarrassment.
7. Be firm but not overbearing; positive but never rude; dignified but never 'cocky.' Remember the good umpire doesn't have to have the last word.
8. Be prepared both physically and mentally to administer the game.
9. Do not smoke on or in the vicinity of the playing field, nor drink any alcoholic beverages before the game you are to work.
10. Do not give information which might be used by a team's future opponent.
11. Keep in mind that the game is more important than the wishes of any individual player or coach or the ambitions of any individual umpire.

UMPIRE GENERAL RESPONSIBILITIES

Physical conditioning is a prime requisite of umpiring and requires a certain amount of discipline. Pre-season conditioning should include exercises designed to strengthen the legs, such as jogging, running in place, etc. Basic forms of calisthenics to prepare one's self for hours of work behind the plate should begin well before the first game. The back and leg muscles can be easily conditioned for the season by steadily working up to the point where knee-bends are easily endured. Conditioning during the season itself boils down to a matter of weight control and water level balance. Fluids must be replaced between games during those 'dog days' in August to prevent even the best umpires from running out of gas near the end of the season.

To discuss a mental attitude and emotional make-up favorable to being a good umpire touches many bases. Why did you go into umpiring? Many of us wish to continue an association with the game beyond our playing days. Others find the contribution we make to the game a source of great satisfaction. We've all heard the expression that the game can't be played to its fullest without the umpires. Others, however, think of umpiring as a major source of added income. These constitute a large portion of the dropouts each season. Often times they do not have a mental attitude which involves an understanding of the rules and purposes of the games they are officiating. Nor do they always respect the players, coaches or their partners. Frequently, they are in a hurry to get the game over. Rarely do they involve themselves in affairs of the association designed to increase their overall development.

To remain calm in the face of adversity is an essential plan of an umpire's makeup. Coolness must not be confused with complacency. It must be expected that there will be arguments during the course of a hotly-contested ball game. The closer the call, the more likelihood that a captain, coach or manager will have something to say. Many of

us forget how a manager has a moral obligation to defend his players or his own actions. To request an interpretation of a rule is not to question the arbiter unnecessarily. An umpire must be ready to respond to legitimately raised points of the rules. To clarify a coach's misunderstanding of a rule quickly and concisely requires a thorough knowledge of the rules. In addition, it must involve some understanding of the questioner's role in the game. Finally, remember that not all players and coaches are stupid, nor are all umpires always right!!

Ejections

If a player is ejected from the game due to an illegal substitution or some other minor offense, allow them to remain on the bench. If the act is flagrant such as swearing, fighting, intimidating an umpire, kicking dirt, etc., then the ejected person must immediately leave the grounds and the plate umpire should not restart the game until the ejected person is gone. (Although the rule book allows the umpire to rule a forfeit if the ejected player is not removed in one minute, use good judgement. Pulling a watch only antagonizes all concerned. Explain to the manager the seriousness of a forfeiture and let them handle the situation.)

If an ejected player creates a problem for the umpire from the bench area, that player will then be told to go to the dressing room, parking area or a general rule is 'out of sight, out of sound.' The 'ejectee' will only cause trouble if permitted to remain on the premises.

When a manager, player, coach or other team personnel has been ejected in the first game of a double-header, except if dismissed for assault upon an umpire, they may return for the second game.

Exercise patience and common sense in the ejection of players. Don't order them out except for good cause. Ejection of players for trivial offenses is indefensible and reflects badly upon the umpire.

Forfeits

Either umpire has authority to forfeit a game, but should exhaust every means at command to prevent it. Tell the aggrieved manager a forfeit is a 'no win' situation. This is the responsibility of all umpires, so do everything possible to prevent a forfeit. Consult your partner(s) before you make the final decision to declare the forfeit.

Appeals

The appeal is a unique part of the game of softball which is instigated by the defensive team only. It occurs a) when a batter bats out of order, b) a runner misses a base, c) a runner leaves base too soon on a fly ball, or d) a runner attempts to advance to second base after over running first base, and this action is brought to the attention of the administering umpire prior to the next pitch, before the defense has left the field or before the umpires leave the field at the conclusion of the game.

If the appeal is requested (during a live or dead ball) the administering umpire whose responsibility it was to observe the base and runner will step forward and make the safe or out call.

If the appeal is directed toward the wrong umpire, that umpire should point to the responsible umpire, call their name and state 'You've got it!' The responsible umpire should then step forward and make the call.

Protested Games

Many umpires lose their protest because they become unglued when the situation arises. Calmness when your ruling is questioned gives you an opportunity to consider whether or not you were wrong. Listen to the points raised by the objecting manager or coach. If a formal protest is to be filed, notification must be made to the opposing manager prior to the next pitch. Once a protest has been made, further discussion of the play situation proves useless in most instances. However, it is possible that the manager favored by the questionable decision will feel that the protest may be upheld and possibly order the game replayed. In that event, the manager may likely agree with the protesting manager concerning the umpire's wrong decision and point out why. The umpire then should be free to change the decision, thus eliminating the touchy protested game situation. If after consultation with other crew members, and the umpire is correct, all crew members must agree to uphold the umpire's judgement and decision. If it is determined in the consultation that the umpire was in error the decision should be reversed in order to correct.

If a club plays a game under protest, before resuming play the umpire must make a note of the incident and all details leading up to and involving the protest. If the protesting team wins the game the protest then, becomes meaningless.

Fraternizing with Players

Many of the ball players for whom we umpire are our friends and it is difficult not to fraternize with them; however, prior to a game a friendly hello should suffice.

Communication and Signals

Communication signals for umpires are desirable, and in fact, essential. These signs enable one umpire to let a fellow umpire know the game situation on a specific play. Umpires should review the ASA signals system prior to the start of the game and utilize these throughout the game.

Signaling is a very important aspect of umpiring. Decisions are relayed to the players, coaches and spectators by their use. The adopted signals are dignified, informative, meaningful, and therefore, shall be used by all umpires. Poorly executed and unauthorized signals serve only to confuse. The manner in which a signal is given determines, at least to a degree, its acceptance by players, coaches and spectators.

Refer to Rule 10, Section 7 for the arm and body mechanics in each signal.

Umpire-to-Umpire Communications

Besides individual signals provided by the umpire, there are several signals between umpires which assist in communication and help the game run smoothly. These include:

1. Plate umpire requesting help on a half or check swing. (Remove mask and point to base umpire.)
2. Field umpire indicating YES it is a strike. (Give a definite strike signal.)
3. Field umpire indicating NO the batter did not swing. (Give a safe signal.)
4. Indicating an infield fly situation (Right hand to your left chest.)
5. When requesting a count or the number of outs, use a verbal communication request and the partner should reply with the count verbally.

Pre-Game Responsibilities

Arrive at the playing field dressed, ready for the game no less than 30 minutes before the scheduled starting time. Get the game balls and prepare them for use in the game. Let the managers know you are there, give them lineup cards and let them know the starting time for the game. Check with the scorekeeper, league or tournament director and the UIC, so they are aware of your arrival, and to see if there are any instructions.

Review the ground rules with the tournament director, UIC or home team prior to the pregame conference with the managers. If there is a conflict, the umpires should resolve it before entering the field of play.

Make sure the field is properly marked, that the pitcher's plate and bases are legal and at proper distances. It is well for the umpire crew to be together and tour the field so that any points or questions concerning the ground rules which may arise can be considered and the conclusion made known to all. All obstacles which could or may create dead ball situations should be specifically noted and examined.

Discuss coverage and proper tag-up calls with your partner(s) so there will be no confusion during the game. Discuss signals to be used between the umpires to assist calls. Discuss rules only if there is some confusion or concern.

It is very important for you, the umpire, to make a good first impression with everyone involved in your ball game. Make certain you are well groomed. Your shoes should be shined, uniform clean and pressed, the shirt clean and cap neat and on straight. You won't be out there five minutes before you will be all dust and dirt, but nevertheless, the first appearance makes a big impression on everyone in the park.

Pre-Game Ground Rules

No less than five minutes before game time, all umpires meet the managers, captains, or their representative(s) at home plate for ground rules. Check the lineups from the respective teams. Make certain each checks his lineup card including first, last name, defensive position, and number of each participant. When returned to the umpire, the lineup is official. If an extra copy is available, it should be turned over to the scorekeeper. Next, go over the ground rules.

Discussion at the plate before the game should be handled by the plate umpire (umpire-in-chief). It is not necessary for the other umpire to enter the discussion, except to ask a question for clarification.

1. The plate umpire should introduce all umpires to both managers and/or coaches in attendance.
2. Review ground rules. Begin by outlining dead ball areas, then proceed to home plate, third base dugouts, outfield fence and foul poles, and first base dugouts. Cover all openings and obstacles.

Ground rules should take care of situations for the particular playing field. Always try to make all ground rules so they keep the ball in play as much as possible. In ball parks that are not completely fenced in, the umpire should establish an out of play area down the left field and right field lines, usually paralleling the foul lines and starting at the back stop to the players bench and then from the players bench on out. Umpires should try to sight a permanent object from the end of the bench to make it easier to determine whether a ball is in or out of play. Make sure that the bats are stored behind the out-of-play-line and players stay in the dugout area.

Ground rules define the playing area, not the enforcement procedures stated in the

official playing rules of softball.

Following the pregame discussion with the managers, it is advisable to double check the data with the scorer so that if an error in recording or completing the lineup card is made it can be corrected. It is well to briefly discuss with the official scorer such matters as how you will be handling the appearance of pinch hitters and substitutes. This matter is particularly important because of the re-entry rule, and in fast pitch games, the designated player rules.

The umpire is responsible for the batting order and should maintain a lineup card, throughout the game.

Available from the ASA is "Pre-Game/Signal Card" which offers additional comments to assist with the pregame conference. Comments for pregame discussions with your umpiring partner, as well as with the managers, are included.

Procedure at End of Game

Umpires should leave the field together after giving the defensive team reasonable time for a possible appeal play. When the game is completed, each umpire should take care of their own equipment and the crew should leave the field together on the side where you will receive the least resistance, normally the winning team.

The plate umpire should return the game balls to the person responsible for them, and report at once to the proper authority any flagrant conduct or irregularity associated with the game.

Often players and fans will make comments to umpires as they leave the field. Do not stop to answer their questions or enter into an argument about any controversial play that occurred in the game. Politely tell them, "I can't discuss the play with you now" or "I am sorry I can't talk with you now, as I have to get prepared for my next game." Don't kid yourself into thinking you will be able to explain the play to them or make them believe you. If they didn't agree with you at the time the play happened, they most often won't agree with you after the game either. Some players and fans want the umpire to stop or make some retaliation to their comments, but for the umpire to do so is both unprofessional and inexcusable. Umpires must learn to keep their composure at all times. This may mean biting your tongue on occasion, but an umpire should remember you do not have to have the last word. Be polite to everyone and quickly leave the area as businesslike and inconspicuously as possible.

If you are confronted by the press be most cautious of what you say. Remember they make their living by writing stories, so govern yourself accordingly. Again, be polite with your answers and be certain to keep yourself under control. Do not say anything which may embarrass you later, for such things could easily result in the situation being blown out of proportion and even more difficult for everyone.

Questions pertaining to your game schedule, salaries and allowances should be kept secret. If asked you can politely state, "I am sorry but we are not permitted to divulge that information."

When the game is over the umpire crew should find a location to be by themselves, clean up and discuss the game just completed. Cover unusual situations that occurred in the game to see if you could have covered the play better and go over any rule situation you may not be sure of. As umpires we must forget the games in the past and concentrate on doing an even better job in the future. Umpires can't hold a grudge or

remember the comments a player made in an earlier game. Each game is a new game and a fresh start for everyone. Don't go on the field looking for trouble. It will find you quick enough without looking for it.

As an umpire you are expected to be perfect your very first game and improve each game thereafter.

HELPFUL HINTS FOR UMPIRES

DOs AND DON'Ts

Do...

1. HUSTLE.
2. Study rules regularly.
3. Be neat and well groomed at all times.
4. Study why bad situations occur and work to correct them.
5. Be courteous but firm.
6. Be punctual.
7. Forget the bad days and the players that gave you trouble. Tomorrow is another day.
8. Be truthful.
9. Call your own plays.
10. Keep your hands off the players or coaches at all times.
11. Keep the plate and pitching rubber clean.
12. Get as close to the play as possible without smothering it.
13. Back up your partner.
14. Keep your eye on the ball.
15. Bear down whenever necessary.
16. Be alert in thinking of the game situation.
17. Always strive to improve yourself and your umpiring.
18. Stay in shape.
19. Be pleasant and professional at all times.
20. Know the ball park and ground rules.
21. Take pride in your work.
22. Avoid unnecessary conversation with the players and managers.
23. Use the energy necessary to make a call believable, but never embarrass a player.

Don't...

1. Kid the ball players at any time.
2. Call the pitch until it is caught or hits the ground behind the plate.
3. Call the strike out loud when the batter obviously swings at and misses a pitch.
4. Second guess your partner at any time, on or off the field.
5. Make decisions too soon. Take a good look first to be sure the play is completed, then make your call.
6. Tell the players what to do or how to play their position. Your job is to umpire and attend to that only.
7. Call the runner out with your mask in the right hand. It might slip out of your hand and hit the runner or fielder making the play.
8. Let the players abuse you. Be patient and tolerant.

9. Be doubtful. Know what is going on.
10. Stand in a player's way, then they can't use you as an alibi.
11. Have rabbit ears. Ignore what they say or do in the stands?
12. Look for trouble. You'll find plenty of it without looking.
13. Walk on the field with a cigarette in your hand or your hat in your pocket.
14. Be overly technical. Use common sense.
15. Talk about anyone else unless you have something good to say about them.
16. Go out in the field with a chip on your shoulder.
17. Try to out-talk the players. Let them do the talking and when they have said enough, make them play ball.
18. Talk back to the stands, for they can think faster than you.
19. Worry about the game or what happened on the diamond. It is all over as far as you are concerned when the last out is made.
20. Chew tobacco when you are umpiring.
21. Make any of your decisions or calls too soon. It is better to be a little late in making the call rather than to make the call, then have to change your decision.
22. Locate the ball for the players or let on where the ball is.
23. Alibi to anyone at any time. It won't help.
24. Carry messages to your partner from a player. Tell them they had better deliver their own messages and never tell your partner anything you might hear.
25. Allow the players to keep anything hanging out of their pockets when they bat.
26. Get the big head or try to put on an act when you are on or off the field.
27. Get lazy. No one respects or appreciates an umpire who doesn't hustle. You're fooling no one but yourself.
28. Give the other umpire trouble. If something comes up that should be talked about, do it in a nice way.
29. Pick on any particular players. It leads to umpire-player friction and sooner or later is sure to cause trouble. Forgive and forget.

SECTION 2 PLATE MECHANICS FAST PITCH AND MODIFIED PITCH MECHANICS

Set Position

Position yourself behind the catcher and slightly inside the inside corner of home plate so that your eyes are lined up slightly inside the inside corner and **at the top of the strike zone**. This position will be referred to as working the "SLOT." It allows the catcher free movement up and down without obstructing the umpire's view and enables you to see all of home plate and the batter's strike zone.

Your feet should be placed approximately shoulder width apart with your inside foot slightly back. This is referred to as a "toe to heel" stance. It is important that you remain in balance and comfortable.

Prior to assuming the set position, the umpire should assume a ready position by properly placing the feet while waiting in a relaxed fully upright stance. The proper time to drop to the 'set' position is immediately after the pitcher separates the hands and starts the pitch, but prior to the release of the ball. The umpire should never be moving to the set position while the ball is in flight toward the plate. It is important to know one can set too early, as well as too late. The set position requires additional energy that should not be wasted. You may need that extra strength in later innings.

To assume the set position, bend the knees while keeping your back as straight as possible. **Shoulders should be square with the pitch. Your eyes should be lined up at the top of the strike zone.** By lining up slightly inside the inside corner and at the top of the strike zone, the umpire has given himself the best possible look at the pitch. Always be able to see the plate and the batter's feet and hands.

The set position in fast pitch is much lower than slow pitch although remaining at the top of the strike zone. Eyes are usually at the batter's arm pits in a definite crouched position looking from slightly outside the strike zone through the entire strike zone.

In calling balls and strikes, it is generally most accepted to bring the pitch down or up into the strike zone, and widen it out, making sure to give a good corner. The bench and spectators can see whether the pitch is too high or too low, however, they can not tell whether it passed over the plate.

DO NOT
SET UP
WITHIN
THE
PERIMETER
OF THE
STRIKE
ZONE



SLOW PITCH PLATE MECHANICS

Working the plate in slow pitch is different than working the plate in fast pitch. First of all, you don't have to be concerned about several things that occur in the fast pitch game. There are no passed balls, wild pitches, check swings or hit batters. Batted balls hitting off the batter's foot or bouncing back up and hitting the batter are of little or no concern in the slow pitch game. You can generally get into a relaxed position behind the plate and devote your entire attention to watching the pitcher's delivery and the ball as it passes home plate and/or is swung at and hit. Make certain your feet are shoulder width apart, with the foot closest to the batter slightly forward. This is referred to as the "toe to heel" stance. You are squared with your body facing the pitcher.

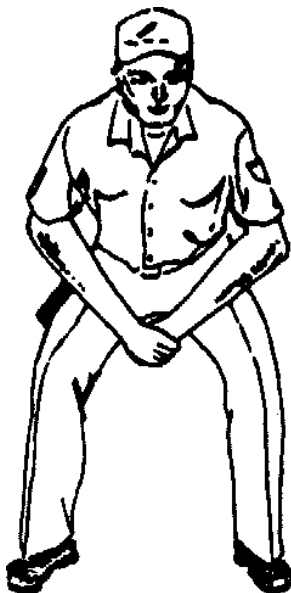
Set Position

It is important to develop a good consistent strike zone. Staying in an upright position will be very helpful in determining the 12 foot maximum height and especially the 6 foot minimum height required of the pitch. Do not drop to the set position until you have determined the pitch is legal. The umpire should be in the set position when the legal pitch crosses the strike zone.

A pitch that is exactly 12 feet may require a lower set position, to determine if the pitch passes through the strike zone, than a pitch that is exactly 6 feet. If a pitch has been determined illegal, it is not necessary to drop to the set position. Give the delayed dead ball signal and make a verbal call of 'illegal.' This will be very helpful in making the call on the flat or quick pitch sooner. Once in the set position, stay down on illegal pitch calls, such as the catcher being out of the catcher's box.

Calling Balls and Strikes

In slow pitch, the ball is delivered with an arc at a moderately slow speed. We don't usually have to be concerned with the batter swinging at and missing the pitch, so we should find a nice comfortable semi-upright position behind home plate where we can always see the entire plate area. This allows the umpire to see where the pitch lands or is caught by the catcher. Any pitched ball, not hit, becomes dead when it touches the ground or the plate.



In Men's Slow Pitch **and Women's Open Slow Pitch**, base stealing is allowed. A pitched ball that hits the ground in front of home plate, or hits the batter, becomes dead. The umpire should give a dead ball signal and a verbal call. A ball that hits the ground behind the plate or is caught by the catcher is a live ball for base runners.

Since the catcher, in slow pitch, does not need to work from the crouch position, they can normally be found standing up, kneeling down on one knee or standing up and bent over at the waist. A slight movement of the body on an outside pitch is allowed. The catcher will generally take a position directly behind the plate on one knee, or off to the side of the catcher's box, where they can stand and watch the ball coming in. They can catch from any of these positions quite easily, since they have an authorized area 8 1/2 feet wide to roam.

It is important that umpires work from a set position as illustrated and have a relaxed stance where the weight is forward and not back on your heels. The ball is hit and is in play so often it is imperative that umpires be constantly ready to move out from behind the plate to either trail a runner to first base, a fly ball, etc. The slow pitch umpire must be prepared and able to move out at all times. The umpire must also remember to always leave the plate and catcher from the left side.

Calling balls and strikes with consistency is as difficult in slow pitch as in fast pitch for several reasons.

1. The ball is coming in with an arc of approximately twelve feet and there is little or nothing in our daily lives with which to compare it. The umpire must develop a judgement of 12 feet and try to be consistent with it.
2. The pitch is judged to be a ball or strike by where the batter would be standing in a natural hitting stance parallel to the plate. The big problem is, batters don't stand parallel to the plate. Generally, the batter is standing all the way to the rear of the batter's box, which means you must judge the pitch where it crosses the plate, some three feet forward of the batter. Balls bouncing in front of the batter then are often times strikes. Other batters will stand at the front of the batter's box and a pitch that goes over their head can now still be a strike.
3. The umpire also must cope with more illegal pitches than in a fast pitch game. Was the release simultaneous with the step? Was the step legal? Was the ball released the first time past the hip? Did the pitcher come to a stop with the ball in front of the body? Was the ball too high or too flat?

Because of the nature of the slow pitch game, umpires will generally call more illegal pitches than in the fast pitch game. Therefore, it is essential to be consistent and always extend the left arm straight out to the side (the delayed dead ball signal) as soon as a pitch becomes illegal and state 'illegal.' The key to calling balls and strikes successfully in fast pitch or slow pitch is definitely 'consistency.'

The game is only going to be as good as the umpires that work it, and the game can only be controlled from behind the plate. The umpire should not be a dictator but a take-charge umpire that runs his ball game. Don't let the fans or players control you. The tail doesn't wag the dog. This begins the moment you come on the field and administer the ground rules and continues until you leave the field.

Develop a good deep voice in your strike call and a sharp distinct ball call. Remember, balls are not 'nothings'. Every pitch is called a strike or a ball. Umpires don't remain silent when a pitch is ruled a ball. A legal pitch is not called until it is caught or hits the

ground. The umpire then delays slightly and makes the call with the head facing the pitcher. The umpire should not delay as long on the ball and strike call in slow pitch as in fast pitch, but again, make certain to wait until the ball is caught or it hits the ground.

The umpire is not to be an announcer or broadcaster on the field. Let the people broadcasting the game describe the pitches as 'a little inside' or 'just outside,' 'ball deep,' etc. All the umpire should say is 'ball' or 'strike.' Describing the pitch is a cop out for an umpire. If a player wants to know where the pitch was, they will ask, and then you can tell them. Otherwise, use only a slight body motion toward the location of the pitch.

GENERAL PLATE MECHANICS

Timing

It is IMPORTANT that an umpire develop proper timing and rhythm in making decisions. It is not only important to know when to drop to the set position but it is equally important to develop a definite rhythm in making ALL calls and that rhythm should not vary. Only the emphasis of various calls will change.

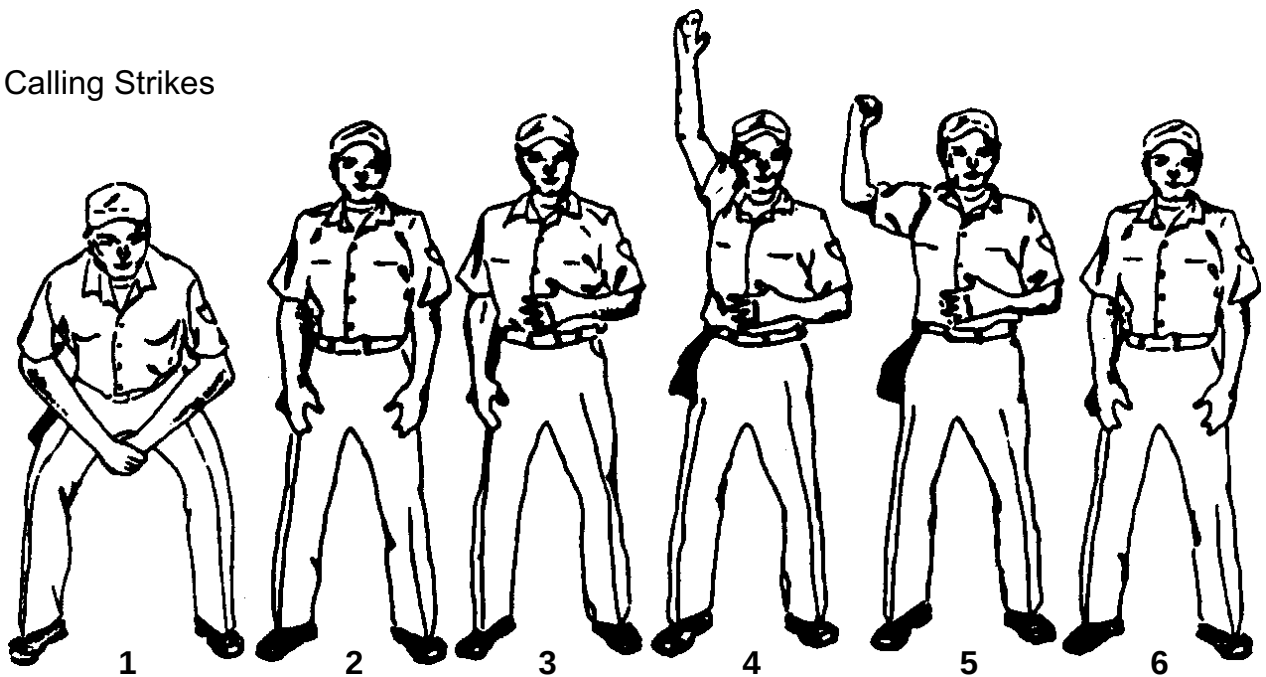
It is said that the plate umpire sets the tempo and controls the game. If an umpire is going to control and set the tempo of the game, they MUST first be in control of themselves. The first step to do this is to develop a sense of timing and rhythm. An umpire who makes calls quickly on every pitch will appear to be guessing. Timing must be slow enough, yet deliberate and consistent.

Strikes

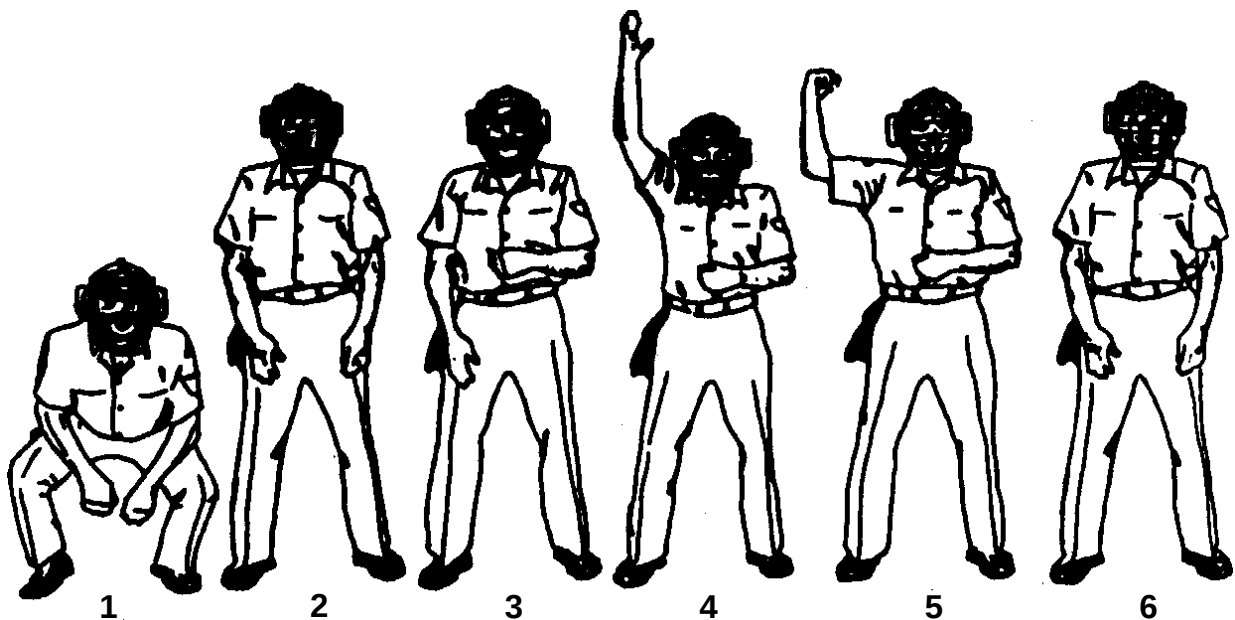
Everyone appreciates the umpire who has developed proper timing in administering decisions as a plate umpire. This development lends more to setting the tempo and controlling the game than any other facet of umpiring. Suggested guidelines are:

1. Drop to the set position. (See fast and slow pitch plate mechanics.) Allow the pitch to cross home plate. Do not make a call until the pitch has been caught by the catcher. Even though your decision is made as the ball crosses home plate, **DO NOT** make your call until the ball is in the catcher's glove.
2. In making the call, your first move may be to step back with the lead foot while coming up to a standing upright position. You may also make the call in the down position, so both the catcher and batter can hear, and then give the arm mechanics in the up position. **DO NOT delay this call, so there is a doubt in any ones mind.**
3. Bring your left hand into your body, just above the belt area.
4. Raise your right hand high above your head with an open hand. The palm of the hand should be facing the right ear.
5. Make a brisk verbal call, 'STRIKE' as you drop your right arm to a 90 degree HAMMER position while you are closing your right hand into a closed fist. HAMMER—Forearm and upper arm form a right angle with the elbow slightly forward. With peripheral vision, you should be able to see your elbow out of the corner of your eye. This HAMMER should not be given until you are in the upright position.
6. Drop your arms to the sides, relax between pitches and await your next call. Never take your eyes off the pitcher.

Calling Strikes



Slow pitch (above) and fast pitch (below) are identical in the mechanics.



Balls

The procedure for calling 'BALLS' is as follows:

1. Drop to the set position. Allow the pitch to cross the home plate and do not make a call until the ball is in the catcher's glove.
2. Move the head slightly toward the pitch to indicate where the pitch was located.
3. Make a crisp verbal call, 'BALL.'
4. Step back with your lead foot while assuming an upright position.
5. Drop your arms to your sides, relax and await your next call. Balls should always be called from the down or set position and before any move is made toward the upright position.
6. In Men's Slow Pitch and Women's Open Slow Pitch, a pitched ball that hits the ground before reaching home plate, hits the plate, or hits the batter becomes dead. A dead ball signal should be given, accompanied with a verbal call.

Count

The plate umpire is responsible for keeping the proper count. Relay the count periodically by giving the number of balls on the batter with the left hand and the number of strikes on the right. In addition, give the count verbally, ALWAYS with the number of balls first.

How often the count is given depends on a number of situations. If the field is equipped with a scoreboard, it is only necessary to give the count when requested by a player or manager or to correct the scoreboard if it is incorrect. Remember, if the scoreboard is incorrect, try to correct it as inconspicuously as possible. The scorer is also an official of the game and should be treated accordingly.

If there is no scoreboard, the count should be given: 1) when requested, 2) after a delay in the normal flow of the game, or 3) whenever the plate umpire feels the next pitch would create a change (i.e., three balls and/or two strikes on the batter). It is a situation where on the next pitch there will be a base on balls or a strike out. This simply alerts the defensive and offensive teams of the game situation as well as alerting all umpires to be ready.

Ball Rotation Procedure

According to ASA procedure, the current game ball is in play until such time as it goes out of play. However, the pitcher does have a choice of balls at the start of each inning. In addition, if both balls do not get into play in the first half of the first inning, the pitcher in the bottom half of the first inning MUST throw the unused ball. No choice is offered.

Each pitcher has a choice of game balls at the start of each half inning, but this does not permit the pitcher having both balls for trial purposes before making a choice. It means that after the inning is completed, the ball should be returned to the vicinity of the pitching plate by the team leaving the field or by the umpire. The pitcher taking the field now has a ball to start the next half inning. The pitcher may request the other ball from the plate umpire prior to the first warm-up pitch. The pitcher may not hold both balls at one time.

Before the plate umpire relinquishes the second ball, the pitcher must first hand or toss the ball presently in the game to the plate umpire. Then and only then should the umpire toss the second ball into the game for play. **THE PITCHER HAS NOW MADE A CHOICE** and must pitch that ball.

If the umpire deems any ball too slick, the ball may be replaced without penalty. This ball should be removed from the game.

Fly Balls

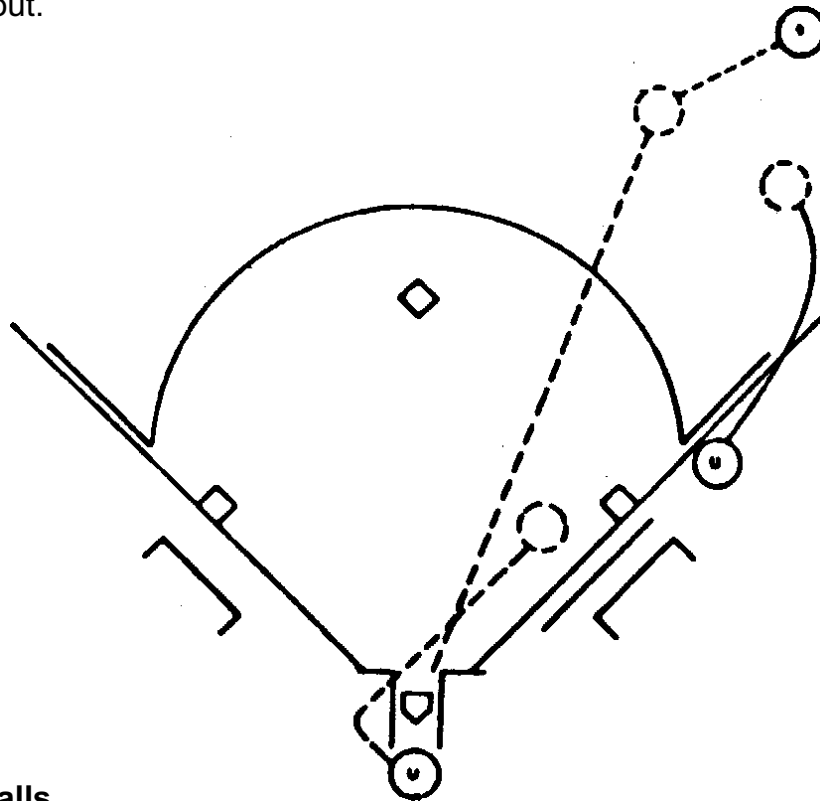
The plate umpire calls ALL fly balls; FAIR or FOUL, OUT or SAFE, except when the base umpires TURN THEIR BACK to the infield and goes to the outfield to make the call. Once base umpire turns his back to the infield, it is THEIR CALL, fair or foul, out or safe. The base umpire should NOT RETURN. If a base umpire does not turn to go to the outfield, they should NOT make a call.

Any time there is a fly ball or possible trap ball situation, an umpire will go out on all fly balls. Any time there is an umpire positioned up the middle (two, three or four umpire system) this umpire will not go out on a fly ball down the lines. **Any time an umpire is positioned on the line, the umpire should go out on a fly ball down that line (fair or foul).**

Any time there is a batted ball hit near the fence or a sinking line drive, regardless of the number of runners, an umpire should go out.

In making calls on fly balls, especially on possible trapped balls, do NOT go directly to the play. Work for a GOOD ANGLE. Move parallel to the flight of the ball to pick up your best angle on the catch/no catch. Give a clear signal and use a loud voice to indicate safe or out.

FIGURE 01.



Fair and Foul Balls

On fly balls near the base lines, the priority call is ALWAYS 'fair or foul', then 'out or safe.' If you do not think in terms of these priorities, on the routine fly ball near the line that everyone expects to be caught is DROPPED, everyone knows that the batter is SAFE but no one, including the umpire will know whether or not the ball was FAIR or FOUL. Batted balls that are obviously foul or fair need only be called out or safe.

When no field umpire is stationed at either foul line and a ball is hit into the outfield near a foul line, or against the fence or over the fence, the plate umpire must go out as far as possible and get the best look at the ball. Ideally you should go about half way to first base and come to a stop slightly on the foul line.

Batted balls hit down the foul lines should be called in a very decisive manner as follows: on all foul balls, except a caught foul fly ball, the DEAD BALL signal is given. On all caught foul fly balls, the ball remains alive, and the OUT hammer signal, and the verbal "OUT" call is all that is necessary. REMEMBER THE VOICE IS USED ONLY ON FOUL BALLS AND OUT CALLS, or a caught fly ball over fair territory.

Batted balls hit out of the park near the foul lines should also be called very decisively, so there can be no question about the umpire's decision on the play.

Plate umpires are responsible for all FAIR or FOUL bounding balls over first or third base regardless if a base umpire is positioned on the foul line. If there is an umpire on the line, once a batted fly ball goes beyond the umpire, it is the base umpire's responsibility for a FAIR or FOUL signal and voice call.

Umpires are cautioned to judge balls hit for distance directly down the foul lines fair or foul as the ball passes the point where the outfield fence or barrier and the foul pole join. The umpires are not to judge the ball fair or foul before it reaches this point.

Leaving the Plate Area Left of Catcher and Trailing the Batter-Runner Toward First Base

Develop the habit of leaving the plate area from the left of the catcher. The catcher normally leaves the plate area to the right side. This is the shortest route to back up plays at first base which is one of the catcher's priorities.

Leaving the plate area on the left side fits into one of the umpires priorities that will avoid any collision with the catcher.

With no runners on base or a runner on first base only, leave the plate area on the left side and follow the base runner toward first base in fair ground. Ideally you should go about half way to first base and come to a stop slightly inside the foul line and observe the play at first.

This will enable you to either make or assist the base umpire in administration of:

1. Collisions by the catcher and batter-runner.
2. Tags made by the catcher or any infielder on the batter-runner. This play is the responsibility of the plate umpire when it occurs prior to the three-foot running lane and from that point to first base, it is the responsibility of the first base umpire.
3. Violations of the THREE-FOOT lane.
4. Overthrows and blocked balls.
5. Assist on a possible pulled foot.
6. Assist on a possible juggled catch.
7. If the base umpire turns to go to the outfield, you are already in position to make any calls on the bases that might develop.

After moving toward first base with a runner on first base, be aware of a possible play at third base with the lead runner, as that is the plate umpire's responsibility also. After going one-third of the way down the first base line the plate umpire should move directly toward third base for the possible play there.

Passed Balls (Fast Pitch), Wild Pitches (Fast Pitch) and Pop-Flys to the Screen (Fast Pitch and Slow Pitch)

DO NOT watch the ball once it has been popped-up, or once the ball passes the catcher on a passed ball or wild pitch. Think in terms of priorities. Your first priority is to avoid a collision with the catcher. And allow the catcher to make the play.

Move back as you are removing your mask and watch the catcher's shoulders. The catcher cannot move in any direction without shoulder movement. Pivot out of the way, clear the area and find the ball.

Once you have found the ball, your priorities become the back stop and the foul line. If the ball goes back to the screen, follow the play to the fence to observe the possible trap against the screen, the ball becoming blocked, or the ball leaving the field of play.

If the pop fly is near the line, remember your priority is 'fair or foul', then 'out or safe'.

If there is a runner in scoring position at third base, be in position in the right hand batter's box for a possible call at the plate, or if the ball is at the backstop, move as the

play dictates either inside the diamond or on the first base side without crossing the path of the bat or the runner.

Conferences

It is the plate umpire's responsibility to enforce the rules governing conferences both offensive and defensive.

The plate umpire shall inform the team, either offensively or defensively, that once a conference has been charged, "That is a charged conference!"

The offensive conference may include any number of runners, players, coaches or the batter.

The defensive conference is charged 1) when the manager or other team representative from the dugout communicates with any defensive player. Yelling from the dugout area is not a conference. 2) A defensive player goes to the dugout area for instructions.

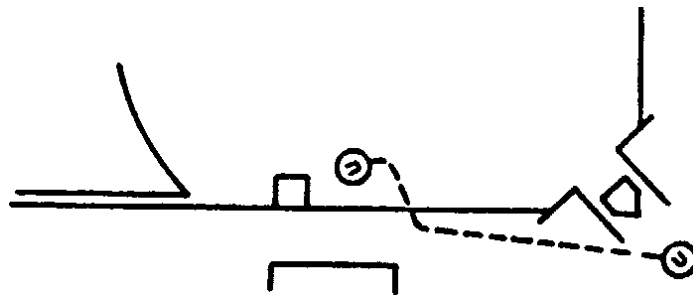
A conference shall NOT be charged if the offensive team confers with a batter or runner when the defensive team requests a time out for a conference. Nor is it a charged conference if the defensive team takes advantage of the offensive team having a conference.

HOWEVER, once the umpire instructs the team that is charged with the conference to "Play Ball," both teams must immediately play ball or be in jeopardy of having a conference called on them and enforcing the appropriate penalty.

Third Base Calls

In making calls at third base, the plate umpire should stay in foul territory halfway between home and third base, while watching the play develop. If there is in fact a call to be made at third base, cut inside the diamond about two-thirds of the way down to third, move in about 10 to 12 feet from the base and make the call.

FIGURE 03.



The reason the umpire should be inside at this point, is that it is the best position to make the call. If the ball should get away from the third baseman, it is normally going into foul territory and any interference by the umpire will be avoided by being in this position. Here again, we are using the inside-outside theory.

In addition, if the throw is wild and the runner continues to advance toward home, the plate umpire has avoided a collision with the runner rounding third. Another reason would be that from this inside position the umpire will have a 10 to 15 foot advantage in covering any play at the plate.

Rundowns

When a runner is caught in a rundown, it is important that the covering umpire move to get the best perspective of both ends of the play. Usually the umpire will be a minimum of 15 feet from the runner and move parallel to the base line unless you are covering the play alone, and it is not necessary to run back and forth with the runner, but the umpire must follow the ball. When the actual tag is attempted, move quickly toward or around the play to get the best angle. Be alert for obstruction. Most rundowns are covered by one umpire because they happen quickly.

With a single runner in a RUNDOWN, two umpires should 'bracket' the play as follows:

If the runner is between first and second base, the plate umpire should take the 'trail' position, closest to first base. The base umpire should take the 'lead' position at second base. The plate umpire should be inside the diamond while the base umpire should be outside the diamond.

If the runner is between second and third base, the plate umpire should take the lead position closest to third inside the diamond while the base umpire takes the trail position closest to second base outside the diamond.

If the rundown is between third base and home plate, the plate umpire will take the lead position nearest home plate OUTSIDE the diamond, while the base umpire takes the trail position nearest third base INSIDE the diamond.

In ALL cases the umpire should communicate, "I've got the lead," "I've got this end," etc. This communication is critical to being able to team on the call, rather than making a possible double call. When two umpires are covering a rundown, the direction in which this runner is moving at the time of the tag will dictate which umpire will make the call. We never want two umpires making any call, even if they are the same calls.

Run Count (Time Play)

It is important that umpires work together on situations where the third out of the inning is a tag play with a runner about to cross home plate. The base umpire must make his call LOUD and CLEAR to assist the plate umpire in making his determination. This is one situation when the out call on the bases must be made without any unnecessary delay.

The plate umpire should immediately and without hesitation indicate the "Run counts" or the "Run does not count" and inform the scorekeeper. The umpire should know a run does NOT count if the third out of the inning is a result of:

1. A batter-runner being put out prior to reaching first base.
2. A force out.
3. A runner being put out by a tag or live ball appeal play prior to the lead runner touching home plate..
4. A preceding runner is declared out on an appeal play.

NOTE: An appeal can be made after the third out in order to nullify a run.

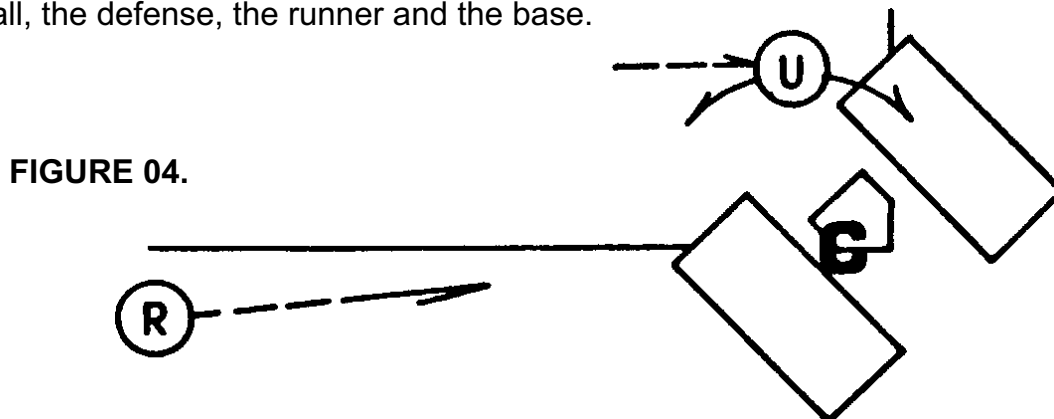
Tag Plays at the Plate

Basically, there are two positions for making calls on tag plays at the plate: 1) When returning from third base to make a call from inside the diamond and 2) when the play is coming from fair territory or a throw from the outfield to make a call from the outside.

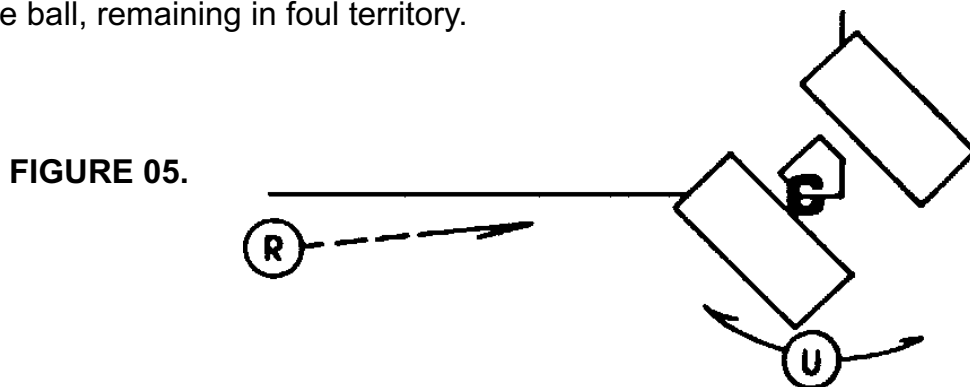
In returning from third base, the plate umpire should stay inside the diamond, moving parallel to the base line and assume a position 10 to 12 feet from home plate and 90 degrees from the path of the runner.

Keep your weight distributed on the balls of your feet, move in on the play as it develops, find the ball and make the call. (See figure 04.)

The reason we want you to remain inside the diamond in returning to home plate deals with the inside-outside theory. On a play at third that allows the runner to advance, the ball, for the most part, will wind up in foul territory. If you remain inside the diamond as you retreat to the plate, all four elements will remain within your view—the ball, the defense, the runner and the base.



On plays at the plate where the ball is coming from fair territory or a throw from the outfield, the plate umpire should assume a position in foul territory, 90 degrees from the path of the runner just outside the deepest corner of the right hand batter's box. (See figure 05.) After making this call the umpire should clear out while continuing to watch the ball, remaining in foul territory.



Assume the basic position. Keep your weight distributed on the balls of your feet, move in as the play develops, find the ball and make the call accordingly.

Due to the critical nature of the play at home, move in to find the ball. If you can't find it, ask the player to "show me the ball," point at it with your left hand and SELL IT accordingly.

Appeal at the Plate

If a runner misses home plate and the catcher misses the tag, the umpire should hesitate slightly to allow the players to finish the play, either the runner reaches to tag the plate or the catcher reaches to tag the runner. If no tag is made, the umpire should declare the runner SAFE. If a proper appeal play is made, the umpire should then declare the runner OUT.

There are two reasons why we advocate this procedure: 1) We do NOT want to tip either team that the play may not be over, and 2) a runner is assumed SAFE until put out. If proper appeal is NOT made, the runner is SAFE.

Difficult Situations

The following are difficult situations to be handled by the plate umpire:

1. Check swing situations.
2. A hit batsman, including situations where a pitch is up and in, where it could hit the batter then the bat or hit the bat and then the batter, or the pitch that hits the hands.
3. A batter hitting a batted ball a second time.
4. Balls hit off the batter's foot.

The rules governing these situations are relatively simple. It's the situation themselves that create the problem. All too often the umpire will add to the confusion by not handling the situation properly. In MOST cases proper mechanics can avoid further complications more than any other factor.

Difficult situations call for DEFINITE ACTION. Our best advice would be to stay calm, make an emphatic call, ARMS HIGH IN THE AIR, and call DEAD BALL. In all of the above situations, except the check swing, the play results in a dead ball. There is no hurry! Once you make your dead ball call, enforce the penalty.

The proper DEAD BALL call serves many purposes. First of all it kills the play to avoid further confusion. Secondly it gives you, the umpire, the opportunity to clear the cob webs and make the proper call.

As we stated above, there is no real RUSH. Yet, it is imperative to call DEAD BALL and kill the play. But at this point a slight hesitation allows you the opportunity to think the play through and make the proper call.

All too often a well umpired ball game falls by the wayside because an umpire failed to use proper mechanics in handling difficult situations and simply added to the confusion. It is the handling of these and other difficult situations that separate the excellent umpire from the mediocre umpire.

Check Swing Situations

Probably one of the toughest situations for the plate umpire to handle alone is the 'check swing' situation. The reason it is difficult is that the plate umpire has to determine whether the pitch was in the strike zone and if not, did the batter swing at the pitch? And it has to be done at the same time.

If that isn't difficult enough, add to the matter that in many cases the catcher is coming up and may block the umpire's vision.

Think in terms of priorities. FIRST, was the pitch in the strike zone? If so, it's simply a strike and/or did the batter swing at the pitch? If so, it's also a strike. SECOND, it is the plate umpire's call. If in doubt, call it a ball and ask for help from the base umpire. DO NOT call it a strike unless you know it was in the strike zone or the batter swung.

Normally there are four areas which constitute whether or not the batter has swung at the ball or checked the swing: 1) rolling the wrist, 2) swinging through the ball and bringing or drawing the bat back, unless drawing it back before the pitch gets to the bat 3) the bat being out in front of the body, or 4) makes an attempt to hit the pitch.

Once the umpire has called the pitch a strike, it was done because the pitch was in the strike zone or the batter swung. If there is any DOUBT, call it a ball. If a batter swings (and pulls back) at a pitch definitely out of the strike zone, rather than having players and fans think the umpire called an obvious ball a strike, the plate umpire should let everyone know that it was the batters swing called by pointing at the batter with the left hand (for right handed batters) or the right hand (for left handed batters), then verbally give a strong "YES" accompanied by a strike signal. Don't let there be any doubt that the batter swung at the pitch.

If the plate umpire has any DOUBT to whether the pitch was in the strike zone or if the batter swung, call the pitch a ball. If the pitch is called a ball and the catcher requests help, ask for it. It is not a weakness to go for help.

Receive help by removing your mask as you step out from behind the catcher and point to your umpire partner. If you are lucky enough to be working a three-umpire system, step away from the batter and immediately go to the base umpire. If the batter is right-handed, go to the first base. If the batter is left-handed, go to third base. Ask for help on the line away from the batter and work inside to an open umpire. If the pitch is a strike, it will remain a strike. Do not ask another umpire for help.

If the base umpire thinks the batter swung, they should respond with a verbal "YES" accompanied with the strike signal. If it is the third strike, a strong "sell" signal is recommended. If the base umpire thinks the batter did not swing, a verbal "NO" with a safe signal is given. It is not necessary for the plate umpire to "echo" the call. When the plate umpire goes back behind the catcher with the mask on, and has the attention of the pitcher, the umpire should give the count to reinforce the call.

Dead Ball Situations

Hit by Pitch. In fast pitch, if a batter is hit by a pitched ball, the award is first base, providing an attempt is made to avoid the pitch and provided there was no swing or it was not in the strike zone.

THE HANDS ARE NOT PART OF THE BAT!

Any time the batter is hit by a pitched ball, the ball is DEAD. In slow pitch the ball is dead and no awards are granted.

Hitting the Ball a Second Time. After leaving the batter's box, a batter is OUT and the ball is dead if the ball is hit a second time over FAIR territory.

You have often heard the phrase, "Never guess a player out." If the batter (standing in the batter's box) tops the ball, it hits the plate and it comes straight up immediately after hitting the plate and hits the batter's bat, a foul ball is ruled. Consider your situation. You are behind the catcher, six or seven feet behind home plate. NOT a very good position to determine a fair batted ball that has been hit a second time. IF YOU have any doubt as to whether it was a fair ball when it was hit a second time, it is a FOUL BALL—never guess a player out. On the other hand, if you KNOW it was a fair ball, you have an OUT. The key is the batter's foot in relation to the batter's box line (Rule 7, Sec 6-l) Come up with a good dead ball signal and a loud DEAD BALL, then point to where the ball hit the bat and call out.

The important thing at this point, is that you TAKE CHARGE, SELL THE CALL.

Ball Off Batter's Foot. If a batted fair ball hits off the batter's foot, the batter is OUT, unless the is in the batter's box when hit by the ball. If the ball is in foul territory when it hits

the batter's foot, it is a FOUL BALL. If the batter, after hitting the ball into fair territory, takes a step out of batter's box and then comes in contact with the ball, the batter is out.

This play has to be handled immediately and properly. Many times it is difficult for the plate umpire to detect. It is IMPORTANT that the base umpire be alert in this situation and work as a TEAM, take the plate umpire off the hook.

There is nothing more embarrassing than to have the batter hit a ball off the foot while in the batter's box, have the pitcher pick up a slow roller and throw the runner out at first base, only to find that the batter DID NOT even leave the batter's box because everyone knew it was a FOUL BALL except the umpiring crew.

The proper call is DEAD BALL, followed by FOUL BALL or BATTER IS OUT. Because it is the plate umpire's responsibility, the base umpire when helping the plate umpire, should declare DEAD BALL, then should hesitate slightly to allow the plate umpire opportunity to make the call. After the hesitation, if the plate umpire has not made the call, the base umpire should respond with FOUL BALL call and take the plate umpire off the hook. The base umpire should never call a batter out from 70 or 80 feet away.

Remember, this is a tough call for the plate umpire. You have to SELL IT. If you have any doubt, it must have hit the batter while in the batter's box. Again, never guess an out.

Time Out - Suspension of Play

Rule 10, Section 7 J. To indicate to the pitcher NOT to start to pitch, the umpire should raise the right hand if there is a right handed batter and the left hand if there is a left handed batter, with the palm facing the pitcher.

No pitch shall be declared if the pitcher pitches while the umpire is holding play.

TIME OUT shall be called for the purpose of SUSPENDING PLAY. The proper signal is BOTH hands, extended high above the head with a verbal call. As opposed to the holding-up play, the TIME OUT call/signal should be forceful, distinct and very apparent to the fact that play has been suspended. TIME OUT should be followed by a distinct PLAY BALL when play is resumed.

If a batter has one foot in the batter's box and one foot out, the batter is not ready for a pitch to be thrown. Hold up play under these conditions. If the batter has both feet in the batter's box in order to step out, the batter must request time and the umpire is to grant TIME OUT. If the pitcher has started the pitch, then TIME OUT should not be granted and the pitch called a strike or ball depending on its location.

Catcher Obstruction

Catcher obstruction is the act of the catcher which hinders or prevents a batter from striking at or hitting a pitched ball.

When an award for catcher obstruction is in order, the offensive team shall be given the option of accepting the play or the award for catcher obstruction. If all runners (including the batter-runner) have advanced one base, the obstruction is ignored and the option not given.

Catcher obstruction is a delayed dead ball and can occur during the back swing as well as the forward swing of the bat.

Any time the contact is prior to the pitch, call DEAD BALL, move around in front of the plate, clean it and give both players time to get set while you are explaining, "No obstruction. Let's reset and play ball."

Illegal Pitch

With illegal pitching, we are not concerned here with the rules and types but the MECHANICS.

Who calls illegal pitches? Either umpire may, however, the plate umpire should call the timing elements, stepping outside the 24 inch width (Fast Pitch Only) and delivery such as side-arm, etc. The base umpire calls all violations in front or to the rear of the pitcher's plate, crow-hop, leap or starting from off the pitcher's plate front and rear.

You call the illegal pitch when it becomes an illegal pitch. Use the DELAYED DEAD BALL signal and call illegal loud enough for nearby players to hear you. Do not call time until the pitch has reached the plate or the play on a batted ball has been completed.

Procedure on Home Run Balls

The last thing to cover is the home run that goes out of the ball park. Players from the dugout should not run on the playing field to congratulate the batter between third and home plate. Tell the players to stay back until all runners touch home plate. The plate umpire can do this by motioning them back and by telling them to "stay back until the batter touches the plate." If the umpire is controlling the game, the players will follow directions. As soon as the batter passes third (and not before) get the next game ball out of your ball bag, and as soon as you watch the batter touch home plate, throw the new ball to the pitcher. After doing this, swing around to where you are facing the back-stop and crisply dust off home plate and return to your position behind the catcher by going through the batter's box opposite the next batter.

In the male slow pitch game where the classification system limits the number of home runs allowed by a team, it is important to maintain a proper count of the home runs hit. The official scorer should be notified in advance that when a team reaches their limit, they should notify the plate umpire. If an outfielder touches a fly ball which then goes over the fence in fair territory, this is considered a four-base award, rather than a home run. Mechanics are similar to a home run, with the exception that four fingers will be raised high over the head rather than a closed fist, and a verbal call of 'four-base' award made so that all are aware the hit will not count toward the home run total.

In all Men's Major divisions of play, **all Men's Class A, Women's Open and Coed Major Slow Pitch** when a home run is hit, the batter and all base-runners can go directly to the dugout area. No one needs to run the bases. There is no appeal for missing a base. This speeds the game.

HELPFUL HINTS FOR PLATE UMPIRES

1. HUSTLE.
2. Obtain the batting order from both managers at the pregame meeting, review it making sure there are no errors in names, numbers, or positions. Discuss the Ground Rules at this time so both managers and the umpires are all in agreement.
3. The plate umpire should always handle introductions of all umpires to the managers during the pregame conference.
4. Keep the plate clean and when dusting the plate, turn your back toward the pitcher. Always brush the plate with a lot of pep and snap.

5. Take the time spent in brushing the plate to warn the catcher or batter when necessary.
6. Say ball only. If it is ball four, then emphasis should be placed on the four.
7. Never say, "Ball four, take your base," and don't point to first base.
8. Say Strike only. If it is strike three, then emphasis should be placed on the three.
9. **Never** say, "Strike three, you're out." Exceptions: In J.O. fast pitch with first base occupied and less than two outs.
10. A verbal or silent delayed strike signal is permissible when a batter swings at a pitch and misses.
11. Really emphasize the call when calling a half-swing (Fast Pitch Only) or if a batter takes a called third strike at a crucial time in the game.
12. A big third strike call is important but don't intimidate or embarrass the batters with the call. Use a signal and voice that reflects the importance, difficulty, and/or closeness of the play.
13. Do not verbally describe a pitch, or use a hand signal. Use only a slight body motion toward the location of the pitch.

SECTION 3

THE FIELD UMPIRE

Technique on the Bases

Like the plate umpire, the base umpire must bear down on every pitch and be ready for any play. Watch for illegal pitches. Should a foul fly be hit in territory not adjacent to the plate, cover the fielder as closely as the base situation permits. Be alert for check-swings or hit batsman. In fast pitch, be ready to cover the catcher's attempts to pick runners off bases. Between plays, in fact, between pitches, the base umpire must remain alert for any of these possibilities. The umpire must always keep in mind that umpiring—at the plate or on the bases—demands complete concentration, undivided attention and full energies until the final out.

Be on the play at all times, work your angles on the bases. Do not leave yourself open on a play and above all do not let the coach call them for you. On a close play, sell the call; but on a wide open play, a routine signal is all that is necessary.

Be on your toes at all times. Think like a ball player thinks, and you will not be surprised on certain plays. Whenever possible, make all your decisions in the set and ready position. Do not give a vocal call or arm signal until you know the runner is out or safe, and the fielder has control of the ball. This will help your timing and eliminate double calls or the dreaded "out / safe" call. Follow the ball at all times. Know where the ball is and who had it last.

If a ball is hit to the outfield and there appears to be trouble, go out on it. A "catch" or "no catch" should be the first priority on every batted ball, even if there are base runners on base(s). If a ball is hit out of the park, to the best of your judgment, be sure you know where and when the ball leaves the park.

Decisions on Bases

The base umpire indicates decisions by simultaneously vocal and manual expression. Umpires signal SAFE when a runner has beaten a play. They punctuate a vigorous SAFE signal with a verbal SAFE call. In calling a runner out, the motion of the arm is combined with the word OUT.

As it is with the calling of balls and strikes, the volume of voice and force of gesture employed should fit the importance and closeness of the play. The base umpire's decisions may be classified as close or easy. A close decision deserves all the vocal force and power of gesture at hand. In the language of the trade, the umpire should let it out on a close play. An easy decision is given by hand for plays so obvious that 'the plays call themselves. The signal is merely an acknowledgment or announcement of the safe or out.

Attempted steals in fast pitch (**or Men's Slow Pitch and Women's Open Slow Pitch**), attempted base stretching on hits, close force plays, most rundowns, almost all tag plays are close plays and the ruling should be rendered accordingly. Should an umpire, after appeal, rule a runner out, the overhand out call is in order.

For fairly close force-plays, wide open tag plays, and run-downs, the easy decision call, with medium emphasis as to voice and gesture is called for. Keep full power in reserve for the really close ones.

The 'out-safe' or 'safe-out' calls are a result of poor timing. If you give it that slight hesitation and allow the mental image or 'instant replay' to take place, you will never have another 'out-safe' call in your career. HOLD IT—SELL IT! (You can't have good judgement without good timing. They go hand-in-hand.)

Should the batter of a ground ball be thrown out at first base by five feet or the leading runner be forced out by a wide margin on potential double-plays, only a routine out is necessary.

An obvious easy decision that could be routine must be handled as a close sell call. (i.e., a fielder failing to touch a base for a force out, failing to tag a runner sliding into the base, or missing a swipe tag.)

(Fast Pitch, Men's Slow Pitch **and Women's Open Slow Pitch** where stealing is allowed) On attempts to pick runners off base, a routine signal may also be given, unless the play is close, then use the 'overhand' out.

Any time the base umpire's back is turned on the plate umpire on a deep fly ball or a possible trapped ball, the base umpire has all responsibility for 'fair and foul' and 'out and safe' decisions on that ball. A base umpire that goes out, must stay in the outfield and never drift back to the infield for a play on the bases. This could cause two umpires to make a decision on the same play. Even if both decisions are the same, it looks bad.

The proper angle will have the ball, the base, the defensive player, and the runner in view. When watching the tag on a slide, make sure the base is in view. In watching force outs, keep your eye on the base and watch for the ball to hit the glove or let the ball take you into the play. Note: Make sure you know from where the ball is being thrown. Never take your eyes off the thrower until the ball is released and **let the ball take you into the play.**

Hustle is an integral part of good base umpiring technique. In essence, it is the alert application of the principles of good umpiring. Aimless running about is not hustle—at least, not productive hustle. The polished base umpire quickly finds the position for the

best possible angle of the play, yet the umpire's whereabouts is overlooked by the spectators until the decision is rendered.

Base Calls

There are two basic calls an umpire **MUST** master before being considered as a top notch umpire: 1) The force play, and 2) the tag play.

For the purpose of discussion, we will discuss the force play at first base as the principles involved apply to ALL force plays.

The Force Play

Again, the play at first base. As the fielder is getting into position to field the ground ball the base umpire should be moving into one of the recommended positions described earlier. As the fielder fields the ball, the umpire should stop (minimum of 18 feet from first base.) As the fielder releases the throw, then and only then does the umpire turn into the base. (Let the ball take you into the play... a play cannot be made without the ball.) At this time, the umpire should concentrate on the BASE, where a) the runner touches it, b) the first baseman is on it when the ball is caught, and c) the ball is not juggled by the fielder.

An important consideration for the umpire at this point is if proper positioning has been maintained (minimum of 18 feet from the base), while concentrating on the base, watch the runner coming down the line and at the same time actually see the ball being caught by the first baseman. A position too close to the base restricts the angle, closes the range of vision, and may cause the umpire to get caught in the action.

Another element in making your decision is sound. While concentrating on the 'base' and allowing peripheral vision to aid us in seeing the play develop, the sound of the ball hitting the glove helps determine which arrived first, the ball or the player's foot hitting the base. Never take your eye off the ball or depend entirely on the sound of the ball hitting the glove for crowd noise could distract you or drown out the sound of the ball hitting the glove.

If proper mechanics are followed as described, the only consideration left to insure proper timing is a slight hesitation to allow a clear and mental picture to develop, insuring the proper call.

Remember, we are talking about a hesitation here, not a delay. At one time it was thought that any delay in an umpire making a decision was a weakness, it even showed indecisiveness on the part of the umpire. This is not true at all, in fact, it shows that you are in control of yourself and it is the manner in which you handle yourself that is more convincing.

Consideration must be given toward being consistent in the time it takes to announce your calls. If you are quick on every call and then have an exaggerated hesitation on one particular call it will appear to the players and fans that you are undecided and guessing. Slow your timing down and don't make a call until the play is completed but be consistent with your timing.

Once the umpire has observed the play come to its completion, has made a slight hesitation and knows the outcome of the play, it is time to make the decision that will be made known by the out or safe signal.

It is important that we understand the basic elements and how they relate to each other. For example, we discussed the basic position, proper distance and how it relates to peripheral vision in setting up your timing. If you wind up in a position where you are smothering a force play (in too close) and you are concentrating on the bag, you may have to physically look up to see if the ball is caught and then look back down to see if the first baseman comes down on the base, if there was an errant throw. While this is happening the runner may have already passed the base while you were looking up at the catch. If proper distance is maintained, peripheral vision will allow you to see the entire play, making your job considerably easier.

There are two basic positions for calling force plays at first base:

1. **On all ground balls hit into the infield**, the base umpire should move inside the diamond, observing the ground ball to a position which would be an imaginary line drawn through the corners of first base and at the same distance as you were positioned at the start of the pitch. This position allows maximum use of peripheral vision, a basic to good timing and sound judgment. This allows the umpire the ability to move to the foul line for a possible tag play. (Figure 06)
2. The 'foul ground theory' should be used as an exception when you can't get to fair territory. Only on balls hit to the first baseman's extreme left, or to a short right field, where the throw is coming to the first baseman from near the foul line, the umpire should stay outside the diamond in foul territory and move up the line to make the call (Figure 07). Move no further than a line 45 degrees through first base. As the outside position is very vulnerable, it is preferred whenever possible, that the umpire move inside the diamond unless forced to stay outside by the throw to the first baseman or another fielder coming from near the first base foul line.

FIGURE 06.
Fair Ground Theory

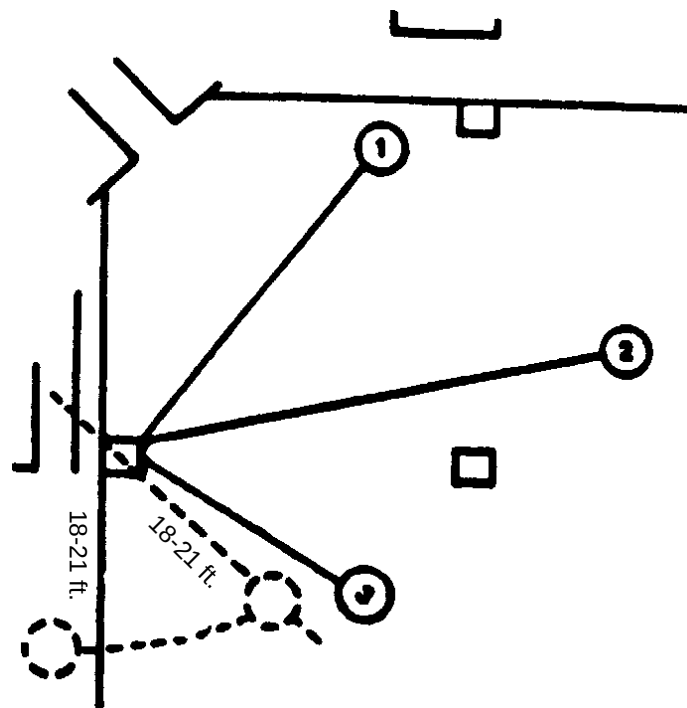


FIGURE 06-A.
TWO UMPIRE SLOW PITCH SYSTEM
New system

Move inside the diamond, observing the defensive player fielding the ground ball, to a position not to exceed an imaginary line drawn through the corner of first base and at the same distance as you were positioned at the start of the pitch. Stop as the fielder fields the ball and let the throw turn you into the play.

In the TWO UMPIRE SLOW PITCH SYSTEM with no runners on base, the base umpire will start behind and on the first base side of the second baseman. On all ground balls hit to the infield, the base umpire should move parallel with the baseline towards first base. It is very important to move towards first base, to get as close to the same position that the base umpire would have been in, if they had started in foul territory.

On a double play, take one step parallel towards second base (step with the right foot and push off with the right foot) then quickly run parallel down the line to first base. Don't take your head and eyes off the ball and let the flight of the ball turn your head and body into the play at first base.

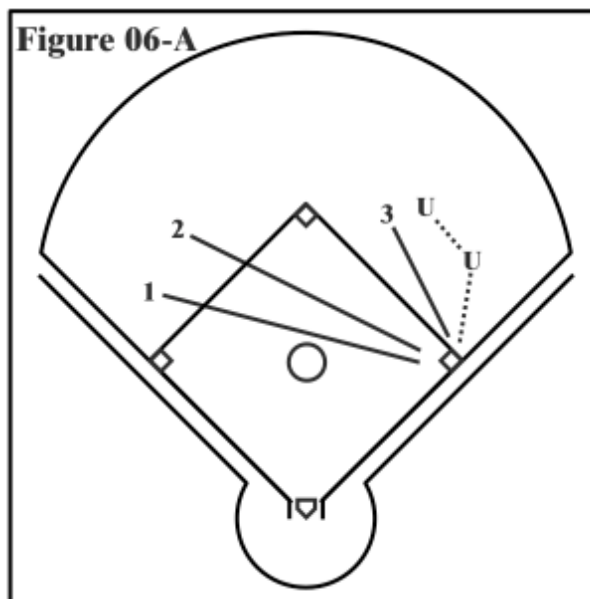
The four basic elements an umpire should keep unobstructed as much as possible are:

1. The ball.
2. The defensive player making the play.
3. The batter-runner or runner.
4. The base, the area where all four elements meet.

From this foul ground position it is often difficult to determine whether the first baseman juggled the ball or pulled a foot. Other problems created by this position are: a) all too often the umpire winds up in a position too close to the play which in turn affects their peripheral vision, timing and eventually, judgement, b) a coach legally in the coach's box must be instructed and sometimes assisted in vacating a portion of the box if you need the room, c) a possible overthrow might hit you if you are in the direct line of a throw that goes uncaught, and d) puts the umpire behind the runner who may advance to second base.

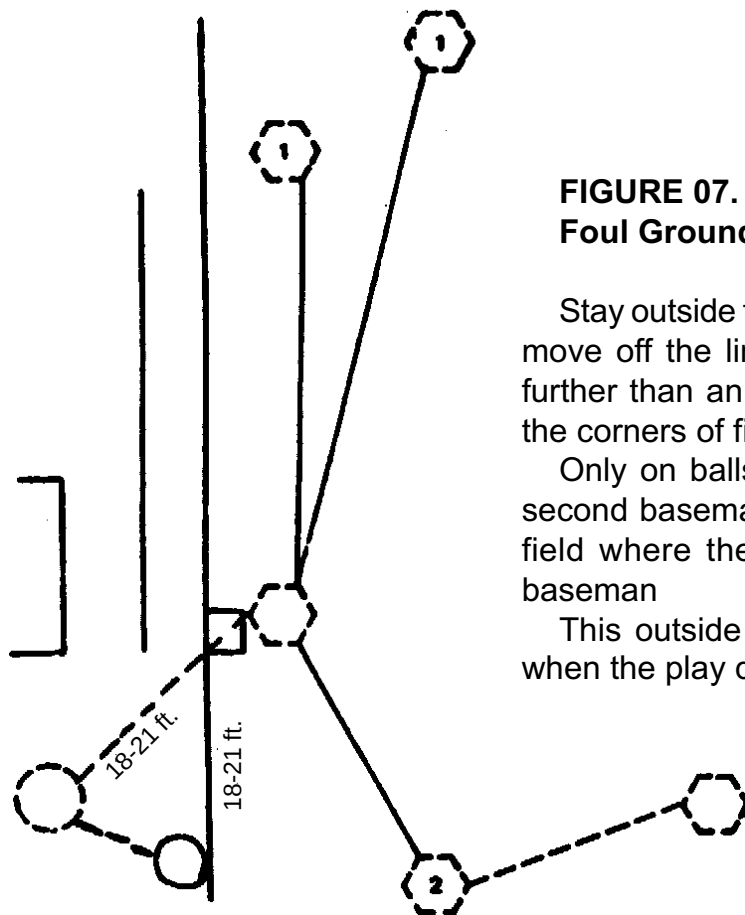
Most of these difficulties can be overcome by not crowding the play. Maintain your distance from the base if possible for freedom of movement and peripheral vision.

Also remember if there is an errant throw it is your responsibility to quickly get inside the diamond to take the runner into second base.



Tag Plays

Many of the elements discussed on force plays also apply to tag plays, such as position, angle and peripheral vision especially as the play develops. However, the



Stay outside the diamond in foul territory and move off the line to make the call. Move no further than an imaginary line drawn through the corners of first base.

Only on balls hit to the first baseman, the second baseman's extreme left or to the outfield where the throw is coming to the first baseman

This outside position should be used only when the play dictates.

major difference is in the fact that on tag plays we want you to complete the call with your nose right on the tag.

As the play develops, stay back, keep ALL the elements in front of you, the ball, the defense, the runner and the base, as well as the area where they all come together.

Now as the runner and the ball near that tag area, move in. Get about 10 to 12 feet and let the play carry you into the tag. Normally the best angle on tag plays is 90 degrees from the path of the runner just short of the base at the point of contact. (Figure 8a, 8b and 8c)

When we speak of unobstructed angle we mean never position yourself so that the defensive player or runner is between you and the actual tag. The angle may move as the tag and slide are made. The umpire must also move to keep an unobstructed view.

Once you have allowed the play to develop, move in on the play, concentrate on whether the tag was made prior to the runner reaching the base or the runner beat the tag to the base. If the runner is in before the tag, the play is over, providing the runner doesn't slide past the base. Hesitate slightly then make your call, SAFE .

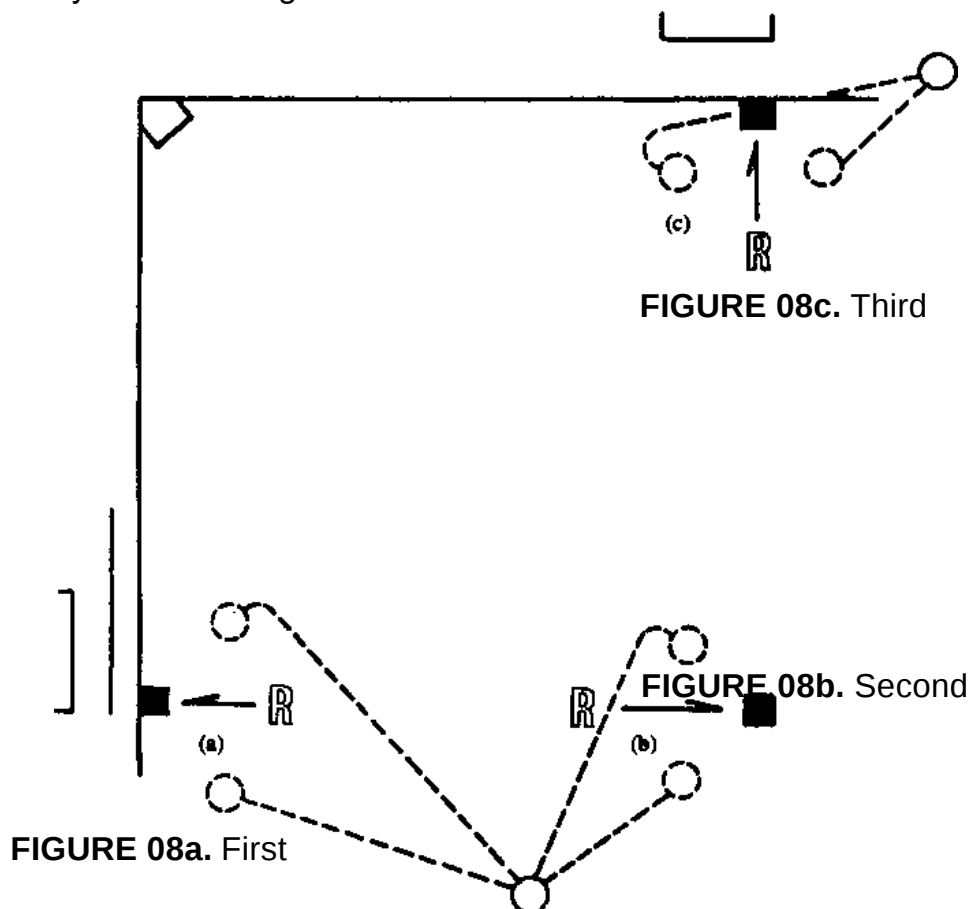
On the other hand, the out call is more critical. Nothing can be any more embarrassing than to have the tag beat the runner on a close play, have the umpire come up with a good strong OUT, only to have the ball roll out from under the pile.

If the tag is made prior to the runner reaching the base, hesitate, make certain the fielder has the ball, point at the ball with the left hand, and call OUT with the “overhand” out call, making certain you SELL IT.

On the same play where a good hard slide causes a collision and you CANNOT find

the ball after the tag, continue looking for the ball and ask in a good crisp voice to, "Show me the ball." Be sure to be pointing at the defensive player with your left hand while you are moving around the play trying to find the ball. When you see the ball, make the call with a good overhand signal, of course, be certain you don't turn your head away from the play when making the call. Remember, you must FIND THE BALL.

DO NOT PLANT yourself like a batter digging in at the plate, move in and around the play if necessary to see the tag and move to find the ball.



Pulled Foot

Quite often the play itself will dictate your actions as to 'selling the call', for example, the pulled foot at first base. It might be obvious that the ball arrived in plenty of time to retire the runner, however, the first baseman pulled the foot off the bag before the catch. In this case you should think in terms of priorities. You do NOT want anyone to think that the runner was called safe because the runner beat the throw. Thinking in terms of priorities, your first move should be toward the play, **POINTING WITH YOUR LEFT HAND** at the base indicating that the fielder did in fact pull the foot followed with a vigorous vocal and demonstrative '**OFFFFF!**' and follow with the proper 'safe' signal—selling it. If you give the 'safe' signal and nonchalantly point at the base, it will appear as though you 'blew' the call and are looking for an excuse.

Swipe Tag

Similarly with the play where an errant throw goes up the line toward home plate and the first baseman makes an excellent catch and 'swipe tags' the runner prior to reaching first base. Think in terms of priorities, how was the out made.

Never guess an out. This is similar to never guessing a strike. If the runner beat the ball, never go for help. If you do request help, make the request before making the call and let the home plate umpire make the call. If you do request help, the ball beat the runner and now it must be determined if the foot was off the base or the tag made and you were blocked out and could not see the tag.

Move up and toward the foul line in the direction of the play. You may have to get low and lean one way or the other to see the tag. These movements will not only give you a better view, they will help sell the call. If you have no doubt that the tag was made, point with the left hand, and with a one-word verbal description, "**TAGGGGGG**," followed with a good 'sellout' arm signal. If you have doubt or think the tag was missed, the point should be accompanied with a strong vocal "**NOOOO**" followed with a good 'sell safe' signal.

One Word Descriptions

Whenever an umpire points to help 'sell' the call and uses a vocal description, we recommend using one word such as "**YES**", "**NO**", "**TAG**", "**OFF**", "**BALL**", "**SWING**", etc.

Inside-Outside Theory

The inside-outside theory is simple, if the ball is hit inside the diamond, meaning at this point anything on the dirt infield, stay **OUTSIDE** the diamond. If the ball is hit in any way outside the diamond, on the grass, move **INSIDE** the bases.

The purpose is equally as simple, **ALL** four elements are in front of you: The **BALL**, the **RUNNER**, the **DEFENSIVE PLAYER(S)**, and the **BASE** where they all come together.

Button-Hook

The key to the inside-outside theory is movement and the key to movement regarding the inside-outside theory is the button-hook. The button-hook is a term used for the method of moving from outside the diamond to the inside. As you move toward the inside of the diamond (Figure 09) you should be concentrating on the runner(s) you are responsible for, making sure you do **NOT** interfere with anyone, checking for the tag of the base, obstruction or interference while glancing to pick up the ball in the outfield.

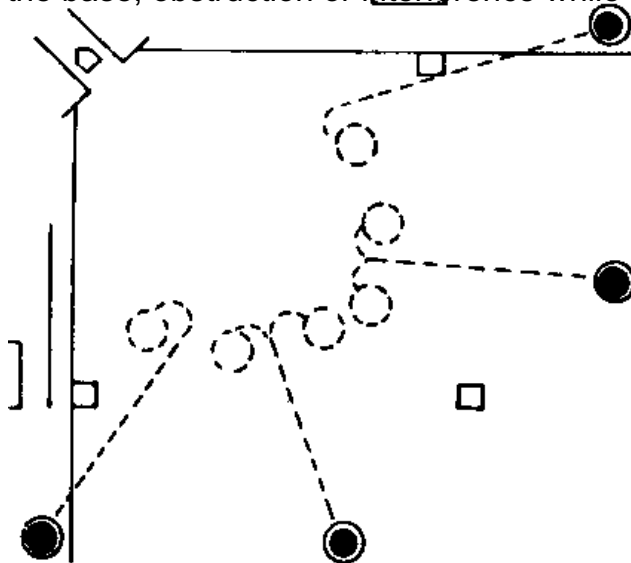


FIGURE 09. Button-hook.

Regardless if slow or fast pitch or two or three man system, these are areas you would move to when using the basic inside/outside theory.

As you are moving inside the diamond, you should be: Watching the runner, glancing to pick up the ball, watching the runner, glancing to pick up the ball.

Once inside the diamond 10 to 12 feet, pivot (or button-hook) into the play, make sure the runner touches the base, check for obstruction and proceed with the play.

Three-Foot Line

A violation of the three foot line is an example of an **interference** call and calls for the umpire to take charge. The umpire should step into the play throwing arms high above the head shouting DEAD BALL. Step toward the point of **interference**, point at the spot of **interference** with the left hand and give a strong overhand out signal. At this time the runners MUST be instructed to return to the last base legally touched at the time of the **interference**.

Running Out of the Base Line

Running out of the base line to avoid a tag is also a violation but does NOT result in a dead ball. The umpire should point with the left hand indicating that the runner did, in fact, violate the rules by running out of the base line and follow with a strong overhand out signal if needed. Other runners may continue to advance at their own risk and the umpire should react accordingly.

Interference

For interference calls, a vigorous dead ball signal should be given with both arms extended high in the air above your head and with a roaring vocal call of DEAD BALL. It is important that you step in with authority and take charge. Halt any further play as soon as possible, as continued play simply adds to the confusion. Three things must always occur on an interference call: 1) The ball is dead, 2) an out is called, and 3) all runners must return to the base they occupied at the time of the interference.

Obstruction - Fake Tag

Obstruction is the act of a fielder who is in the base path without the ball, and is not attempting to field a batted ball or about to receive a thrown ball, and who impedes the progress of a runner. A general rule of thumb, on 'about to receive a thrown ball,' is that when the ball is between the runner and the fielder catching it, the fielder is about to receive it.

All obstruction calls require a delayed dead ball signal, allowing a runner played on or not played on the same ability to advance. The umpire will protect the runner only to the base the runner would have made had there not been obstruction. If the runner is played on prior to this base and the ball is in control of the defender, a dead ball is called and the award of base(s) made. If the runner advances beyond the base protected, and is tagged out, the out stands and the ball remains live.

It should also be clear that when saying "a runner cannot be called out between the two bases obstructed" does not pertain when another violation is being played upon. (e.g., a runner leaving second base too soon on a fly ball is returning after the ball is caught and is obstructed between second base and third base. If the runner would not have made it back to second base prior to the throw arriving, the runner would remain out. The same is true on a missed base).

Remember, the obstructed runner cannot be called out between the two bases obstructed, therefore, if the umpire does not feel the runner would have made the advance base, the runner returned to the previous base.

A fielder may not make a fake tag (a tag without a ball), on a runner advancing or returning to a base. This is a form of obstruction. The runner is awarded the base that would have been made had the fake tag not occurred. A fake tag could result in ejection.

If a catcher obstructs a batter by tipping the bat or holding his glove over home plate, the batter is awarded first base.

EXCEPTION: This is a delayed call and if the batter hits the ball, reaches first base safely and all other runners advance at least one base, the obstruction is ignored. It is also ignored if the above does not happen, and the offended team takes the result of the play.

Refer to the section on plate mechanics for further discussion on 'catcher obstruction' options and proper mechanics.

Collision

Simply because there is contact between the defensive and offensive player does not mean that obstruction or interference has occurred. This is definitely NOT the case.

The field is laid out in such a manner that it, in itself, puts the defensive and offensive player on a collision course.

The right-handed batter, for example, who lays down a bunt (Fast Pitch) in front of home plate is on a collision course with the catcher when running in a direct line to first base. Each player at this point is within legal rights—the batter taking a path in a direct line to first base and the catcher coming out from behind home plate to field the ball .

The questions that have to be answered are:

1. Did the batter alter direction in any way drawing contact, in an attempt to receive an obstruction call?
2. Did the catcher alter the attempt to field the ball in any way so as to draw the interference?
3. Could the catcher actually make an out on the play?

What really adds to the confusion is that your decision has to be made immediately. You don't have time to think about it—you have to react! That is why you have to have a thorough understanding of the situation so that a prompt evaluation and decision can be made, with authority and decisiveness.

Another example is the errant throw up the line (towards home plate) at first base. The batter-runner collides with the first baseman while attempting to make a play on an errant throw up the line. The runner certainly has a right to the base line in this case and equally so, the first baseman should have the right to field an errant thrown ball. It is the result of the 'normal' flow of the game, the play should be ruled incidental contact with no effect or penalty.

Illegal Pitches

Concern here is that the base umpire be aware of illegal pitch responsibilities. Because the base umpire has the side view on the points, first and third base. Meaning the base umpire is responsible for any action behind and in front of the pitching plate. Feet on the rubber, front and back, as well as the crow hop and/or leap. It requires a delayed dead ball signal. Allow the play to continue and rule accordingly.

BASIC SAFE AND OUT SIGNALS

The importance of properly executed signals cannot be understated and should not be taken lightly. Proper signals are the umpire's 'life line' of effective communication for, the ball players, spectators, and their partner(s). Signals were not designed for the players directly involved in the play, but for the players and fans in the outlying areas where sound alone is not effective.

Proper signals should be dignified, informative and meaningful. Poorly executed signals serve only to cause confusion and reflect a lack of pride on the part of the umpire. With this thought in mind, it is easy to understand the ASA's militarized approach to clear distinct signals and effective communication.

The base umpire indicates decisions by a simultaneous vocal and manual expression. As it is with the calling of balls and strikes, the volume of voice and force of gesture employed should fit the importance and closeness of the play.

'Out' Routine

Move into proper angle assuming a comfortable position with your feet shoulder width apart.

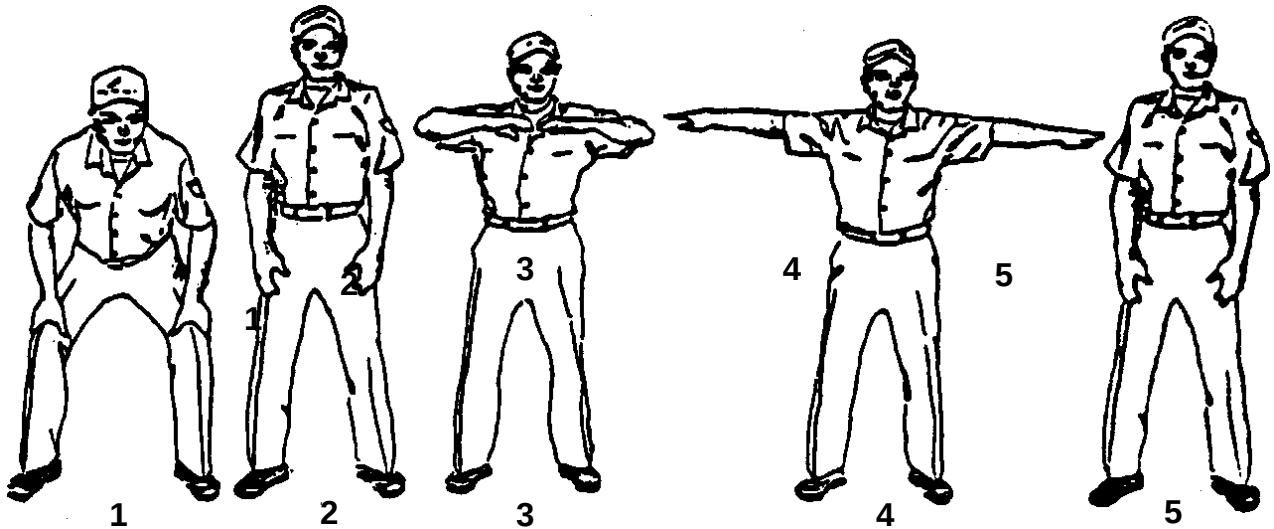
1. Drop to a set position with your hands off your knees or your thighs and approximately waist high.
2. In making the call keep your head straight forward with your eyes on the play and come up to a standing position.
3. Bring your left hand to your body, just above your belt.
4. Raise your right hand high above your head, with an open hand.
5. Give a brisk verbal call of OUT while dropping your right hand into a fist. HAMMER —Forearm and upper-arm should form a 90 degree right angle with the elbow slightly forward. With peripheral vision, you should be able to see your elbow out of the corner of your eye.



'Safe' Routine

Move into proper angle assuming a comfortable position with your feet at shoulder width.

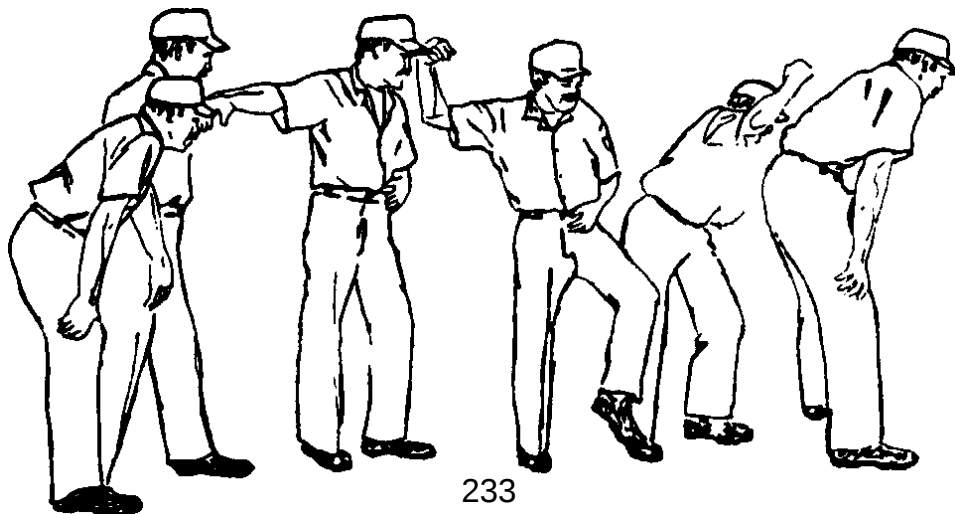
1. Drop to a position with your hands off your knees or the thighs as in the out call.
2. With your head straight forward, come up to a standing position, while keeping your eyes glued on the ball and play.
3. Bring both hands up to your chest about shoulder height.
4. Give a brisk verbal call, SAFE, while fully extending your arms horizontally, parallel with the ground and your palms down. Again, keep your eye on the play until the play is complete, unless you need to move to another position for a succeeding call.



Selling the Call

Basic safe and out mechanics will soon become routine. A tougher task is selling the call. When called upon, you must reach back and come up with all the physical and vocal emphasis available. The most accepted and commonly used call in this situation is the overhand out call.

The overhand out call starts like every out-safe call, from the basic stance. Standing in proper position with your hands off your knees or thighs, weight forward, slightly bent at the knees and allowing for the completion of the play. Once you have given it a slight hesitation, come up to a standing position as you take a step with your left foot

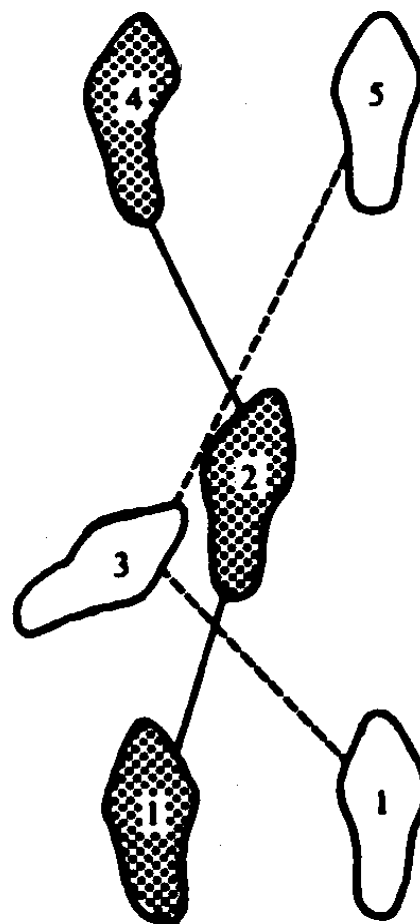


moving directly at the play. As you are raising your right arm with an open hand above your head and into a throwing position, you should step with the left foot and shuffle your right foot, crossing behind your left foot much like a shortstop shuffles his feet to make a good strong throw to first base. Plant your right foot and push while stepping closer to the play with the left foot as you bring your right arm over the top of your head in a throwing motion with a closed fist giving a vigorous vocal 'OOOUUTTT' call. Finish up by transferring the weight to the left foot while bringing the right foot forward and parallel to the left and with both feet about shoulder width apart. The throwing motion of the right arm should conclude by returning to the knees as you started. Remember, your movement should always take you closer and directly at the play. When you finish selling the call, you'll be standing right on top of the play.

Although all out and strike calls must be made with the right hand, when an umpire (who is left handed) makes an overhand out call, the umpire can utilize their left hand and arm as this is a natural movement for the umpire.

Some caution should be exercised so that you do not interfere with a player attempting to make a play at another base. Watch the ball so you can move out of the player's way and get in position for your next responsibility.

To sell a safe call, the same safe signal is used with a louder, more emphatic voice. To be more emphatic with your actions, take a step toward the base and drop, bending at the knees to make it look as if you are closer to the play. Eyes should remain looking at the base.



GENERAL DISCUSSION

Preparation and Techniques Prior to the Pitch

With no runners, the base umpire(s) should be positioned from 18 to 21 feet beyond first or third base and in foul territory, slightly off the line.

If an umpire is at the line with no runners on base they may walk the line prior to the pitch, but should come to a set position (stationary) prior to the pitch reaching the plate. They should be square to the plate, balanced on both feet so that they can move in any direction. This set position should be maintained by all base umpires (on the lines or in a slot) prior to the pitch reaching the plate. In slow pitch or the release of the pitch in fast pitch.

The base umpire should maintain a comfortable position and remain alert at all times. Do not stand with your arms folded in front of you. This gives the appearance that you are bored and not in the game.

The umpire should think like a ball player should think:

Game situations.

How many outs?

Any runners?

What inning?

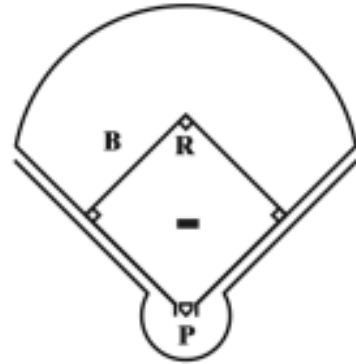
Closeness of score?

What does the game situation dictate?

Sacrifice? (Fast Pitch)

Steal? (Fast Pitch)

Hit and run? (Fast Pitch)



Study the ball players and their trends.

Late swingers?

'Pull' hitters?

'Banjo' hitters?

Defensively.

In fast pitch, is the pitcher overpowering or a junker?

How are they pitching the batter? Down and away, or up and in?

Are there any defensive shifts?

These are questions an umpire has to constantly ask to stay alert and be at the right place at the right time. All in all, develop a good 'feel for the game'.

Another technique you'll find helpful prior to the pitch is as the pitcher is delivering the ball to the plate, rather than standing there waiting for something to happen, take one or two steps forward watching the pitcher as the pitch is delivered. This concentrated effort serves three major purposes:

1. It helps you to move quicker and stay alert and on top of your game.
2. It can prevent injuries from sudden or late starts causing pulled muscles and torn tendons.
3. It physically demonstrates to players and spectators that you're in the game.

HELPFUL HINTS FOR FIELD UMPIRES

1. HUSTLE.
2. When stationed at first or third base, the umpire should stand 18 to 21 feet beyond the base and in foul territory and deeper than the first baseman in a normal position.
3. Move on all pitched, batted and thrown balls.
4. Call all your plays in fair territory except when the play dictates for you to be in foul territory.
5. On a double play, take two steps toward second base (leading with the left foot and pushing off with the right foot) then quickly run parallel to first base-second base line. Don't take your head and eyes off the ball and let the flight of the ball turn your head and body into the play at first base.

6. Don't make a call until the catch or play is completed.
7. Always keep your eye on the ball.
8. Don't let players or coaches call plays for you.
9. Check to make certain the bases are secured and keep the pitcher's rubber clean.
10. With no runners on base, move forward one or two steps with each pitch, then return.
11. Do not make a big call on obvious out, safe, fair or foul calls.
12. A 'safe' signal or verbal call is not necessary when the thrown ball gets by the defensive player.
13. Do not help or console an injured player; if someone is hurt, walk away and let the manager handle it.
14. Line-up runners on all fly balls to the outfield, as outlined in tag up procedures in this manual.
15. Slow up runners when the ball becomes dead because of fouls, etc.
16. Keep the game moving.
17. Be on top of your plays and hustle.
18. Take positions that will keep you out of the player's way. Check with the fielders every time you move to see that you are not obstructing their view.
19. Hustle out on fly balls and stay out until play is concluded.
20. Never walk from one position to another; hustle and the ball players will follow your example.
21. Make your close calls with a lot of voice and enthusiasm.
22. When a base umpire is at second base, be aware who will take a throw for a force out or the tag at second base.
23. Any time there are runners on base, field umpires should be in a set position.
24. First base umpire should not automatically rotate home if there is a possible play at first base. Go to a holding zone at the beginning of the three foot line extension.
25. On rundowns, the responsibility of the call is determined by the direction the runner is running towards.
26. Don't touch balls thrown to you by the defensive team, as there may not be three outs.

SECTION 4

UMPIRE SYSTEMS

The One Umpire System is being used in some areas of the nation today, mostly in slow pitch. It is not recommended and should be used only when necessity demands. It is the opinion of most softball authorities that when only one umpire officiates a game, the best location throughout the game is behind the plate prior to the pitch.

Single umpiring is a difficult job which takes a tremendous amount of hustle, alertness and keen anticipation.

The umpires starting position for each pitch should be from behind home plate. This is the best position for calling balls and strikes, and fair and foul balls. It also enables the umpire to have a clear view of the complete playing field.

On each batted ball or play that develops, the umpire must move out from behind the plate and into the infield to obtain the best position for any play that develops. A key to help anticipate the play is to watch the feet of the outfielder making a throw. The fielder will step in the direction the throw will be made.

It's important to keep your eye on the ball, especially when umpiring alone. But, in some situations, this is impossible. The umpire must make the call at the base then turn to see if the runner coming home touched the plate before the out was made. The umpire must turn immediately. When this happens there is the possibility of the ball being dropped or bobbled on the tag. As soon as it is determined whether the runner scored or not, turn back to the tag play to be sure the ball was retained by the fielder.

Try to position yourself as close as possible on all play situations, especially tag plays. With no other runners on base, make sure all calls are made from inside the diamond. If there is a play at home, be positioned in the left rear of the right hand batter's box (this is the deepest corner). As important as getting close to the play is to obtain the best angle possible so as to be able to see the ball, base and runner. Not only is this important to make the calls, but also to watch runners tag the bases.

On situations where you make a call on the bases and a subsequent play develops at another base, make sure you watch the ball so you do not get hit with the thrown ball.

Movement to cover the other bases is based on judgement. **HUSTLE** to the position necessary to make a call. If the ball is alive when a runner is on base, such as after a base hit, etc., umpire is to call **TIME** when the ball is held by a player in the infield area and in the umpire's opinion, all play has ceased.

There is no excuse for calling a play from behind or just in front of the plate.

In the following diagrams, the umpire will be designated as "P":

Position:

A. Ground ball

B. Ground ball

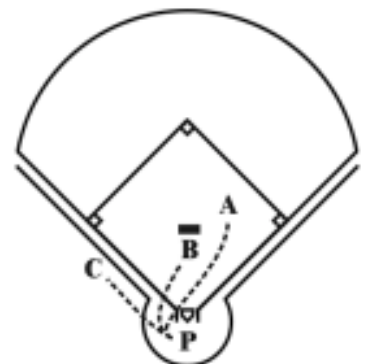
C. Ground ball
hit to infield

Situation:

No runners on

Runner on first base or
runners on first and second
base

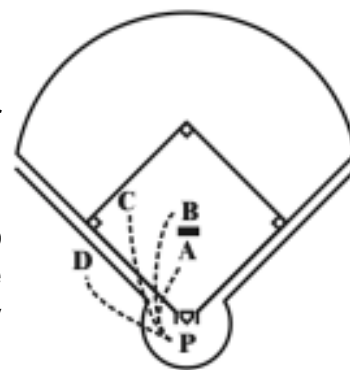
Bases loaded



ONE UMPIRE

Fly Ball Situation

- A. No runners—fly ball to infield or outfield and not near the foul line.
- B. Runners on first base.
- C. Runners on first and second or second only, move to a possible call at third or to foul territory ahead of the lead runner for a possible play at home if necessary after the catch.
- D. Runner on second and third or first and third.

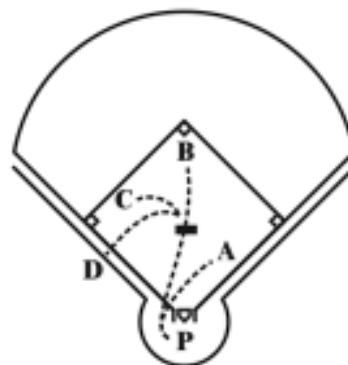


NOTE: On all fly ball situations where the ball is near the foul line, the umpire must stay on the foul line to determine whether the ball is fair or foul—then move into the infield to pick up runners and plays.

No Runner on Base Situation

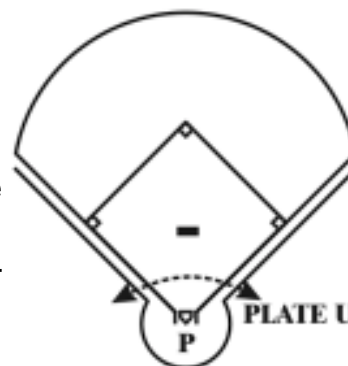
- A. No runners—single.
- B. No runners—double.
- C. No runners—triple.
- D. No runners—home run.

NOTE: On all base hit situations, umpire must watch runner tag bases and be aware of position of the ball.



Between Inning Mechanics

Assume a position approximately 15 feet from home plate, near the line in foul territory and facing the infield. Alternate foul lines according to the following policy: Take a position on the foul line that is on the side of the field that the team coming off the field crosses to enter the bench area.



TWO-UMPIRE SYSTEM

The Two-Umpire System is now standard for most leagues. With its use, ninety percent of the situations that will ordinarily arise may be adequately covered. Two umpires, working as a team for any period of time, can cover their plays with ease, be in the right place at the right time, and perform mechanics so smoothly that players and spectators are unconscious of their presence until the play has been made.

The PLATE UMPIRE should be prepared to take a share of the base plays. The lead runner, if there is more than one on the bases, is the plate umpire's responsibility. To do the job properly, the plate umpire must go to a holding zone in foul territory between home and third base, then immediately pick up the lead runner, and prepare to make

the call on the runner, whether it be at third base or the plate. If there are two runners on base and the next batter hits for extra bases which will score the lead runner without a play, the plate umpire pays little attention other than noting that the runner touched third base and the plate. Attention then is directed to the second runner and the play that may be made. The BASE UMPIRE meanwhile ascertains that all runners touch second and first bases and takes whatever play is made on the batter-runner. If the batter-runner advances as far as third on the hit, and a play is made, it is the base umpire's call. If this is the third out of the inning, the base umpire quickly and vociferously makes the call, so that the plate umpire may announce whether a runner scoring on the same play has touched home before the third out is made.

The proper position for the BASE UMPIRE to assume at the start of the game is down the right field foul line in foul territory about 18-21 feet beyond first base and at least a step back of where the first baseman is positioned. One step, because this clears the umpire of any quick lunge by the first baseman for a drive down the foul line. If the umpire was standing in line with the fielder, the fielder may have to slow his charge to prevent colliding with the umpire. Movement to the infield and proper positioning are covered under SECTION 3—The Field Umpire. The base umpire is responsible for making the out, safe, or trap call when going out, and the plate umpire will pick up all runners - both tagging up and touching bases.

There are four times a base umpire will make a call at third base:

1. On the batter-runner on a triple with no runners on base.
2. On trail runners into third base.
3. On a lone runner on fly ball advancement.
4. On any return throw from the plate or a cut-off player.

Each umpire has equal authority to call leaving a base too soon on the pitch. Be in position to make the call. The BASE UMPIRE should observe the pitcher (Fast Pitch) and home plate (Slow Pitch) out of the corner of his eye as they watch the runner. Use common sense and think the game. In fast pitch, if more than one runner is on base, which runner is logical to make a steal attempt. Observe the runner closer than the other runner(s). Do not guess a runner out. Be sure the runner actually left the base too soon.

Fly Ball Tag-Up Responsibilities

Fast Pitch and Slow Pitch

THE PLATE UMPIRE has tag responsibilities under the following situations:

1. All runners at third base.
2. The runner at second base with runners at first and second base.

THE BASE UMPIRE has tag responsibilities under the following situations:

1. All runners at first base.
2. The runner at second base with runners at second and third bases or second base only.
3. Runners at first and second base when the bases are full.

NOTE: These tag-up procedures should be followed at all times, UNLESS there is COMMUNICATION between both umpires. These responsibilities are covered in the duties listed on the following pages.

Positioning and Coverage - General

Initial positioning with runners on bases is described on the following pages. When mechanics dealing with each situation differ, they will be covered individually, however, there are several basic responsibilities based initially which will not be duplicated.

The PLATE UMPIRE will call all balls hit fair and/or foul. The plate umpire will move out and up the foul line to make these calls, remembering not to make the call too quickly.

The PLATE UMPIRE should always be alert and move to a position to help your partner in case of a run down.

If the BASE UMPIRE goes to the outfield for a possible trapped ball, or goes out on a ball hit close to the foul line, once the base umpire's back is turned, the calls will be the BASE UMPIRE'S. The PLATE UMPIRE must move out to the infield and revert to the one umpire system, covering all bases.

On routine fly balls to the outfield, the BASE UMPIRE will move inside the bases, watching the assigned runner tag-ups listed above. The BASE UMPIRE follows the Inside-Outside Theory on all balls hit. This was described under the Field Umpire section of the manual.

In fast pitch, the BASE UMPIRE must be alert for snap throws and a possible pick-off of each base-runner.

BOTH UMPIRES must hustle at all times, never take their eyes off the ball and be in the correct position on all calls. The following responsibilities deal with the individual situation.

REMEMBER, ANY TIME YOU DEVIATE FROM THESE PROCEDURES, COMMUNICATE WITH YOUR PARTNER.

Key to Diagrams: P—Plate Umpire; B—Base or Field Umpire; R—Runner or Runners.

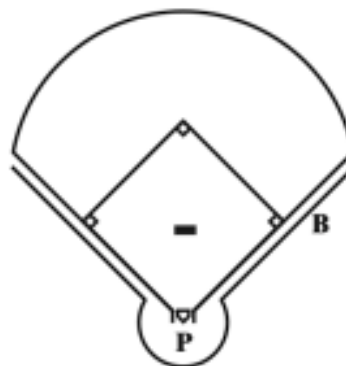
No Runners on Base - Fast Pitch

PLATE UMPIRE:

1. On ground balls hit close to the foul line, stay at home plate on the line and make the call.
2. On infield hits, move up the first base line observing the play, and be prepared to help your partner.
3. Refer to the PLATE UMPIRE SECTION.

FIELD UMPIRE:

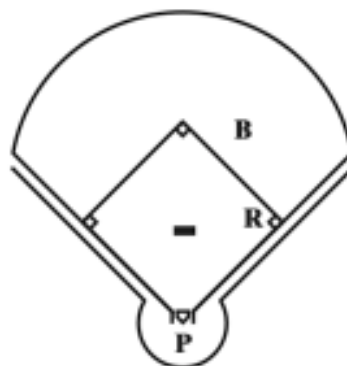
1. Basic position is 18 to 21 feet beyond first base in foul territory.
2. Responsible for the batter-runner all the way to third base.
3. Refer to BASE UMPIRE SECTION.



Runner on First Base Only - Fast Pitch

PLATE UMPIRE:

1. On batted balls to the infield leave to the left of the catcher moving up first base line to observe the play, then fade toward third base to cover the advancing runner.
2. On steals where there is a wild throw at second base, pick up the runner advancing to third base, and be prepared to take the runner home.
3. Refer to the PLATE UMPIRE SECTION.



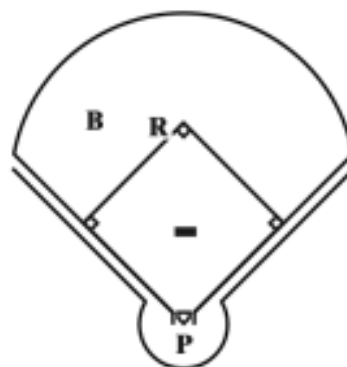
FIELD UMPIRE:

1. Take a position about halfway between first and second base and outside the base line. This position will normally place the umpire two or three steps behind and to the left side of the second baseman.
2. If the runner attempts to steal second, move toward the base staying behind the fielder. Should the throw be wild, move inside the base paths.
3. On base hits to the outfield, immediately come inside the diamond, button hook and take the batter-runner all the way to third base.
4. On a double play, take one step toward second base, follow the flight of the ball and move toward first base as the ball takes you into the play.
5. Has tag responsibility for runner at first base, and takes single runner all the way to third base after the catch.
6. Refer to the BASE UMPIRE SECTION.

Runner on Second Base Only - Fast Pitch

PLATE UMPIRE:

1. On hits, move toward third base. Be ready and in position to make a call by going down the left field foul line in foul ground. When about 15 feet from third base, quickly move into the infield for good position for the call.
2. If the first play is at first base, and there is a throw to third, the plate umpire has the call at third.
3. Refer to the PLATE UMPIRE SECTION.



FIELD UMPIRE:

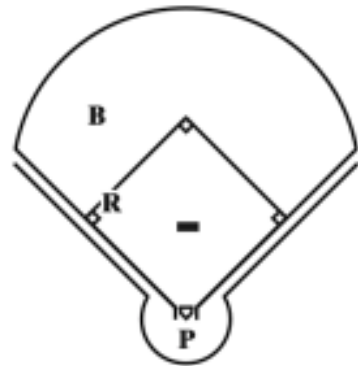
1. Take a position two or three steps behind and to the left of the shortstop. Be cautious not to interfere with the outfielders view of the batter or a play by the infielders.
2. On any ball hit to the infield, take the first throw unless it is to home plate. If the first throw is to first, second, or third base, any subsequent throw to third base is covered by the plate umpire.

3. On all balls hit through the infield or to the outfield that you do not go out on, immediately come inside the diamond, button hook and take the batter-runner all the way to third base.
4. On routine fly balls to the outfield, move into the infield to a position between the pitching rubber and the base line. You are responsible for the tag-up of the runner, and after the ball is caught, follow the runner into third base.
5. Take the batter-runner to third base, watching that he touches all bases. When the ball is in the outfield, take a position deep enough in the infield to allow movement for a play at either base.
6. On an attempted steal of third, move toward third base and be prepared for a call.
7. Refer to the FIELD UMPIRE SECTION.

Runner on Third Base Only - Fast Pitch

PLATE UMPIRE:

1. If a fly ball is hit, get out from behind home plate and line up the runner on third base and watch the tag-up.
2. On base hits, move toward third base, watching the runner. If the runner goes home, drift back toward home and watch the runner touch home plate.
3. Refer to the PLATE UMPIRE SECTION.



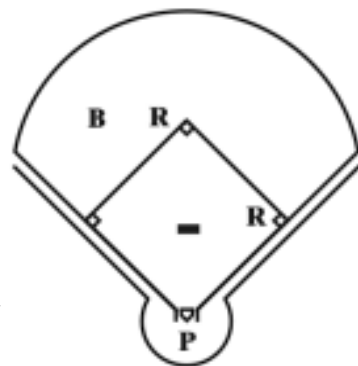
FIELD UMPIRE:

1. Take a position two or three steps behind and to the right of the shortstop. Be cautious so as not to interfere with the outfielders view of the batter or a play by the infielders.
2. If a ball is hit to the infield, wait until the fielder commits , then move quickly toward that base. Don't take your eyes off the ball.
3. Call all plays made on the first throw of the ball unless it is to home plate. Take the batter-runner into third base and see that all bases are touched.
4. Refer to FIELD UMPIRE SECTION.

Runners on First and Second Base - Fast Pitch

PLATE UMPIRE:

1. On base hits take lead runner into third base and home. On steals where there is a wild throw at second base pick up the runner coming into third base.
2. Be ready and in position to make a call at third base by going down the left field line in foul ground. When you are about 15 feet from third base quickly move into the infield for good position on the tag play.
3. On hits, move toward third base. If the lead runner comes home and there is no play made on him, drift toward third but watch the runner touch home plate.
4. Responsible for tag at second base.
5. Refer to PLATE UMPIRE SECTION.



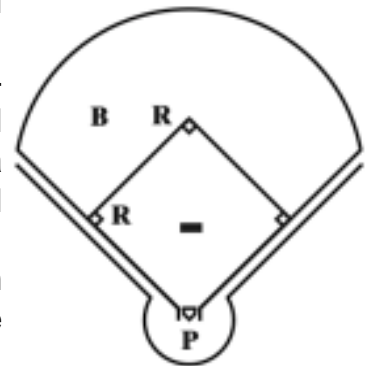
FIELD UMPIRE:

1. Take a position two or three steps behind and to the left of the shortstop. Be cautious so as not to interfere with the outfielders view of the batter or a play by the infielders.
2. On any ball hit to the infield, take the first throw unless it is to home plate. If the first throw is to first, second, or third base, any subsequent throw to third base is covered by the plate umpire.
3. If the runner attempts to steal third, move toward the base to make the call.
4. On routine fly balls to outfield, move into infield to a position between pitching rubber and the base line. You are responsible for the tag-up of the runner on first.
5. See that the runner and batter touch second and first base. When the ball is in the outfield, take a position deep enough in the infield to allow you to move in for a play at either base.
6. Refer to FIELD UMPIRE SECTION.

Runners on Second and Third Base - Fast Pitch

PLATE UMPIRE:

1. If a fly ball is hit, line up the runner on third base and watch the tag-up.
2. On base hits, move toward third base. If the lead runner comes home and there is no play, drift toward third but watch the runner touch home plate. If there is a play at home, move back to a position in the rear and left side of the right-handed batter's box.
3. If the play is at first base, watch the lead runner touch home plate, then go to third for a possible play on the second runner.
4. Refer to PLATE UMPIRE SECTION.



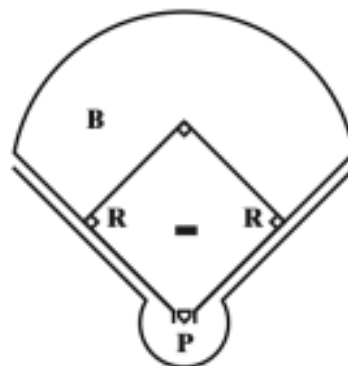
FIELD UMPIRE:

1. Take a position two or three steps behind and to the right of the shortstop. Be careful not to interfere with the outfielders view of the batter or a play by the infielders.
2. On a ball hit to the infield, take the first throw unless it is to home. If the first throw is to first, second, or third base, any subsequent throw to third is covered by the plate umpire.
3. On fly balls, get inside the infield quickly, button hook and line up the runner on second base and take the runner to third base after the catch.
4. On all balls hit through the infield or to the outfield that you do not go out on, immediately come inside the diamond, button hook and take the batter-runner all the way to third base.
5. Refer to FIELD UMPIRE SECTION.

Runners on First and Third Base - Fast Pitch

PLATE UMPIRE:

1. If a fly ball is hit, get out from behind home plate and line up the runner on third base and watch the tag-up.
2. On base hits, move toward third base. If the lead runner comes home and there is no play made on him, drift toward third but watch the runner touch home plate. If there is a play at home, move back to a position in the rear and left side of the right-handed batter's box.
3. If the play is at first base, watch the lead runner touch home plate, then go to third for a possible play on the second runner.
4. Refer to the PLATE UMPIRE SECTION.



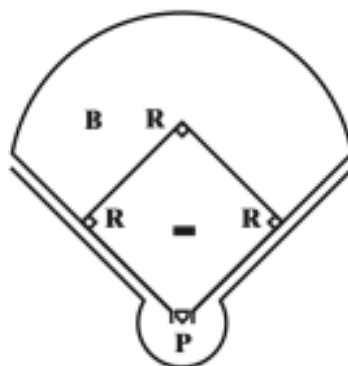
FIELD UMPIRE:

1. Take a position two or three steps behind and to the right of the shortstop. Be careful not to interfere with the outfielders view of the batter or a play by the infielders.
2. On any ball hit to the infield, take the first throw unless it is to home plate. If the first throw is to first, second, or third base, any subsequent throw to third base is covered by the plate umpire.
3. If a ball is hit to the infield wait until the fielder commits then move quickly toward that base. Don't take your eyes off the ball.
4. On a base hit get inside the infield quickly and watch the runner on first touch second base and be alert for a play at that base, take the batter-runner as far as third base and watch him touch each base.
5. On fly balls, get inside the infield quickly, button hook and line up the runner on first base. After checking the runner tag up at first base, be prepared to take the runner into second and/or third base.
6. Refer to FIELD UMPIRE SECTION.

Bases Loaded - Fast Pitch

PLATE UMPIRE:

1. If a fly ball is hit, get out from behind home plate, line up the runner on third and watch the tag-up.
2. On base hits move toward third base in foul territory. If the lead runner comes home and there is no play, drift toward third but watch the runner touch home plate. If there is a play at home plate, move back to a position at the rear and left side of the right-handed batter's box.
3. If the play is at first base, watch the lead runner touch home plate, then go to third for a possible play on the second runner.
4. Refer to PLATE UMPIRE SECTION.



FIELD UMPIRE:

1. Take a position two or three steps behind and to the right of the shortstop. Be careful not to interfere with the outfielders view of the batter or a play by the infielders.
2. On any ball hit to the infield, take the first throw unless it is to home plate. If the first throw is to first, second, or third base, any subsequent throw to third base is covered by the plate umpire.
3. If a ball is hit to the infield wait until the fielder commits , then move quickly toward that base. Don't take your eyes off the ball.
4. On any ball hit to the outfield get inside the diamond quickly, button hook and be prepared to make a call at first, second or third base.
5. On fly balls, move inside the diamond quickly, to take tag ups of runners on first and second base, and be prepared for any play into second base.
6. Refer to FIELD UMPIRE SECTION.

Two Umpire System - Slow Pitch

PLATE UMPIRE:

The plate umpire has the same responsibilities as in Fast Pitch with the following few exceptions. **In Slow Pitch the plate umpire is responsible:**

- A. For all calls on a pitched ball once it leaves the pitchers hand.
- B. For all fair and foul called balls.
- C. For batter / runner infractions.
- D. Coverage at Third Base on steal attempt of lone runner.**
- E. For all calls at home and third base with the exception of the following situations:
 1. The base umpire is responsible for the batter or the last runner all the way to third base.
 2. The base umpire is responsible for a lone runner on a tag-up, all the way to third base.
 3. When there is a play at the plate and a subsequent play at third, the base umpire is responsible for the second play in the infield, no matter what base the play is made.

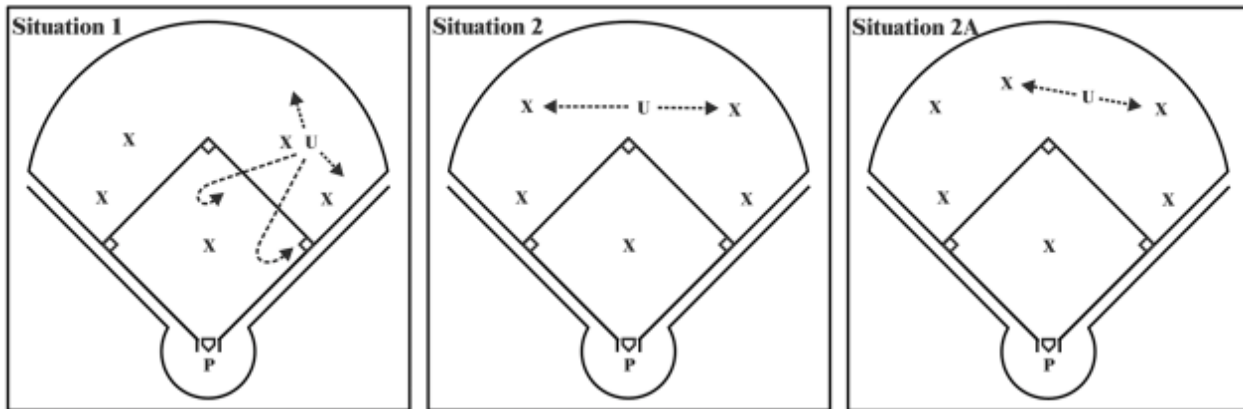
FIELD UMPIRE:

- A. If the field umpire does not go out on a fly ball, they are responsible for all calls at first and second base.
- B. For the batter or the last runner all the way to third base.
- C. For a lone runner on a tag-up and advancement on a fly ball, all the way to third base.
- D. When there is a throw to the plate and a cut-off or subsequent play, no matter what base.
- E. With a runner on base, the field umpire will take a position normally behind the second baseman, and to the players right or left depending on where the second baseman is positioned. The field umpire will NEVER take a position inside the base path or on the shortstop side of second base.

F. Positioning:

1. No runners on base.

- a. The field umpire should be behind and on the first base side of the second baseman. On all ground balls hit to the infield that turn into a force play at first base, the umpire should move parallel with the baseline towards first base. The field umpire should try to reach the same position they would have reached had they started in foul territory. (See figure 06-A)



- b. Advantages starting from this position:

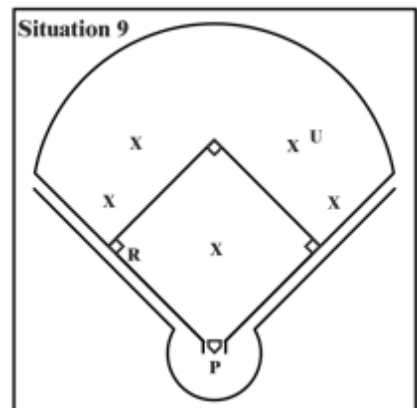
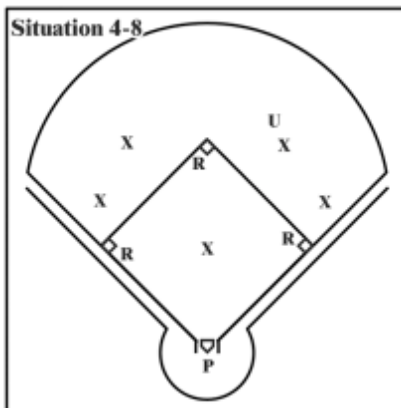
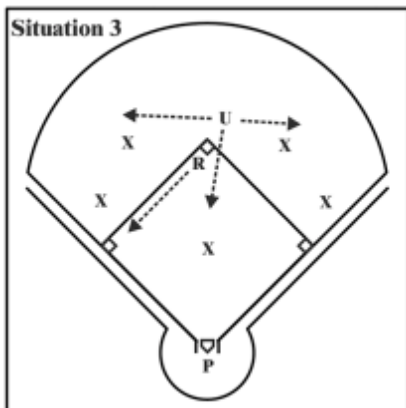
- 1) Better position to help on fly balls.
 - 2) Better position to button-hook inside, out of the throwing lane of an outfielder, on force-out attempts on first base.
 - 3) Never have to make a force-out call at first base from foul territory.
 - 4) While in foul territory on a pass ball, the plate umpire does not have to carry the batter / runner into second base.
 - 5) In a better position to button-hook inside and be ahead of the batter / runner on the many extra base hits in the game of Slow Pitch.
 - 6) Never have to bail out on a hard-hit ball down the first base line making it very difficult to button-hook inside and be ahead of the batter / runner.
 - 7) During the course of a slow pitch game, with the many base runners and extra base hits, it will put the field umpire in the best position with fewer steps.
2. In some divisions of play, the infielders play very deep. It would be extremely difficult to button-hook inside of the runner, if the field umpire played behind the second baseman. When the second baseman and shortstop are playing very deep, the field umpire should find a position on an imaginary line directly between the two infielders towards second base. When the ball stays in the infield and there is a force play at first base, it is very important that the umpire moves in that direction. (Situation 2)

In some divisions of play, teams are electing to bring an outfielder closer to the infield and the player right behind second base. If this occurs and all infielders are playing very deep, the imaginary line should be from the second baseman to the defensive player positioned behind second base. (Situation 3)

3. Runner on first base only.
4. Runners on first and second bases.
5. Runners on first and third bases.
6. Runners on second and third bases.
7. Runners on first, second and third bases.

(Situations 4-8) The field umpire's position will be the same. If the second baseman is playing in a normal position, the field umpire should be behind and on the second base side. If the second baseman is playing very deep, the field umpire should position themselves as indicated in situation 2 above. (Diagram 06-A). This would also apply in divisions that allow base stealing.

8. **RUNNER ON THIRD BASE ONLY** - (Situation 9) The field umpire should be behind the second baseman on the first base side. If the fielders are playing very deep, take a position indicated in situation 2.



THREE-UMPIRE SYSTEM FAST PITCH AND SLOW PITCH

The three-umpire system, when properly employed, is not only the most enjoyable system of umpiring, but also assures a complete coverage of everything that can occur on the ball field. Because it entails a 50 percent addition to the two umpire officiating expense, it may never replace the two-umpire system.

The two-umpire system provides adequate coverage for all but a small proportion of the situations that may arise, but three umpire system, when properly worked, insures the undivided attention of one umpire on every play and at each base.

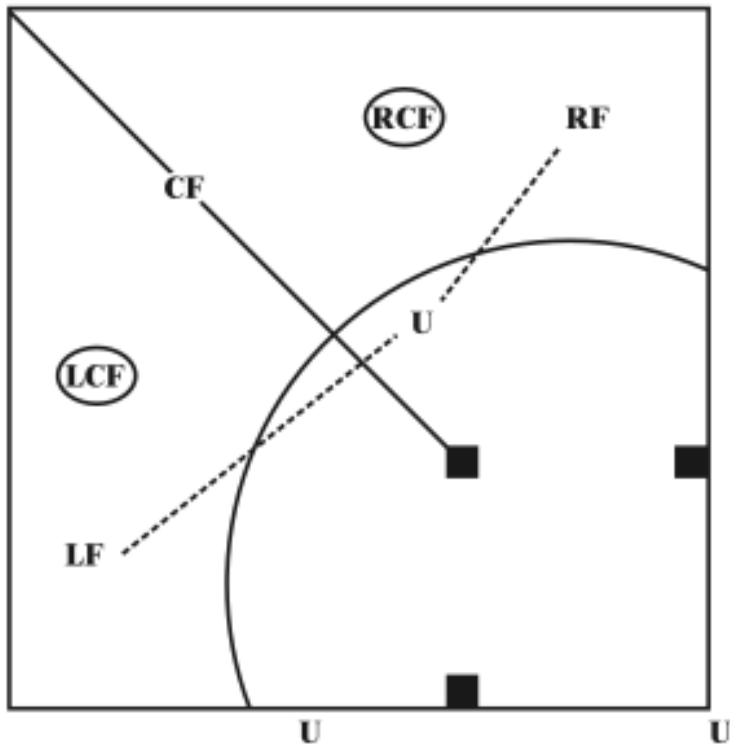
At the start of the play, the FIELD UMPIRES assume positions outside the base lines about 18 to 21 feet behind first and third bases. The PLATE UMPIRE judges batted balls, foul or fair as per the section on this mechanic. The FIELD UMPIRES should only help the plate umpire on these decisions when they turn their back to the infield and go out on a ball hit near the fence or on a sinking line drive.

There are four basic rules governing the coverage of the three-umpire system:

1. Rotation for the three-umpire system is always clockwise.
2. Once a FIELD UMPIRE turns their back to the infield to go to the outfield on a play, the umpire should remain outside until the play has been completed.
3. Once an umpire goes to the outfield, you should revert to the two-umpire system.
4. Once the umpires start the basic position from a counter rotated position, there will be no rotation.

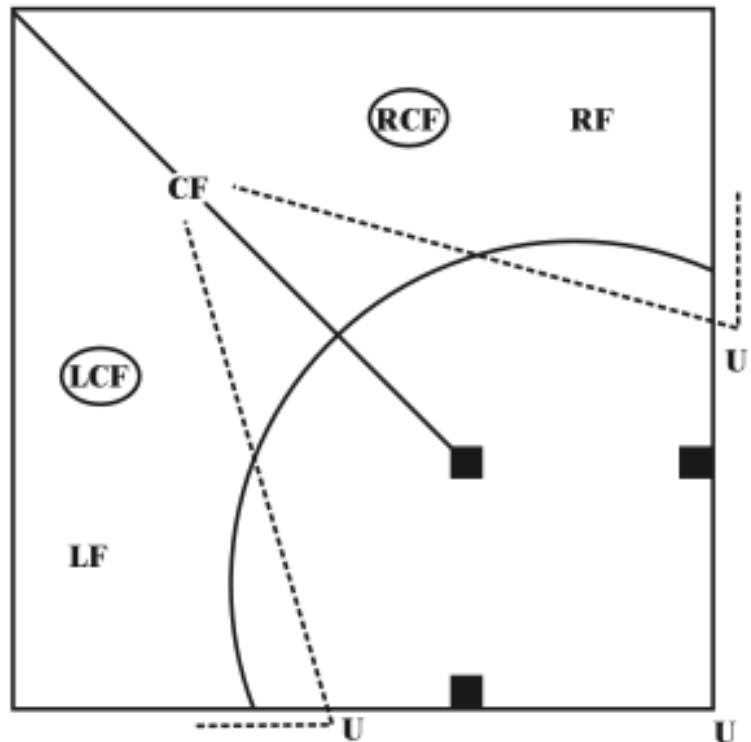
The counter rotated position is the basic position prior to any pitch when the third base umpire is down the line at third base and the first base umpire assumes a position behind the second baseman.

You will note that we have stated the desired positions for field umpires throughout this section. These are guides, but not rigid rules. Situations arise whereby your position will have to vary from play to play. Each umpire should select the exact position which will permit him to cover the play, yet not interfere with the play.



NOTE: Fly ball coverage will be the same for fast pitch and slow pitch.

No Runners on Base



Fly Ball Coverage (- - - - -)

NOTE: Fly ball coverage will be the same for fast pitch and slow pitch.

P: Trail batter/runner towards first. If first base umpire goes out, assist in watching batter-runner touch first base. Return to home in foul ground for any possible play at plate.

1st: Go out on all fly balls hit between center field and right field in fast pitch and right-center field and right field in slow pitch. If third base umpire goes out on fly ball, come inside the diamond, button-hook and take runner to third base.

3rd: Go out on all fly balls between center field and left field in fast pitch and left-center field and left field in slow pitch. If the first base umpire goes out on fly ball, come inside the diamond and take the runner to third base.

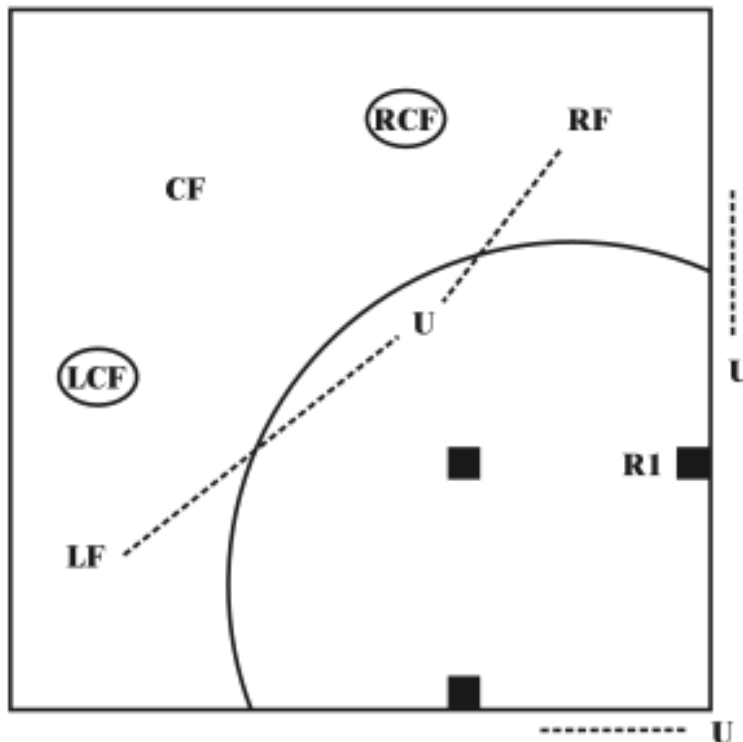
Base Hit to Outfield

P: Trail batter-runner towards first base. Release towards third base for possible call. Glance to home to make sure umpire is there for call.

1st: Come inside the diamond, button-hook and glance to second to make sure there's an umpire. Release get into foul territory and go to home plate for any play at home. **(Be positioned on the right hand batter's box side of home plate.)**

3rd: Come inside diamond towards second base for any play. Glance to third to make sure umpire is there for call.

Runner on First Base Only



Fly Ball Coverage (- - - - -)

NOTE: Fly ball coverage will be the same for fast pitch and slow pitch.

P: Trail batter/runner towards first base. Be prepared to take R1 to third if ball is dropped. Take all plays at home plate. Responsible for fly balls to left field, when LF is going to foul line.

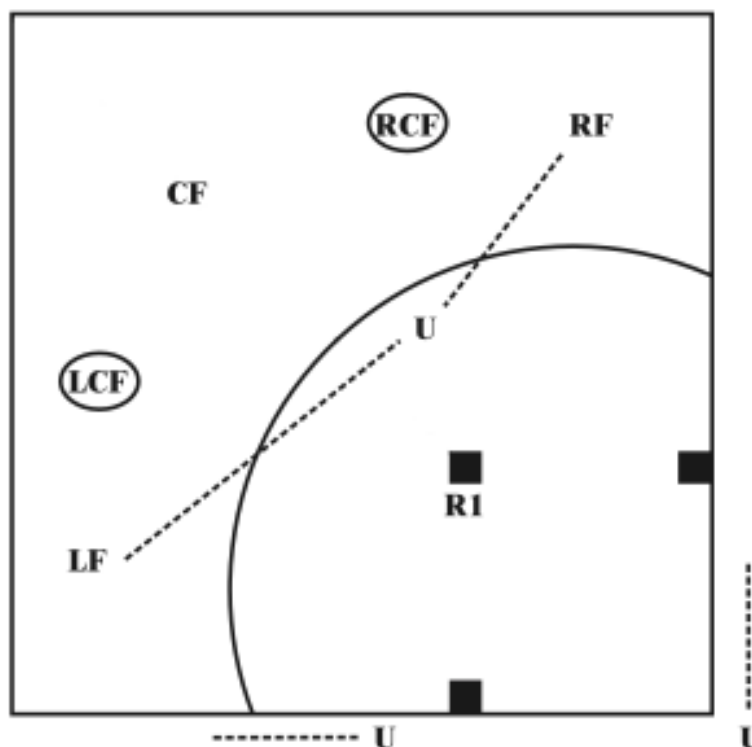
1st: Come inside the diamond and take tag up at first base. Be positioned for calls at first and second base. Take last runner to third base. Responsible for fly balls to right field when RF going towards foul line.

3rd: (Positioned at second base at start of play.) Take all fly balls to right field and left field, UNLESS EITHER outfielder is going towards the foul line. **When 1B Umpire takes fly ball, come inside for tag up at first base.**

Base Hit to Outfield

- P:** Trail batter/runner towards first base, release and go to third base to get positioned for any calls at third base.
- 1st:** Come inside the diamond, watch batter/runner touch first base, release to foul ground, rotate to home for any calls at home plate. **(Be positioned on the right hand batter's box side of home plate!)**
- 3rd:** (Positioned at second base at start of play.) Come inside the diamond for any play at second base. Be alert for any possible calls at first.

Runner on Second Base Only



Fly Ball Coverage (- - - - -)

NOTE: Fly ball coverage will be the same for fast pitch and slow pitch.

- P:** Hustles toward third base in foul ground. Be prepared to take the calls into third and home. Responsible for fly balls hit to right field, when RF is going towards the foul line.
- 1st:** (Positioned at second base at start of play.) Take all fly balls to right field and left field, UNLESS EITHER outfielder is going towards the foul line. When PLATE or THIRD takes fly ball, come inside and take the tag up at second.
- 3rd:** Hustle into the diamond for tag up at second base. Be prepared for plays at second base. Take the last runner to third base. Responsible for fly balls to left field when LF is going towards the foul line.

Balls Hit to Outfield

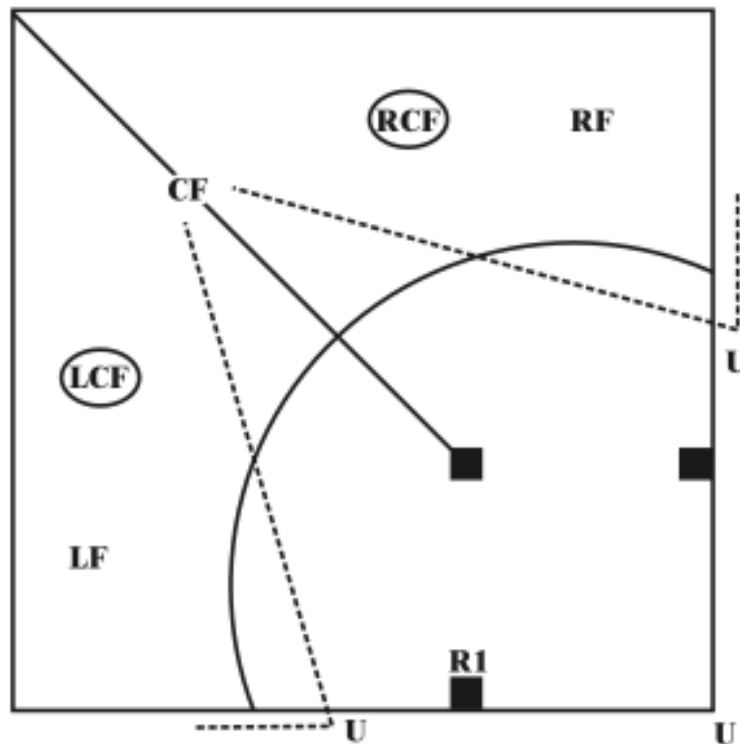
(No rotation when first base umpire positioned at second base.)

- P:** Bounce out from behind home plate and get in position for any play at home.

1st: (Positioned at second base at start of play.) Come inside the diamond and be prepared to take any calls at first or second base.

3rd: Come inside the diamond and take calls at third base.

Runner on Third Base Only



Fly Ball Coverage (- - - - -)

NOTE: Fly ball coverage will be the same for fast pitch and slow pitch.

P: Bounce out from behind home plate, in foul ground. Take the tag-up of runner on third base. **(Be alert for any possible play at third base or home.)**

1st: Take all fly balls between center field and right field line. If third base umpire goes out, come inside and take batter-runner to third base.

3rd: Take all fly balls between center field and left field line. If first base umpire goes out, **Hustle** into the diamond, to watch the batter/runner touch first base. Be alert for any possible plays at second or first base. Take batter-runner into third base.

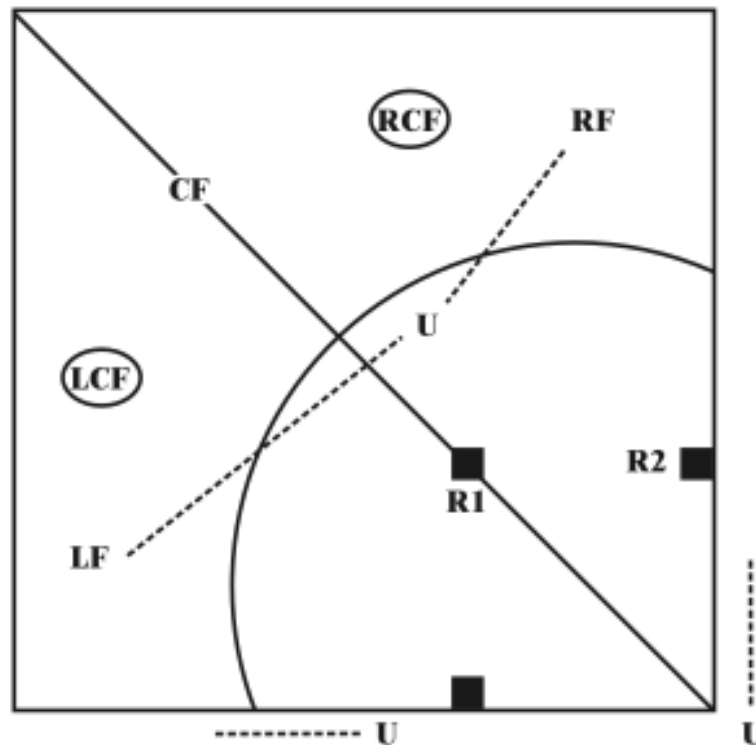
Base Hit to Outfield

P: Bounce out from behind home plate in foul ground. After watching the runner from third touch home, release and go to third base to get positioned inside the diamond for any possible calls at third. Look to home to make sure first base umpire has come to home.

1st: Come inside the diamond, watch the batter/runner touch first base. Release to foul ground after checking to see that third base umpire is at second. **Hustle** to home for any plays at home plate. **(Be positioned on the right hand batter's box side of home plate.)**

3rd: Come inside the diamond for any possible play at second base. Look to third to see that the plate umpire has come to third.

Runners on First and Second Base



Fly Ball Coverage (- - - - -)

NOTE: Fly ball coverage will be the same for fast pitch and slow pitch.

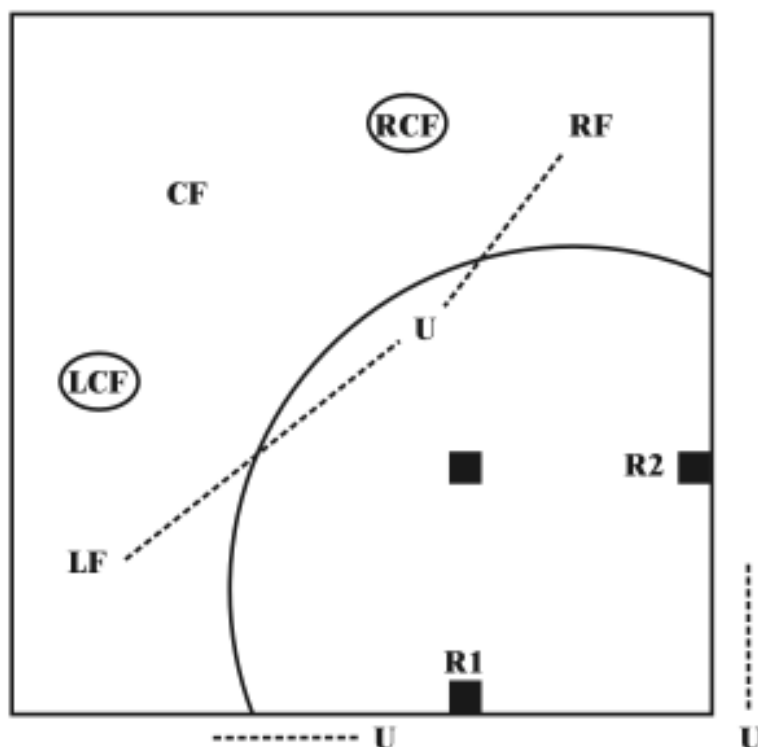
- P:** Hustles toward third base in foul ground, hold and take the tag up at second base. Be prepared to take calls into third and home. Responsible for fly balls to right field, when RF is going to foul line.
- 1st:** (Positioned at second base at start of play.) Take all fly balls to right field and left field, UNLESS EITHER outfielder is going towards the foul line. **When PLATE or THIRD takes fly ball come inside and take tag up at first base.**
- 3rd:** Hustles into the diamond for tag at first base. Take calls at first or second and last runner to third base. Responsible for fly balls to left field when LF is going to the foul line **or tag up at Second Base, if Plate Umpire has fly ball coverage to right field.**

Base Hit to Outfield

(No rotation when first base umpire positioned at second base)

- P:** Bounce out from behind home plate and get ready for any play at home.
- 1st:** (Positioned at second base at start of play.) Come inside the diamond and be prepared to take calls at second or first.
- 3rd:** Come inside the diamond for any call at third base.

Runners on First and Third Base



Fly Ball Coverage (- - - - -)

NOTE: Fly ball coverage will be the same for fast pitch and slow pitch.

P: Hustle towards third base in foul ground and take the tag up at third base, **when First Base or Third Base umpire goes out on fly ball coverage.** Be prepared for any play at home plate. Release towards third base after R1 touches home, if batter/runner becomes runner. Responsible for fly balls to right field, when RF going to foul line. (Be alert for possible call at home plate)

1st: (Positioned at second base at start of play.) Take all fly balls to right field and left field, **UNLESS EITHER** outfielder is going towards the foul line. When third takes fly ball, come inside for tag up at first base.

3rd: Hustle into diamond and take tag-up at first base, **if First Base umpire goes out on fly ball coverage.** Take calls at first or second base and the last runner to third base. Responsible for fly balls to left field when LF going to foul line.

Base Hit to Outfield

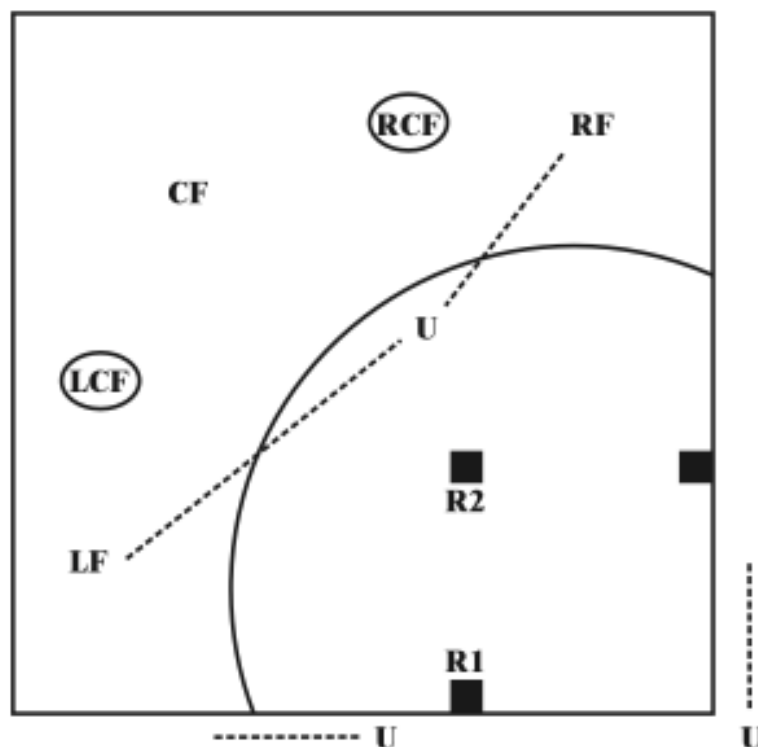
(No rotation when first base umpire positioned at second base.)

P: Bounce out from behind home plate and be positioned for any play at home.

1st: (Positioned at second base at start of play.) Come inside the diamond and be prepared to take calls at first or second base.

3rd: Come inside the diamond for any call at third base.

Runners on Second and Third Base



Fly Ball Coverage (- - - - -)

NOTE: Fly ball coverage will be the same for fast pitch and slow pitch.

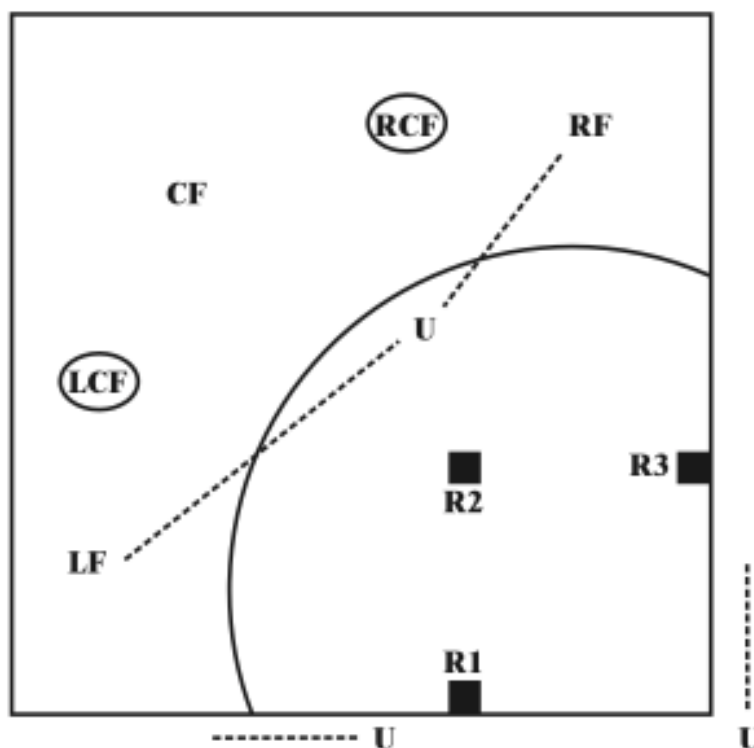
- P:** Hustles toward third base in foul ground, holds and takes tag up at third base. Be prepared to take the call at home and any possible play at third if batter becomes a runner. Responsible for fly balls to right field when RF is going towards foul line.
- 1st:** (Positioned at second base.) Takes all fly balls hit between right field and left field, UNLESS EITHER outfielder is going towards the foul line. **When PLATE or THIRD takes fly ball come inside and take tag up at second base.**
- 3rd:** Hustles into the diamond for tag up at second base. Watch batter-runner touch first. Be prepared for plays at second or first. Take the last runner into third base. Responsible for fly balls to left field when LF is going towards foul line.

Base Hit to Outfield

(No rotation when first base umpire positioned at second base.)

- P:** Bounce out from behind home plate and get ready for any play at home.
- 1st:** (Positioned at second base.) Come inside the diamond and be prepared to take calls at second or first.
- 3rd:** Come inside the diamond for any call at third base.

Bases Loaded



Fly Ball Coverage (- - - - -)

NOTE: Fly ball coverage will be the same for fast pitch and slow pitch.

P: Hustle towards third base in foul ground, and take the tag up at third base. Be prepared for any play at home plate. Watch R1 touch home and release for any play at third base. Responsible for fly balls to right field, when RF going to foul line.

1st: (Positioned at second base at start of play.) Take all fly balls to right field and left field, UNLESS EITHER outfielder is going towards the foul line. When plate or third base umpire take fly balls, come inside diamond and take tag up of runners at first and second base

3rd: Hustle in to diamond for tag-up at second and first base. Be prepared to take any calls at first or second, and take the last runner into third base. Responsible for fly balls to left field when LF is going to foul line. **Has tag up responsibility at Third Base if Plate has fly ball coverage.**

Base Hit to Outfield

(No rotation when first base umpire positioned at second base)

P: Bounce out from behind home plate and be positioned for any play at home.

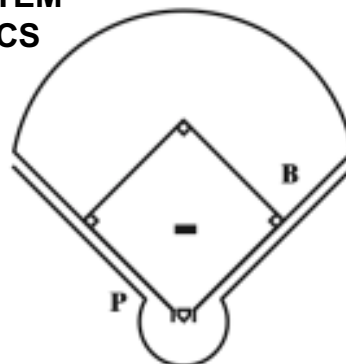
1st: (Positioned at second base at start of play.) Come inside the diamond and be prepared to take calls at second or first.

3rd: Come inside the diamond for any call at third base.

TWO OR THREE-UMPIRE SYSTEM BETWEEN INNING MECHANICS

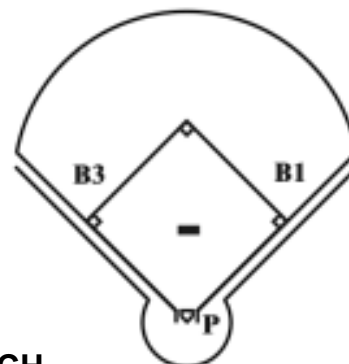
PLATE UMPIRE:

Assume a position approximately 15 feet from home, near the line in foul territory and facing the infield. Alternate foul lines according to the following: Take a position on the foul line that is on the side of the field as the team coming off the field.



BASE UMPIRE:

Assume a position approximately 15 feet in the outfield. Stand in fair territory and face the infield. Be alert to hustle players on and off the field. In a two-umpire system, the first base umpire is responsible for brushing the pitching rubber after the conclusion of the previous inning



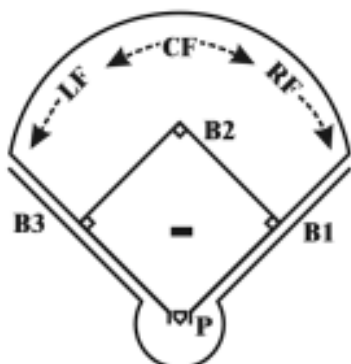
FOUR-UMPIRE SYSTEM FAST PITCH AND SLOW PITCH

The four-umpire system provides an umpire at every base allowing for the best possible coverage for force or tag plays at each base, or on outfield fly balls.

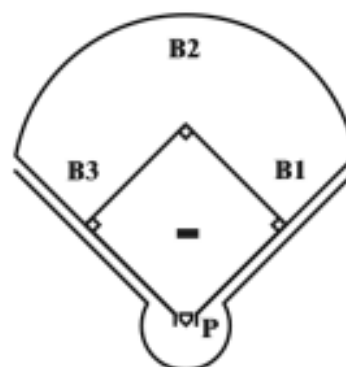
With the four-umpire system, one of the three base umpires will go to the outfield on each fly ball hit. The second base umpire is responsible for the outfield area between the left and right fielder. He will spend more time in the outfield observing possible trapped balls or balls near the fence which may bounce over (under) or go over on the fly, than he will in making calls at second base. The first base umpire is responsible for all balls hit between the right fielder and the out of play line, and the third base umpire is responsible for all balls hit between the left fielder and the out of play line.

When any of the umpires go out, the other three revert to a three umpire system of all coverage. Refer to pages 250-258 to define coverage. This is true not only for tag-ups on all fly balls, but also for all force out or tag plays in the infield. Remember, if a base umpire goes out on a play in the outfield, stay out until all play has ceased.

Between inning mechanics are the same as the three-umpire system with the second base umpire staying in the center field area.



FLY BALL COVERAGE FOR
BALLS HIT TO OUTFIELD





UMPIRE SIGNAL CHART



DOUBLE

Raise right arm showing two fingers. Verbally call, "Two Bases."



TRAPPED BALL/SAFE

Extend arms straight out with palms down. Verbally call, "Trapped Ball" or "Safe."



DELAYED DEAD BALL

Extend left arm straight out with fist closed.



HOLD UP PLAY

With palm up, raise hand farthest away from batter towards pitcher.



FOUL TIP

Fingers from both hands are touched together chest high in front of body and then a strike signal with no verbal call.



FOUR-BASE AWARD (SP)

On any fair touched ball going over the fence, raise right hand showing four fingers. Verbally call, "Four Bases."



HOME RUN

Raise right arm. With fist closed move it a counter-clockwise twirling motion. Verbally call, "Home Run."



**THE NATIONAL GOVERNING BODY
OF SOFTBALL**



INFIELD FLY

Raise right arm with fist closed.
Verbally call, "Infield Fly."



FAIR BALL

Point towards fair ground with hand closest to infield. No verbal call.



FOUL BALL

First give DEAD BALL signal.
Verbally call, "Foul Ball."



PLAY BALL

Motion with either hand to the pitcher. Verbally call, "Play Ball."



TIME/DEAD BALL

Raise both hands with open palms away from the body.
Verbally call, "Time" or "Dead Ball."



COUNT

Raise both arms up, indicate strikes with fingers on right hand and balls with fingers on left hand. Verbally give count. Use consecutive fingers when giving count.



STRIKE/OUT

Bring left arm with hand closed to midsection as right arm is extended straight up with hand facing ear. Then pull down at elbow while closing fist. Verbally call, "Strike" or "Out."



National Indicator Fraternity

Listed below are the 2004 inductees into the National Indicator Fraternity. This fraternity is one of the most prestigious honors bestowed upon an ASA umpire. To qualify, an umpire must have officiated in three national tournaments, been an ASA umpire for at least seven years and must be recommended by his/her commissioner and regional umpire-in-chief. A complete list of all National Indicator Fraternity members can be found on www.asasoftball.com or in the Umpire Case Book,

Allen, James (Ennis, TX)(04)
 Almeida, Michael (Windsor, CT)(04)
 Alvarez, Edward T. (Tupelo, MS)(04)
 Arbuckle, Vern (Lathrop, CA)(04)
 Arrant, Robert G. (San Antonio, TX)(04)
 Bero, Andrew S. (Wilmington, DE)(04)
 Bluit, Herbert (Leesville, LA)(04)(Deceased)
 Boggess, Jimmy (Chickasha, OK)(04)
 Boser, Gene L. (Cabot, AR)(04)
 Bozeman, Michael R. (Valley, AL)(04)
 Bryant, Joe H. (DeSoto, MO)(04)
 Bullock, Ronald L. (Sterling, VA)(04)
 Bult, Warren (Mt. Vernon, SD)(04)
 Bush, John E. (Wichita, KS)(04)
 Carr, Edward (Plano, TX)(04)
 Cash, Jr. Robert L. (Crawfordsville, IN)(04)
 Codr, David J. (Weston, NE)(04)
 Cooper, Castina "Tina" (Kansas City, KS)(04)
 Cornwell, Christie A. (Greensboro, NC)(04)
 Creek, Brad (Harrisonville, MO)(04)
 Crisp, Steven B. (Kansas City, MO)(04)
 D'Ercole, Michael (LaVista, NE)(04)
 Danley, Eric L. (Omaha, NE)(04)
 Daron, Mike (Monroe, LA)(04)
 Davies, Robin R. (Sacramento, CA)(04)
 DeVillez, Robert (Evansville, IN)(04)
 Diaz, John (Rescue, CA)(04)
 Driescher, Lyle D. (Norfolk, NE)(04)
 Dutch, David E. (North Berwick, ME)(04)
 Eagle, Curtis (Dillwyn, VA)(04)
 Eberhardt, Richard (Helena, AL)(04)
 Edwards, Jr., Milton (Staten Island, NY)(04)
 Fors, Bob (Frisco, TX)(04)
 Fulton, Wayne (Phoenix, AZ)(04)
 Garig, Tanya (Fremont, CA)(04)
 Gerhardt, Elliott (Bismarck, ND)(04)
 Golini, Mike (Evansville, IN)(04)
 Gonzalez (Oliveira), Diana (San Antonio, TX)(04)
 Green, Christopher (Springtown, TX)(04)
 Greer, Tony K. (Indianapolis, IN)(04)
 Gross, Robert W. (Warrensburg, MO)(04)
 Groth, Mark (Beemer, NE)(04)
 Gustafson, James M. (Milford, MA)(04)
 Heldman, Bonnie L. (Mansfield, TX)(04)
 Hiskett, Roy (Bristow, OK)(04)
 Horrigan, Richard W. (San Francisco, CA)(04)
 Hough, Rob (Spokane, WA)(04)
 Hudley, Sr., Harry D. (Lompoc, CA)(04)
 Hunt, Terry (Denton, TX)(04)
 Jones, Kam (Oklahoma City, OK)(04)
 Keel, Keith L. (Sioux Falls, SD)(04)
 Kidd, Elizabeth A. "Betsy" (Tucker, GA)(04)
 Killingsworth, Kevin (Fremont, NE)(04)
 Kowalski, James P. (South Bend, IN)(04)
 Kramer, Bryan (Ballwin, MO)(04)
 Lannom, Jr., Robert J. (Cartersville, GA)(04)

Lauver, William H. "Bill" (Jacksonville, FL)(04)
 Lockwood, Greg (Indianapolis, IN)(04)
 Lopez, Jose' M. (Ilion, NY)(04)
 Lucero, Rudy L. (Santa Fe, NM)(04)
 MacFarland, Kevin (St. John, IN)(04)
 Martin, Ross S. (Portland, MI)(04)
 Martinelli, Sr., Andre' F. (Buffalo, NY)(04)
 May, Charles E. (Florence, AL)(04)
 McCallister, Keith (Troy, MO)(04)
 McCormick, Robert (Roswell, GA)(04)
 McCranie, Willis (Lithia Springs, GA)(04)
 McLarty, Richard M. (St. Petersburg, FL)(04)
 McNair, Jr. Thomas (Dorchester, MA)(04)
 Miars, Kenneth L. (Elmwood, IL)(04)
 Miller, Bill (Milwaukie, OR)(04)
 Miller, Peter E. (Meriden, CT)(04)
 Monroe, Carl (Suwanee, GA)(04)
 Morgan, Greg (Sioux Falls, SD)(04)
 Nantkes, Larry (Goshen, IN)(04)
 Nishikawa, Kevin (Kent, WA)(04)
 Owens, Charles (St. Petersburg, FL)(04)
 Pallo, Mark (Independence, MO)(04)
 Price, Patty (San Leandro, CA)(04)
 Pecht, Jim (Plano, TX)(04)
 Pray, Barry L. (Burton, MI)(04)
 Renshaw, Mike (Camillus, NY)(04)
 Reves, Don (Duncan, NE)(04)
 Rosalez, Rafael (Las Cruces, NM)(04)
 Russell, Jim (Ventura, CA)(04)
 Ryals, Richard R. (Dunedin, FL)(04)
 Sampson, Jim (Chandler, IN)(04)
 Schimpf, David G. (Saginaw, MI)(04)
 Schneibel, Dale (Bismarck, ND)(04)
 Schowengerdt, Eric (Blue Springs, MO)(04)
 Sealy, Dwayne (Dover, FL)(04)
 Shain, Michael D. (Louisville, KY)(04)
 Simpson, Illya (Dallas, TX)(04)
 Smith, Robyn M. (El Paso, TX)(04)
 Smith, Teresa K. (Indianapolis, IN)(04)
 Snow, Charles E. (Columbia, MO)(04)
 Stinson, Cynthia "Cindy" (Sacramento, CA)(04)
 Summers, Ronald L. (Elkhart, IN)(04)
 Teasley, Larry L. (Wylie, TX)(04)
 Threats, William L. (Lincoln, NE)(04)
 Titkemeier, Matthew (Omaha, NE)(04)
 Tolle, Gary (Plano, TX)(04)
 Tomey, Rob (Crawfordsville, IN)(04)
 Van Werden, Christi (Sun City West, AZ)(04)
 Vargo, Sr., Mark C. (Brandon, FL)(04)
 Venters, Peter (Waxahachie, TX)(04)
 Williams, Jr., James B. (Frisco, TX)(04)
 Williamson, Dennis (Blue Springs, MO)(04)
 Willis, Hal D. (Bloomington, IN)(04)
 Wilson, Frank R. (Olathe, KS)(04)
 Yelder, Robert (Jacksonville, AR)(04)
 Young, Travis (Watertown, SD)(04)

ASA Umpire Medals Program

Listed below are individuals who joined the ASA Umpire Medals Program in 2003. The Umpire Medals program recognizes ASA Umpires for years of service. Each group is divided into gold (20 years), silver (15 years), bronze (seven years) and blue (over three years). For a complete list of Umpire Medals visit the ASA web site at

www.asasoftball.com.

BLUE

Allen, Kenneth	Grand Prairie	TX	Eisenhour, Cheston R.	Lawrence	KS
Andersen, Ralph	West Point	UT	Ellingwood, Ken	Fayette	ME
Anderson, Ron	Mays Landing	NJ	Espinoza, Michael	Houston	TX
Anderson, Scott	Mesa	AZ	Fetterman, Fred	Grand Prairie	TX
Arbizo, Michael	Exeter	CA	Fogarty, Tim	Denton	TX
Baldwin, Angela	Oklahoma City	OK	Fonte, Jose M.	Miami	FL
Barber, Kenneth	McKinney	TX	Frias, George J.	Kansas City	KS
Barrall, Mark	San Anselmo	CA	Gaffney, Thomas E.	Brooklyn	NY
Bassett, Jr., William	Tallahassee	FL	Galbreath, Jimmy	Ada	OK
Baumruck, Jr. Allen R.	Gardnerville	NV	Gibson, Jim	Muskogee	OK
Beaumont, Federico	Brooklyn	NY	Giller, Norman	Buena Park	CA
Behm, Robert	Omaha	NE	Glover, Ronald L.	Stafford	VA
Bell, Tracey	Des Arc	AR	Gonzalez, James	Houston	TX
Bennett, Richard C.	Pasadena	TX	Green, Misty	Royse City	TX
Bishop, Dan	Rancho Cucamonga	CA	Gruszkowski, Stephen	Richland	NJ
Blair, Tom	Douglass	KS	Grzybowski, Donald	Amston	CT
Bonebrake, Clyde L.	Annandale	VA	Hawkinson, Bob	Omaha	NE
Borkovec, Richard	Rapid City	SD	Headrick, John	Chandler	AZ
Bothe, Leah	Kingman	AZ	Hendel, Thomas M.	Milford Center	OH
Bothwell, Tindy	Ashville	AL	Henderson, Alpha	Tallahassee	FL
Brady, Andrew	Tallahassee	FL	Heying, Alaric	Mitchell	SD
Brewer, Douglas	Tallahassee	FL	Hicks, Fred	Carson	CA
Brewer, Kelly	Tallahassee	FL	Hodgkins, Larry A.	Bath	ME
Britton, Darron	Stafford	VA	Hollander, Bruce	Clearwater	KS
Brown, Terry S.	Woodbridge	VA	Holloway, Don	Tulsa	OK
Bruno, Carlo	Las Vegas	NV	Honeycutt, John E.	Elizabethton	TN
Buchheim, Chuck	Chester	SD	Howdeshell, Donald	Oktaha	OK
Bumpers, William	Oxford	AL	Hrebinka, Leon	Hillside	NJ
Burkhart, Dennis D.	Las Vegas	NV	Huggins, John	Woodbridge	VA
Campbell, Jackson	Keller	TX	Hunter, Marian	Ashland	AL
Canada, Sarah	Benbrook	TX	Hutchison, Glen	Milwaukee	WI
Carlson, Mark	Brandon	FL	Ihlenfeldt, Tod	Ames	IA
Carter, Ronnie	San Antonio	TX	Ippolito, Mary R.	Palmdale	CA
Chapman, Lance	Norman	OK	Ireton, William H. "Bill"	Dayton	OH
Checce, Laurence R.	Stafford	VA	Irminger, Dereck L.	Lawrence	KS
Cheshire, Mike	Temecula	CA	Jones, Gregory	Dallas	TX
Christensen, Margaret			Kamphaus, Kevin	Udall	KS
"Maggie"	Richmond	VA	Karnes, Steve	Overland Park	KS
Cintron, Ray	Tampa	FL	Kessloff, Bill	Rapid City	SD
Clark, John A.	Coconut Creek	FL	Kindrick, Tim	Purdon	TX
Cobb, Ron	Elmendorf	TX	Kinney, Brian	Ramona	OK
Cozart, Ed	Ramer	TN	Kreipe, Bob	Weatherford	TX
Davis, Larry	Panacea	FL	Kumamoto, Rowland	Torrance	CA
DeMerchant, David	Presque Isle	ME	Lashley, Timothy	Tallahassee	FL
DeMont, Paulette L.	Arlington	TX	Lenhoff, Dale	Mesa	AZ
Diaz, Sandra M.	San Diego	CA	Letendre, Michael R.	San Diego	CA
Dingus, Frankie	Manassas	VA	Lightner, William L.	Ft. Worth	TX
Dorr, Steven A.	Moreno Valley	CA	Liles, Chawn E.	Midlothian	TX
Dorsch, William J.	Ft. Myers	FL	Lopez, Isaac	Peoria	AZ
Drayton, Sr., Bob	Tallahassee	FL	Lowery, Clint	Collinsville	OK
Duffy, Henry	Mesa	AZ	Luck, Randy	Watertown	MA
Dukes, Kevin	Peoria	AZ	Maas, Jesse	Alice	ND
Earl, Charles R.	Downingtown	PA	Maguire, Mick	Phoenix	AZ
			Malec, Joseph	Petoskey	MI

Malenich, John S.	Montclair	NJ	Threet, Cynthia	Tallahassee	FL
Mann, James L.	Mansfield	TX	Tokorcheck, Michael E.	Carlsbad	CA
Marell, Robyn	Woodbridge	VA	Trapani, Joe	Milford	CT
Martin, Kathryn	Plano	TX	Triplett, Raymond	Riverside	CA
Martin, Tony	Plano	TX	Tulip	Spokane	WA
Melinder, Jimmie	Deer Park	TX	Van Steenburg, Zachary	Wichita	KS
Miars, Kenneth L.	Elmwood	IL	VandeVelde, Donald R.	Independence	MO
Miller, Jr. Wallace	Tuscaloosa	AL	VanSteenburg, Joanna L.	Wichita	KS
Moniz, Wayne	Tallahassee	FL	Vega, Daniel	Lawrence	KS
Montgomery, Tom	Norman	OK	Vereen, Rick	Middletown	CT
Morgan, Thomas	Lincoln	NE	Walker, Julie	El Segundo	CA
Murphy, Linda B.	Colonial Heights	VA	Waller, Lamont	Fresno	CA
Murphy, Mark L.	Colonial Heights	VA	Wanless, Larry L.	Spring	TX
Neal, Roger	Chandler	AZ	Ward, Eugene	Quincy	FL
Newsted, Donald	Clinton	MI	Warrenfeltz, Larry	Pace	FL
Nickeo, Johnny	Tallahassee	FL	Watts, Tim R.	Lincoln	NE
Otting, Leanne	West Des Moines	IA	Webb, James B.	Midland	TX
Palmer, Michael R.	Howell	NJ	Weeden, Jerry	New Albany	MS
Parfait, John	Waverly	NE	Weeden, Terry	New Albany	MS
Parker, Mike	Independence	MO	Weiss, Jonathan	Williamsburg	VA
Perrizo, Meaghan	Garland	TX	Wells, Walter P.	Pownal	ME
Petry, Thad	Lawrence	KS	Wheelis, Jesse	Tallahassee	FL
Petty, Ron	Phoenix	AZ	White, Greg	Austin	TX
Pfaff, Jr. Ross A.	Depew	NY	Whittlesey, Harold	Blue Springs	MO
Posey, John	Midlothian	TX	Wilder, William R.	Norfolk	VA
Pray, Barry	Burton	MI	Williams, Jason F.	Plains	GA
Queener, George H.	Independence	MO	Williams, Treaty	Upper Marlboro	MD
Rand, Gary	Encino	CA	Williams, Yolanda "Yogi"	Landover	MD
Raper, Christopher B.	Pensacola	FL	Wilson, Anita M.	Oak Grove	MO
Rasco, Billy J.	Mabank	TX	Wirth, Stephen F.	Lincoln	NE
Ray, Kenneth	Nobleboro	ME	Wood, Mark C.	Trophy Club	TX
Raymond, Jennifer	Queen Creek	AZ	Wyman, Steve	Ft. Worth	TX
Reed, Ron	Des Moines	IA	Baggett, Ron	San Antonio	TX
Rice, Dustin M.	Aurora	CO			
Richards, Brian	Tallahassee	FL	BRONZE		
Rider, Adam J.	Bowling Green	KY	Abbott, Ken	Clarksville	TN
Ring, Judy	Watertown	SD	Abbruscato, Joseph A.	Nanuet	NY
Riordan, Robert	Milford	CT	Archer, Wayne	Gardnerville	NV
Rios, Antonio	Burleson	TX	Arnold, Ted	Lincoln Park	NJ
Rogers, Mark K.	Kingman	KS	Ashby, III Allen L.	Las Vegas	NV
Sakai, Patrick R.	Las Vegas	NV	Avant, Ronald B.	Oneonta	AL
Shallenberger, Brian	Houston	TX	Barnes, Edward "Eddie"	Huntington Beach	CA
Sharp, Joe	Phoenix	AZ	Barrow, Lloyd G.	Ft. Worth	TX
Shoppach, Ken	Ft. Worth	TX	Beaton, Sean	Cotati	CA
Silva, Charles	San Antonio	TX	Belanger, Jessica	New Bedford	MA
Smith, Bridgett	Decatur	GA	Bernstein, Alan	Emerson	NJ
Smith, Chet G.	Valrico	FL	Berry, Richard A.	Skowhegan	ME
Snyder, J. Steve	Vista	CA	Berube, Jr. Roger R.	Orlando	FL
Spaulding, Ronald L.	Madison	ME	Best, Fremon	Santa Cruz	CA
Staples, Bernice	Shannon	MS	Bivona, Christina	East Meadow	NY
Stewart, Shirley	Norwalk	IA	Booton, Peter	Ridgewood	NJ
Strickland, Melodie	Tallahassee	FL	Branch, George O.	Ft. Campbell	KY
Stuart, Kimberly	Saukville	WI	Brown, Cleveland	Fairfield	ME
Taber, Jerry	Tallahassee	FL	Brown, Harold D.	Kansas City	MO
Tabiendo, Stevens A.	San Diego	CA	Brown, Perry	Ft. Madison	IA
Talbott, Jeff	Haddam	CT	Bucher, Jeff	N. Potomac	MD
Talley, William	Woodbridge	VA	Butler, Kenneth W.	Bar Nunn	WY
Taylor, Harry L.	Rockville	VA	Byzewski, Annette	Cathedral City	CA
Tenpenny, Ben	Topeka	KS	Callens, Daniel P.	Yuba City	CA
Tepfer, Philip	Haddon Heights	NJ	Canada, Steffanie A.	Azle	TX
Thomas, Larry W.	Jackson	MS	Carta, Joe	Middletown	CT
Thompson, Doug	Blue Springs	MO	Carter, Marvin	Ada	OK
Thompson, Henry A.	Kansas City	MO	Carter, Ronnie	San Antonio	TX

Christensen, John	Rogue River	OR	Morton, Dennis	Tucson	AZ
Cleghorn, Candice	Irving	TX	Murray, Tim	Hollywood	FL
Condon, Bill	Omaha	NE	Musselwhite, Allen	Tallahassee	FL
Connors, James	Manchester	MI	Myers, Dave	Humboldt	IA
Cozart, Ed	Ramer	TN	Nelsen, Dewayne	Mesa	AZ
Cummings, Pam	Wollwich	ME	Neville, Jennifer J.	Beverly	MA
Damon, Michael A.	Hockley	TX	Newsted, Donald	Clinton	MI
Davidge, Bill	Manakin Sabot	VA	Opalewski, Jeffrey	Roseville	MI
DeMerchant, David	Presque Isle	ME	Ottenbacher, Dennis	Pierre	SD
DeRohn, Robert J.	Las Vegas	NV	Paape, Randy	East Lansing	MI
DeVillez, Robert W.	Evansville	IN	Page, Michael H.	Sherman	TX
Doebber, Jerome	St. Louis	MO	Patch, David A.	Dover	DE
Duperry, Paul	Wateville	ME	Penney, Rena F.	Fairfax	VA
Edwards, Mark	Claremont	CA	Pettie, Jr., Johnnie	Slaton	TX
Ellingwood, Ken	Fayette	ME	Pierce, Jim	Interlochen	MI
Ellis, Tim S.	Arlington	TX	Porter, Scott	Carrollton	TX
Estilow, Ronald	Mesquite	TX	Poteete, Rod	Las Vegas	NV
Ferris, James M.	Skowhegan	ME	Powell, Tim	El Paso	TX
Finch, Michael	West Palm Beach	FL	Pray, Barry	Burton	MI
Fonte, Jose M.	Miami	FL	Preddy, James D.	Goochland	VA
Freeman, Wayne	Tampa	FL	Reed, Dale	Weatherford	TX
Funk, Dan	Lakewood	CA	Reed, Stan	Prescott	AZ
Galella, John	San Marcos	CA	Reno, David T.	Milford	CT
Gibbs, Steven	Chandler	AZ	Roberts, Debbie	Wichita Falls	TX
Goodman, Gayle L.	Wichita Falls	TX	Rossi, Joe	Cold Spring	NJ
Gregory, Mike	Dallas	TX	Russell, John	Simi Valley	CA
Growden, David W.	Las Vegas	NV	Sakai, Patrick R.	Las Vegas	NV
Gruszkowski, Stephen	Richland	NJ	Sanders, Thomas	Tallahassee	FL
Hall, Terry	Norfolk	NE	Schaper, Lynnette F.	Waipahu	HI
Hanscome, Norman	Reno	NV	Schuch, Ross	Traverse City	MI
Harris, Michael W.	Anniston	AL	Sexton, Kendra	APO	AE
Hawkinson, Bob	Omaha	NE	Sharp, Kenneth	Jackson	MI
Hilliard, Pat	Phoenix	AZ	Sherwood, Don	Mason	MI
Hincker, Stephen A.	Lincoln	NE	Shurtz, Donna	Stanford	IL
Holt, Mike	Maple Hill	KS	Silcott, Bill	Phoenix	AZ
Howdeshell, Donald	Oktaha	OK	Stankiewicz, Walter	Carlstadt	NJ
Hughes, Pete	Lincoln	NE	Stuart, Kimberly	Saukville	WI
Jenderseck, Steven R.	Lawton	OK	Sullivan, Philip	San Antonio	TX
Johnson, S. Scott	Trevor	WI	Taylor, Valinda	Fairbanks	AK
Jordan, Jennifer	Wichita Falls	TX	Teasley, Charles	Clarksville	TN
Kindrick, Donny	Waxahachie	TX	Thomas, Keith	St. Louis	MO
Kinney, Brian	Ramona	OK	Thompson, Jerome	East Moline	IL
Klaiber, Jr., John J.	Dugger	IN	Thoren, Glenn	Crestline	CA
LaBore, Hank	Bismarck	ND	Thurman, Merrill	Fulton	MO
Laguna, Manuel	Phoenix	AZ	Torres, Richard	Las Vegas	NV
Langer, Dawn	Long Beach	CA	Triplett, Raymond	Riverside	CA
Langguth, Al	Hudson	NH	Trychta, Brian	Oceanside	CA
Letendre, Michael R.	San Diego	CA	Vallie, Bill	Midland	TX
Levingston, Sr., Reginald B.			Van Donge, Jhan L.	Burkburnett	TX
Waxahachie	TX		Vandenberg, Robert	Tallahassee	FL
Lombardi, Jr. Vincent N.	Oceanside	CA	Vasquez, Joe	Hemet	CA
Lowery, Don	San Angelo	TX	Waggoner, Jr., Glenn C.	Riverside	CA
Lynch, Dennis M.	Ft. Dodge	IA	Walker, III James	El Segundo	CA
Lyon, Ron	Moorpark	CA	Walker, Kerry	Detroit	MI
Manubag, Daniel	Pearl City	HI	Ward, II John J.	Escondido	CA
Marx, Jr. Ed	Ypsilanti	MI	Watts, Tim R.	Lincoln	NE
Mason, Paul	Saginaw	MI	Wermes, Gene M.	Round Rock	TX
McDaniel, Kevin	Shawnee	KS	Westbrook, Fred	Oviedo	FL
Merriman, Jeffrey L.	Omaha	NE	Williams, Andy	Peoria	AZ
Miars, Kenneth L.	Elmwood	IL	Williams, Jay	Dacula	GA
Mirra, Ronald S.	Sparks	NV	Wilson, Arnold W.	Oak Grove	MO
Moldow, Stephen	Emerson	NJ	Wilson, John L.	Clarksville	TN
Moore, Lance	Arlington	TX	Wilson, Tom	Las Vegas	NV

Witcowski, Ryan	Ralston	NE	Ford, Robert	Morenci	MI
Worts, Willard	Jefferson City	MO	Fors, Bob	Frisco	TX
Wycoff, Doug	Tampa	FL	Frost, Gordon	Watsonville	CA
GOLD			Gadlin, Jack M.	Laramie	WY
Adams, Eric	Westland	MI	Ganun, Tom	Adrian	MI
Adkins, Don	Gardendale	AL	Garig, Tanya A.	Fremont	CA
Allen, Ken	Traverse City	MI	Gaza, Mike	Garden City	MI
Almeida, Michael	Windsor	CT	Gentry, Richard C.	Tallapoosa	GA
Alvarez, Edward T.	Tupelo	MS	Giesler, Art	Colleyville	TX
Armstrong, Robert	Tallassee	AL	Gillespie, Eric P.	Huntsville	AL
Aten, John H.	Fredericksburg	VA	Gilmore, Fred	Norwalk	CT
Aycock, Matthew C.	Hoschton	GA	Gomez, Danny	Ely	NV
Baldwin, J.B.	Leavenworth	KS	Green, Robert	Royse City	TX
Batcher, Rusty	Naples	FL	Hamilton, Jimmy	Texas City	TX
Beckley, David	Dayton	OH	Hanusch, Wayne	Little River	TX
Bell, Larry	Atascadero	CA	Hardin, Joe	Mantachie	MS
Bemis, Curt	Royal Oak	MI	Harris, Don	Marietta	GA
Betsill, Earlynn	Ely	NV	Hawkinson, Bob	Omaha	NE
Biggerstaff, Patrick	Detroit	MI	Heldman, Bonnie	Mansfield	TX
Blanco, Ricardo	Ft. Worth	TX	Henderson, Waddie L.	Topeka	KS
Boser, Gene L.	Cabot	AR	Hennessey, Thomas M.	Greenwich	CT
Boston, Thomas	Wells	ME	Hortop, Allen	Imlay City	MI
Brau, James C.	College Station	TX	Hughes, Joseph D.	Montgomery	AL
Bult, Warren	Mt. Vernon	SD	Hutchinson, John E.	Paterson	NJ
Burns, Aaron	Tempe	AZ	Jackson, Laura	Mason	MI
Cameron, Wayne	Ruth	NV	James, Jeff	Alexandria	MN
Campbell, Gerry L.	Woodbridge	VA	Johnson, David L.	Rolla	MO
Candido, Tony	Milford	CT	Johnson, Leon	Norwalk	CT
Carter, Ronnie	San Antonio	TX	Johnston, Richard A.	Blue Springs	MO
Colon, Juan A.	Pike Road	AL	Jones, Monty	Ft. Worth	TX
Conteras, Walter	LaVeen	AZ	Kelley, Jr. John F.	Stafford	VA
Cook, Ronald A.	Granbury	TX	Krause, Bill	Norwalk	CT
Couch, Joseph	Omaha	NE	Kwantes, Ken	Rolla	MO
Cozart, Ed	Ramer	TN	Lancaster, Gerald D.	Alpharetta	GA
Creighton, Catherine	Davenport	IA	Lanzot, George	Washingtonville	NY
Cummings, William	Avon	IN	Layport, Michael L.	Reno	NV
Dahlby, Charles H.	Wichita Falls	TX	Lewis, Mitchell L.	Rolla	MO
Damm, Jerry	Great Bend	KS	Lieski, Wilson H.	Sedalia	MO
Davies, Robin	Sacramento	CA	Locke Jr., Stephen W.	South Portland	ME
Davies, Randy	Carmichael	CA	Lopez, John C.	Santa Paula	CA
Dean, Raymond	W. Wareham	MA	Lowden, Charles E.	Rumson	NJ
DeMerchant, David	Presque Isle	ME	Lowe, Joseph S.	Las Vegas	NV
Dixon, Denia	Atlanta	GA	Luna, Roy M.	Freeport	TX
Dorsey, Brian	Springfield	MO	Lupo, Beverly A.	Hollywood	FL
Doughty, Mark	Brewer	ME	MacDonald, Richard	Norwalk	CT
Douglas, George	Baldwinsville	NY	Martinez, Dora	San Antonio	TX
Drake III, Paul Rufus	Oregon	OH	Mateo, Edgar B.	Fresno	CA
Duffy, Hank	Mesa	AZ	McPeck, Charles	Mitchell	SD
Duguay, Fred	Traverse City	MI	Miars, Kenneth L.	Elmwood	IL
Dunmon, Gene	Americus	GA	Miller, Bill	Milwaukie	OR
Eberhardt, Richard	Helena	AL	Miller, Sr. Wallace J.	Tuscaloosa	AL
Eichner, Dennis L.	Broomfield	CO	Minervino, Mike	Waterbury	CT
Emerson, Rich	Durham	ME	Moreau, Larry	Portland	ME
Englehart, Morris P. "Butch"	Chester	VA	Morgan, Ellis	Ponca City	OK
Englert, Harold E.	Richmond	VA	Mosley, Kenneth	Lakeside	CA
Eskridge, Horace	Glen Allen	VA	Muldoon, Todd	Aberdeen	SD
Etzkorn, David	Tahlequah	OK	Mulholland, Mike	Lapeer	MI
Ewald, III, Fred "Bubba"	Ft. Worth	TX	Munson, Earl	Adrian	MI
Fayson, Levon "Faye"	San Diego	CA	Nagel, Larry	Sapulpa	OK
Fitterer, Lynette M.	New Salem	ND	Nicholas, Stephen W.	Methuen	MA
Flores, Chan	Saginaw	MI	Nobles, Karl	Pell City	AL
Folsom, Lee W.	Adel	GA	Norris, Michael	Arlington	TX
			Oliveira, Diana	San Antonio	TX

Olson, Brian	Lincoln	NE	Wharton, Bernarr L.	Wichita	KS
Parks, James A.	Colona	IL	Wiemers, William S.	Colona	IL
Patton, Alonzo	Grandview	WA	Wilson, Clyde E.	Loganville	GA
Pecht, Jim	Plano	TX	Winchester, Leonard R.	St. Joseph	IL
Perez, Salvador "Sal"*	Holland	MI	Wycinowski, Bob	Cheshire	CT
Perretti, Edward	Paterson	NJ	Yanky, Ron	Collingswood	NJ
Peterson, David L.	Arlington	TX	Yesenski, Sean	Phoenix	AZ
Petro, Joe	Novi	MI	Yoke, Dewey D.	Centralia	WA
Phelps, Russell A.	San Antonio	TX	Young, Theresa "Tessie"	Tampa	FL
Picchiotti, John	Fairfield	ME			
Pinkham, Wayne A.	Flowery Branch	GA	SILVER		
Pleasnick, Alan L.	Norwalk	OH	Abbey, Carroll G.	Comanche	TX
Poirier, Joseph M.	Lewiston	ME	Alcantara, Richard T.	Port Hueneme	CA
Powell, Lee	Garland	TX	Antone, Robert	Phoenix	AZ
Pray, Barry	Burton	MI	Armstrong, Jr. Bernell C.	Glen Allen	VA
Purgitt, William	Eatontown	NJ	Barlow, Terrence J.	Toms River	NJ
Rangel, Janet	Pasadena	TX	Beard, Charles H. "Dusty"	Cannelton	IN
Reiser, Jerry	Ferndale	MI	Beck, Donald B.	Glen Allen	VA
Roberts, Steve	Wichita Falls	TX	Biehl, Carl A.	San Antonio	TX
Robuck, Ken	Dana Point	CA	Brandenstein, Bob	Valrico	FL
Roell, Michael L.	Nauvoo	AL	Calitro, Rich	Danbury	CT
Rosenberg, Joseph	Burlington	NJ	Cambridge, John K.	Barneгат	NJ
Rosner, David H.	Manassas	VA	Carter, Ronnie	San Antonio	TX
Saighman, Rich	Omaha	NE	Ciampo, Cindy	Cranford	NJ
Sanders, Andrew	Ft. Worth	TX	Cockrum, Jeffrey S.	Arlington	TX
Saunders, Bruce	APO	AE	Comilla, Peter	Shelby Twp.	MI
Schimpf, Dave	Saginaw	MI	Corbett, Mike	Highland	CA
Scott, David	Havelock	NC	Cozart, Ed	Ramer	TN
Sealy, Dwayne	Dover	FL	Creighton, Catherine	Davenport	IA
Segal, Mike	Dearborn Heights	MI	Damon, Michael A.	Hockley	TX
Seldon, Dave	Reese	MI	Daron, Mike	Monroe	LA
Shain, Michael D.	Louisville	KY	DeMerchant, David	Presque Isle	ME
Shaw, Robert	Watertown	CT	Distel, Brett T.	Box Elder	SD
Sherwood, Don	Davison	MI	Douglas, Albert	Belfast	ME
Showalter, Michael A.	Powell	WY	Douglass, Dustin	Killeen	TX
Silva, Richard J.	Peabody	MA	Doyon, Leo	E. Freetown	MA
Simmons, Michael R.	Farmingdale	ME	Durkee, Stephen	Texarkana	TX
Simon, Dick	Traverse City	MI	Easterly, R. Lane	Nashville	TN
Skorheim, Richard N.	Huron	SD	Engel, Michael	Arvada	CO
Smith, Jr. William J.	Roselle Park	NJ	Englehart, Morris P.		
Smith, Milton R.	West Kennebunk	ME	"Butch"	Chester	VA
Smith, Robyn M.	El Paso	TX	Fayson, Levon "Faye"	San Diego	CA
Spoerlein, Neil W.	Naples	FL	Feilen, Michael	San Diego	CA
St. Gelais, Ron	Fairhaven	MA	Friedland, Scott	Sparta	NJ
Sterling, Jr. Nathan A.	North Las Vegas	NV	Froseth, Gayla	Mesa	AZ
Stewart, Lloyd L.	Benton	IL	Furnari, Joseph L.	Mesa	AZ
Stone, Craig	Loganville	GA	Furr, Jackson	Glen Allen	VA
Stoner, Ronald	Montgomery	AL	Girouard, Mike	Yorba Linda	CA
Streeter, Herman	Palm Springs	CA	Gonzales, Steve	Humble	TX
Suico, Henry E.	Hayward	CA	Goodpasture, Ron	Odessa	TX
Thomas, Kenneth P.	Medford	MA	Goudy, Randy	Benica	CA
Threats, William	Lincoln	NE	Grant, Dennis	Bradley	ME
Toxey, Jon	Prattville	AL	Gross, Robert W.	Warrensburg	MO
Triplett, Raymond	Riverside	CA	Grove, Gary	Spearfish	SD
Ulrich, Paul	Elkhorn	NE	Hadlock, Paul D.	Stafford	VA
Valerio, Don	Fresno	CA	Hawkins, Wilburn G.	Austin	TX
Van Camp, Gary	Seaville	NJ	Hawkinson, Bob	Omaha	NE
Van Werden, Christi	Sun City West	AZ	Hearn, Rick	Loganville	GA
Vaughn, Lauren	Interlochen	MI	Heeres, Roger	Traverse City	MI
Villarreal, Sergio P.	Milan	IL	Henderson, Kelly	Ft. Worth	TX
Walker, Sandra L.	Lawrence	KS	Hershman, Michael B.		
Watts, Tim R.	Lincoln	NE	"Mickey"	San Diego	CA
West, Don	Richmond	VA	Hull, George	Athens	TX

Humphreys, J. David	Cedar Park	TX	Robbins, Jennifer	Sloatsburg	NY
Johnson, Dennis	Rapid City	SD	Roberson, Ed	Madison	MS
KeKuewa, Jr. Reginald H.	Valrico	FL	Roof, David	Paducah	KY
Kettenstette, Bill A.	Fort Madison	IA	Sanchez, Oscar Z.	Everman	TX
Key, Douglas P.	Grand Prairie	TX	Scheese, John R.	Pennington	NJ
King, Suzanne N.	Brandon	FL	Schmidt, Mike	Indian River	MI
King, T. D.	Littleton	CO	Seifer, Mike	Henderson	NV
Landreth, George L.	Meridianville	AL	Sharrard, Steven	Waterford	MI
Laskay, Donald	Islip	NY	Simental, Jr. Greg	San Marcos	CA
Lockwood, Greg	Indianapolis	IN	Singleton, Neal D.	Indianapolis	IN
Lozano, Lupe	Garland	TX	Smalls, Arthur	Richmond	VA
McCrimmon, Annie	Jonesboro	GA	Smith, Charles	Lorton	VA
McGowan, Nathan	Lonoke	AR	Spiva, Jim	Reno	NV
McIntyre, Craig	Indianola	IA	Supplee, Joseph J.	Cape May Court House	NJ
Merryman, David	Abilene	TX	Tarrant, Diana	Maysville	OK
Miars, Kenneth L.	Elmwood	IL	Templeton, Ben	Austin	TX
Mosley, Kenneth	Lakeside	CA	Thompson, Alberto	Staten Island	NY
Niers, Harrie J.	Burbank	CA	Trimble, Chuck "Charles"	Riverside	CA
Paice, Ron	Beverly	NJ	Triplett, Raymond	Riverside	CA
Palmer, Karen L.	Independence	MO	Tyson, Mike	Mechanicsville	VA
Pecht, Jim	Plano	TX	Valentino, Joseph M.	Lincroft	NJ
Perry, Charles E.	Lithonia	GA	Wagner, III George W.	Gloucester	NJ
Powers, Charles	East Millinocket	ME	Washington, Ronald	Bronx	NY
Pratt, Jeff	Duncan	OK	Watts, Tim R.	Lincoln	NE
Pray, Barry	Burton	MI	Wesley, Mark A.	Grand Prairie	TX
Ray, Mickey	Asheville	NC	Wilcox, Rick	Phoenix	AZ
Reed, Edgar	Midland	TX	Wisdom, Billy B.	Greenville	TX
Reynolds, Nathan	Clarksville	TN	Wolfe, Larry	Omaha	NE
Riley, Ron	Ann Arbor	MI	Zupi, Curt	Ypsilanti	MI

**ASA UMPIRES RECEIVING THEIR ISF
CERTIFICATION IN 2003 AND 2004**

2004

Diane Beasley	FP	Franklin, TN
Lemuel (Lem) Buster	MP	Austell, GA
Diane Cardin	FP	Newark, DE
Patti Constantinidis	FP	Modesto, CA
Keith B. Cook	FP	Little Canda, MN
John M. Leon	FP	Brandon, FL
Randall A. McLamb	FP	Hampton, VA
Denis M. Mucha	FP	Lawrenceville, GA
Dwayne Sealey	FP	Dover, FL
John Stoodley	MP	Westminster, VT

2003

April Akin	FP	Knightdale, NC
Jerry Bark	FP	Killeen, TX
Glenn Crabtree	FP	Fort Worth, TX
Tanya Garig	FP	Fremont, CA
Benjie Hedgecock	FP	Dayton, OR
Kerry Joseph	FP	Latham, MD
Keith Kearney	FP	Killeen, TX
Michael Kirchner	FP	Winter Springs, FL
William McKendry	FP	Sierra Vista, AZ
Jeffrey Sloan	FP	Blair, NE
Joe Squires	FP	Midland, MI
Edward C. Whipple	FP	Lake Worth, FL
Rick Wynn	FP	Columbus, OH
Raymond Gross	MP	Alophareta, GA
Jim Hiatt	MP	Lithia Springs, GA
Mark Ashton	SP	Richardson, TX

2004 Elite Umpires

The National ASA/USA Elite Umpire program is designed to recognize umpires who have reached elite status within the program. These individuals must have participated in at least four (4) national championships, and umpired in two (2) of which must have been in the same category of play and from an upper level national championship. These individuals must have been an ASA registered umpire for at least seven (7) years, and a current member in good standing

SLOW PITCH

ALFORD, BRUCE W.	SAN ANTONIO	TX
ASHTON, MARK K.	RICHARDSON	TX
BAREL, SEAN M.	SHELBY TWP	MI
BELLOWS, ED	ELKHART	IN
BOSSHARDT, PAUL	NAPLES	FL
BOZEMAN, MICHAEL R.	VALLEY	AL
CLINGERMAN, LYNDON B.	LEGRAND	IA
COBB, MARVIN	SAN ANTONIO	TX
DANIEL , GRAYBILL	STOCKBRIDGE	GA
DRAKE, III,, PAUL R.	OREGON	OH
HAULMAN , DAVID M.	BRUNSWICK	GA
HAWKINSON, BOB	OMAHA	NE
HUBBLE, DEVIN J.	LANDER	WY
JAMES, TERRY L.	ABERDEEN	SD
LAWLER, BILL	TURNER	ME
MCRAE, DARRELL	MESA	AZ
MONROE, CARL	SUWANEE	GA
O'BANION, LUTHER W.	SNOOK	TX
PENTER, CHUCK	CINCINNATI	OH
PETERSON, DANIEL S.	CHANDLER	AZ
PRAY, BARRY L.	BURTON	MI
SANDERS, GREGORY J	WINDER	GA
SARRO, LOUIS "BOB"	SAN ANTONIO	TX
SKINNER, DONALD	CROWLEY	TX
SKORHEIM, RICHARD	HURON	SD
THIGPEN, JERRY W.	BONITA SPRINGS	FL
THOR, ROBERT	PORTLAND	OR
TISDALL, MARVIN	BOX ELDER	SD
WATTS, TIM R.	LINCOLN	NE
YOUNG, TESSIE	TAMPA	FL
ZIEMANN, ALLAN	MANDAN	ND
WELCH, MARK S.	CLIFTON	NJ

FAST PITCH

BATES, GLENDA L.	WESTMINSTER	CO
BERO, ANDREW S.	WILMINGTON	DE
BOGARD, DAVID	BEECH GROVE	IN
BOYLES, MALCOLM	BOTHELL	WA
CARDEN, DIANE	NEWARK	DE
COBB, MARVIN	SAN ANTONIO	TX
COLE, JAMES M.	WHEATLAND	CA
CORNWELL, CHRISTIE A.	GREENSBORO	NC
COSTABILE, JOHN	TIMBERLAKE	NC
DANIEL , GRAYBILL	STOCKBRIDGE	GA
DANIELS, BOB	NORMAL	IL
ERDAHL, NAOMI	MINOT	ND
GARIG, TANYA	FREMONT	CA
HILL, III,, ARTHUR T.	GREEN BAY	WI
KIDD, ELIZABETH "BETSY"	TUCKER	GA
LAWSON, ROBERT	NEW HUDSON	MI
LITTLEJOHN, MIKE	BRYAN	TX
MARTINEZ, DORA	SAN ANTONIO	TX
MILAN, FRANKIE	FT. WORTH	TX
MONROE, CARL	SUWANEE	GA
OWENS, CARLOS	TUPELO	MS
RESENDEZ, DIMAS A.	SAN LEANDRO	CA
ROSS, OSCAR L.	BENBROOK	TX
RUSHING, NORRIS	LAGUNA HILLS	CA
SHELTON, JR.,,ROBERT		
"BOBBY"	LAS VEGAS	NV
STURDEVANT, WILLIAM W.	LITTLETON	CO
THOMAS, SCOTT	BROKEN ARROW	OK
WALLACE, KEVIN L.	SHIPMAN	IL
WHITSON, CLIFF	WHITE BEAR LAKE	MN
WOOD, LARRY D.	BISMARCK	ND
YOKE, DEWEY D.	CENTRALIA	WA

MODIFIED PITCH

COSTABILE, JOHN	TIMBERLAKE	NC
CUADRA, FRANCISCO J.	HiALEAH	FL
EDWARDS, JR.,MILTON	STATEN ISLAND	NY
KUCK, GARY L.	SPOKANE	WA
MARCOUX, GUY	SAGINAW	MI
MONROE, CARL	SUWANEE	GA
MONTROSE, CHARLES		
"CHICK"	SILVERSPRINGMD	
RIOUX, LARRY	WINSLOW	ME
SNYDER, RON	SPOKANE	WA
WALKER, KENT	SPOKANE	WA
LANNOM, JR. ROBERT J.	CARTERSVILLE	GA
MCCORMICK, ROBERT	ROSWELL	GA

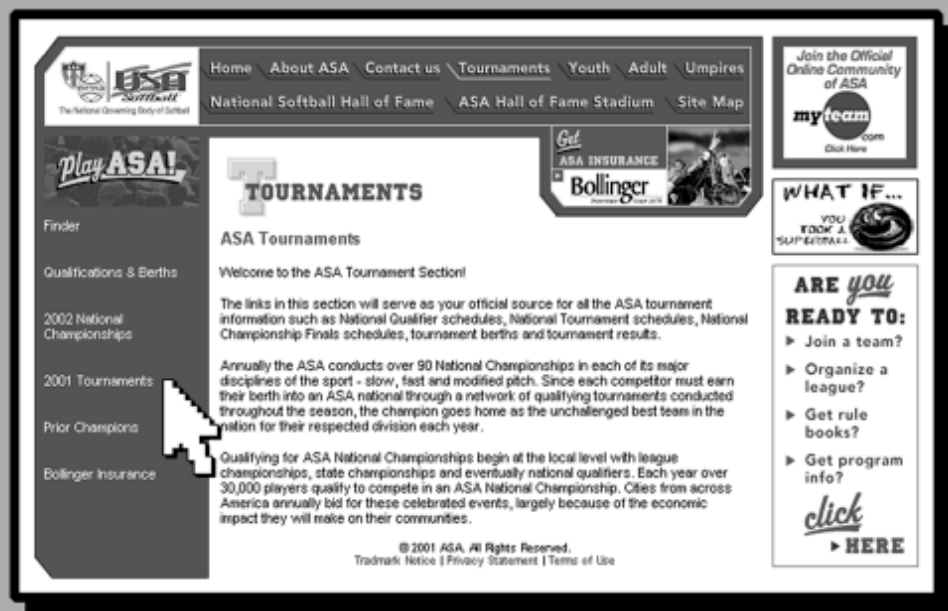
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ASA Life Members are individuals who desire to aid in the promotion of the game of softball and who have previously been members of this association, or served as members of the commissioner's council of this association. Life Members shall pay lifetime dues of \$100, \$25 of which shall be retained by the affiliated association obtaining the membership and \$75 of which shall be sent to the ASA national office. These members are entitled to attend the National Council Meeting of this association, without voice, and to receive the official publication of this association as often as it is printed, an official softball rulebook and a membership plaque.

- | | | |
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| 1. Briggs Mfg. Co., MI | 39. Lewis D. Brasell, Mobile AL | 74. Larry Siler, Austin, TX |
| 2. Ohio ASA | 40. Rex R. Brown, WA | 75. Gerald Swank, Austin, TX |
| 3. Kentucky ASA | 41. Raymond Johnson, TN | 76. Bobby White, Austin, TX |
| 4. Michigan ASA | 42. Howard L. Bogie, Seattle, WA | 77. Jack D. Jordan, Austin, TX |
| 5. Indiana ASA | 43. Ronald Derr, OR | 78. Tony C. Garcia, Austin, TX |
| 6. Fred Hoffman, MO ASA | 44. Joseph F. O'hara, PA | 79. Harold E. Euwer, Austin, TX |
| 7. George Meuhlaen, IN | 45. Metro Mobile, AL ASA | 80. Al Bishop, GA * |
| 8. Coca-Cola, CO | 46. John Komorski, MN | 81. Northern California ASA |
| 9. Metro San Francisco, CAASA | 47. James E. Morton, Omaha, NE | 82. C. Tillman Ryser, Tulsa, OK |
| 10. Champion Athletic &
Sportswear Co., Inc. NY | 48. John W. Maxwell, Omaha, NE | 83. Kay Werner, Omaha, NE |
| 11. Lloyd S. Neal, IL | 49. Maxine Thayer, IN | 84. Carl Clapper, Omaha, NE |
| 12. Metro Cleveland ASA | 50. Dan L. Adams, IN | 85. Walter A. Henry, RI |
| 13. M.M. Cunningham, TX | 51. Orie V. Chandler,
Indianapolis, IN * | 86. Michael F. Keim, WA |
| 14. Dr. Cyrus Briggs, ME | 52. James Farmer,
Indianapolis, IN | 87. Birmingham, AL ASA |
| 15. Elmer A. Plouzek, NE | 53. Jerry D. Petro,
Indianapolis, IN | 88. Birmingham Metro Softball |
| 16. Pierce Gahan, FL | 54. Robert J. Collins, IN | 89. Riverside, CAASA |
| 17. William McNulty, CA | 55. John S. Nagy, Cleveland, OH* | 90. Bert Weeks, NC |
| 18. Peter's Meat, WI | 56. Cecil E. Dannenbaum,
Houston, TX * | 91. Bruce Turney, NC |
| 19. Willie Klein, NJ | 57. Major Kay, Houston, TX | 92. Thomas G. Aber, PA |
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| 21. Fred Crosby, MD | 59. William H. Hudnut, IN | 94. Jimmy Godfrey, KS |
| 22. Allan Reilly, TX | 60. George H. Franklin, Jr., MA | 95. Roswell, NM, Job Corp Center |
| 23. N. J. Barack, OH | 61. Dennis R. Zompetti, IN | 96. Arthur F. Solz, MN * |
| 24. Dudley Full, FL | 62. Robert Quillen, IN | 97. Wayne Pfost, ID |
| 25. James F. Jones, MA | 63. Jack Hammond, CA | 98. Lola M. Kelley, Omaha, NE |
| 26. Minneapolis, Mn Umpires
Association | 64. Wilbur Landis, MI | 99. Einar W. Nelson,
Minneapolis, MN * |
| 27. Guy C. Wertz, Sr., FL | 65. Bror H. Peterson, TX | 100. Les Novak, MN |
| 28. Don Lair, MI | 66. Thomas A. Joyce,
Indianapolis, IN | 101. Kenneth L. Braden,
Louisville, KY * |
| 29. Harold Markle, PA | 67. Terre Haute, IN ASA | 102. Harold Walz, CO |
| 30. Club 13, WI | 68. James E. Jones, Jr., Ms | 103. Bruce & Mildred Jones, CO |
| 31. Harold Engelhardt, IN * | 69. Delbert E. Willsey, IN | 104. Butch Batt, WA |
| 32. Bob Kojetin, MN | 70. Everett Honeycutt, WY | 105. Jan Weeks, CO |
| 33. Ferris Reid, Chicago, IL | 71. Bill Snow, Austin, TX | 106. Victor C. Myers, TX |
| 34. Carl Kelley, Omaha, NE * | 72. Jim Overcash, Austin, TX | 107. C. G. Middleton,
St. Louis, MO |
| 35. Metro Omaha, NE ASA | 73. Merv Krause, Austin, TX | 108. Henry Hardy, Houston, TX |
| 36. Jerry Stremel, KS * | | 109. Sun City, AZ |
| 37. Benny Turcan, LA | | Saints Booster Club |
| 38. Major John D. De Martini, VA | | |

110. Richard Howard, NC
111. Thomas & Gretchen Fitzwater, FL
112. Minette Summers, IN
113. Nick Kellum, IN
114. Mens & Women's Municipal Softball Association, Louisville, KY
115. Wayne Myers, IN
116. Jim Carman, Long Island, NY
117. G. Pat Adkison, AL
118. Carol Melia, Austin, TX
119. Alan Kimmey, NY
120. Raymond Macone, Boston, MA
121. E. B. Hamilton, GA
122. John Anquillare, CT
123. Mack Marbury, Houston, TX
124. Keith Elder, WA
125. Tom Mason, DE
126. Amateur Sports Program, Inc., NY
127. William Wassink, NY
128. Fred Worley, Jr., TX
129. James (Nardy) Petty, Austin, TX
130. Andrew Pendergast, WA
131. Jack Aaron, TX
132. American Youth Sports Organization, PA
133. Gordon Campbell, TX
134. Henry Farmer, TX
135. William (Luke) Williams, In
136. Larry Abner, TX
137. Bob Lovejoy, Austin, TX
138. Kenneth Rynell, Houston, TX
139. Bill Yeager, Baltimore, MD
140. Sam Fisher, Washington, DC
141. Larry & Cathy Dillman, Indianapolis, IN
142. Ugo Guintini, No Calif
143. Philadelphia, PA ASA
144. J. P. Jones, TX
145. Guy Lowe, TX
146. Tom Patrick, TX
147. Mike Ropp, IN
148. John Byers, IN
149. Ken (Red) Smith, IN
150. Bunny Brown Bennett, Austin, TX
151. Tillman B. Mchenry, Houston, TX
152. Jim Kimball, TX
153. Tom Judson. Austin, TX
154. L. J. (Tiny) Touchet, Houston, TX
155. Mayor John R. Harrison, Houston, TX
156. Justin White, Houston, TX
157. Austin, MN ASA
158. George Berkowitz, Indianapolis, IN
159. Raymond Forthofer, Indianapolis, IN
160. Rudy Thoman, IN
161. Harold Evans, GA
162. Harold Russell, GA
163. Sam Green, Dallas, TX
163. Ray Duncan, Houston, TX
164. Bill Water, TX
165. Walter Sparks, TX
166. George Studdard, TX
166. Stephen Rogers, NH
167. Joe W Peckumn, NM
168. Vern Krauss, IN
169. Willard Chambers, IN
169. Mick Renneisen, IN
170. Ed Mayhew, IN
171. Buck Lanier, So Calif
172. Joe Griggs, No Calif
173. Bill Branham, Tidewater, VA
174. Tom Stockton, TX
175. James Cox, TX
176. Jim Herring, GA
177. Mark Campbell, TX
178. Rayford Harwell, TX
179. Carl (Dutch) Tindell, TX
180. J.D. Fuller, TX
181. Dudley Haas-Miller Distributing Co, TX
182. Gene Gist, IN
183. Larry (Magoo) Porfirio, Austin, TX
184. Earl Daley, Austin, TX
185. Jim Schoo, Austin, TX
186. Robert W Delaney, Austin, TX
187. Paula Young, TX
188. Richard Carrigan, TX
189. Waco, TX ASA Umpires Association
190. Reggie Daniels, TX
191. Daniel G. McGinnis, Detroit, MI
192. Walt Kisor, IA
193. Leon Zachary, IN
194. Charlie Faire, IN *
195. Bob Bishop, IN
196. Charlie Vaughn, IN
197. James Moore, KY *
198. Dru Voiles, Indianapolis, IN
199. Donald Challis, Indianapolis, IN
200. Dave Tollefson, MN
201. Brian C Coulson, WA
202. Horrace R Conley, Houston TX
203. Dennis Way, WA
204. Michael J. Dahl, WA
205. Robert E Strine, MD
206. Max Robertson, TX
207. Kent Ringo, TX
208. Waco, TX
Dr. Pepper Bottling Co
209. Jon Campbell, TX
210. Bobby Simpson, GA
211. John Benton, IN
212. Howard Gauger, IN
213. Rick Gilbert, IN
214. Mary Conner, IN
215. Jerry Jones, IN
216. Frank Deatley, IN
217. Don Foerster, IN
218. Ken L. Hall, Jr., Indianapolis, IN
219. Lee J. Scalisi, LA
220. A. J. Larocca, LA
221. Caudell W. Clark, GA
222. R.B. Thomas, Jr., Central VA
223. Johnny Nassour, TX
224. Billy Cary, ME
225. Ed Howard, IN
226. Dan Smith, IN
227. Bryant Hopwood, IN
228. Don C Deck, TX
229. Jeff R. Heuer, IA
230. Bob Goldsberry, AR
231. Paul Shireman, AR
232. Maureen (Moe) Tibbetts, IN
233. Douglas Dicey, NH
234. Dick Paxton, WY
235. Martin Conley, ME
236. Karl F (Bare) Stotz, CT
237. Waco, Tx Dr. Pepper

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|---|---|--|
| 238. Anna Honaback,
Washington, DC | 279. Michael E. Hays,
Jacksonville, FL | 325. Joseph Kolonko, NY |
| 239. Jack Ross, Washington, DC | 280. Wilbur Roush, PA | 326. Robert Farrell, NY |
| 240. Roger Duffin, St Louis, MO | 281. Craig Cress, IN | 327. Paul Miller, NY |
| 241. Ceola D. Hutson,
Houston, TX | 282. Gary Price, IN | 328. Frank Smith, NY |
| 242. Elliott Ruben, Houston, TX | 283. Woody Smith, IN | 329. Mike Sabatino, NY |
| 243. Michael A. Melancon,
Houston, TX | 284. Ellen Moore, IN | 330. Eli Kosanovich |
| 244. Lance L. Thompson,
Houston, TX | 285. Speedy Cole, IN | 331. Joe Bridges, TN |
| 245. Howard Dunbar, WY | 286. Bob Waters, IN | 332. Ronald L. Jeffers,
Cincinnati, OH |
| 246. Bill Johnson, IN | 287. Walter T. Hoaglan, KS | 333. Dave Epperson, KS |
| 247. Diane Satterly, IN | 288. Lloyd Galbreath, WY | 334. Stacey Kueber, IN |
| 248. Randy Rottler, IN | 289. Frederick E. Leafe, Jr., NH | 335. Richard Todd, WA |
| 249. Floyd Barton, IN | 290. Michael P. Collins, Apo Ap | 336. Wilbur J. Jennings, OH |
| 250. Binghamton, Ny Parks &
Recreation | 291. Avie Gerald Apple, GA | 337. Hal Skinner, No CA |
| 251. Carlton J. Gaffney, NY | 292. Betty Powell,
Washington, DC | 338. Gerald Pilcik, Houston, TX |
| 252. Beverly Valachovic, NY | 293. Ken Poe, IN | 339. David Keating, Houston, TX |
| 253. Miles Ondecko, NY | 294. Brian Sallee, IN | 340. Chuck Morganti,
Houston, TX |
| 254. George (Jerry) Morrison,
Houston, TX * | 295. Jacques Morin, ME | 341. Clyde "Ducky" Davis, Jr,
Tidewater, VA |
| 255. Michael H. Sharon, KS | 296. Jim Baker, Houston, TX | 342. Bill Myers, Tidewater, VA |
| 256. Minnesota Sports
Federation | 297. Duane (Tiny) Schafer, ND* | 343. Jim Wagner, Tidewater, VA |
| 257. Bernie Berman, NY * | 298. C. A. Morella, Jr., NJ | 344. Carl Horstman, IN |
| 258. Joe Dardano, NY | 299. Gerry M. Griggs,
Houston, TX | 345. Dick Zubriggen, IN |
| 259. Fran Mott, NY * | 300. Arthur D. David, No Ca | 346. Edwin Battise, Houston, TX |
| 260. Al Guarino, CT | 301. Joe Doak, WY | 347. Wayne Straty, Houston, TX |
| 261. Forest W Hicks, IN | 302. Tom Pugil, Houston, TX | 348. Kinard L. Latham, GA |
| 262. Dennis Martin, NH | 303. Gary Finley,
Oklahoma City, OK * | 349. Lonnie Griffen, AR* |
| 263. Scott Geron, Houston, TX | 304. Don Powers, IN | 350. Jim "Moon" O'Drain |
| 264. Steven Toth, Houston, TX | 305. George Dietrich, IN | 351. Roosevelt McIlwain,
Washington D.C. |
| 265. Ron Waldrop, Houston, TX | 306. Ron Welch, MI | 352. Ed Beehler, WA |
| 266. R. H. Otto, MA | 307. Dewey Yoke, WA | 353. Westley "Wes" Bausserman
Washington D.C. |
| 267. Greater Springfield, MA
Umpires Association | 308. Tom Lodge, WA | 354. James M. Wordsworth
Washington D.C. |
| 268. Bob Bernath,
Indianapolis IN | 309. Herman Beagles, GA | 355. Harvey Lester |
| 269. Claude (Butch) Stuart,
Indianapolis, IN | 310. Bruce Lothamer, IN | 356. Margaret Peck, KS |
| 270. Dick Therrien, NH | 311. Lee Fetterly, NY | 357. Ralph Pyror,
West Central, FL |
| 271. Don Morning,
Indianapolis, IN | 312. Don Elliott, GA | 358. Arthur Dorrington, NJ |
| 272. James Freeman, TX | 313. Larry R. Thomas, MI | 359. Len Friedlund,
Chandler, AZ |
| 273. Joe Barber, CT | 314. Raymond P. Houck, NY | 360. Jim Markland,
Ft. Wayne, IN |
| 274. Edward Austin, CT | 315. Alan G. Cieluch, Apo | 361. Bob Summers,
Mooresville, IN |
| 275. Robert Cassidy, CT | 316. Jeff Alsip, IN | 362. Cindy Inman,
Middletown, IN |
| 276. Harry Sanford, NY | 317. Margaret Waldrep,
Houston, TX | 363. Tony Walsh,
Memphis, TN |
| 277. Jim Parigianoni, NY | 318. Stoney Burke, Houston, TX | 364. Memphis ASA,
Memphis, TX |
| 278. Ed Wacksman, NY | 319. Jonathan Lampl,
Houston, TX | |
| | 320. William Doxsey, NY | |
| | 321. Kerry Bennett, NY | |
| | 322. Andrew Yazwinski, NY | |
| | 323. Richard Kilts, NY | |
| | 324. James Festa, NY | |

TRADEMARK AND SERVICE MARK NOTICE

Each of the following is a trademark, trade name, service mark and/or collective membership mark of the Amateur Softball Association of America (the "ASA"):

Mark	U.S. Registration or Serial Number
1. Balls & Strikes (Stylized)	570,786
2. The Amateur Softball Association of America (with softball and diamond logo)	833,489
3. A.S.A.	1,102,423
4. ASA	1,417,048
5. Amateur Softball Association of America	1,442,234
6. ASA	1,443,350
7. The Amateur Softball Association of America (with softball and diamond logo)	1,443,351
8. The Amateur Softball Association of America (with softball and diamond logo)	1,443,629
9. Amateur Softball Association of America	1,443,630
10. A.S.A. US (and shield logo)	1,446,894
11. ASA Umpire (and diamond logo)	1,446,895
12. USA Softball	1,858,966
13. USA Softball	2,319,625
14. USA Softball (with flag design)	2,319,626
15. Certified by Amateur Softball Association conforms to Standard 2000 ASA 2000 ...	2,341,661
16. ASA	2,457,961
17. Certified ASA Softball and Ball Design	2,640,413
18. Certified ASA Softball and Diamond Design	2,643,763
19. SOFTBALL...THE GAME AMERICA PLAYS!	78/211,044
20. ASA CERTIFIED	78/270,834
21. ASA SOFTBALL (word mark)	78/317,659
22. ASA and Design	78/317,621
23. Road to Oklahoma City	78/421,346

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ASA NATIONAL SOFTBALL HALL OF FAME

The ASA National Softball Hall of Fame was established in 1957 to honor those men and women who have played a major role in the growth and development of softball in the United States. The following list of players, commissioners, umpires, managers, sponsors and other individuals have made outstanding contributions to the success of the sport of softball.

HALL OF FAME MEMBERSHIP

MEN'S FAST PITCH

*	1957	Harold (Shifty) Gears	Pitcher
*	1957	Sam (Sambo) Elliott	Pitcher
*	1958	Al Linde	Pitcher
*	1959	Bernie Kampschmidt	Catcher
*	1959	Clyde (Dizzy) Kirkendall	Pitcher
*	1960	Warren (Fireball) Gerber	Pitcher
	1960	Clarence (Buck) Miller, Memphis, TN	Pitcher
*	1960	Jim Ramage	Shortstop
*	1961	John (Cannonball) Baker	Pitcher
*	1961	Ben Crain	Pitcher
	1961	Hugh Johnston, Fort Wayne, IN	First Base
*	1963	John Hunter	Pitcher
*	1963	B.E. (Gene) Martin	ASA Executive Secretary
*	1963	Bill West	Pitcher
*	1964	Tom Castle	First Base
	1965	Roy Stephenson, Muttontown, NY	Pitcher
	1966	Jim Chambers, Oshkosh, WI	Pitcher
*	1966	Robert Forbes	Outfielder
*	1967	Noland Whitlock	Shortstop
*	1967	Bill Wojie	Third Base
	1967	Ronald Kronewitter, Mishawaka, IN	Pitcher
*	1968	Leroy Hess	Catcher
	1968	Bob Sprentall, Clearwater, FL	Outfielder
	1970	John Spring, Aurora, IL	Pitcher
	1970	Frankie Williams, Stratford, CT	Second Base
*	1971	John (Buster) Zeigler	Outfielder
	1971	Ray (Ned) Wickersham, Palatine, IL	Outfielder
	1972	Don Ropp, Aurora, IL	Third Base
	1972	Jerry Curtis, Clearwater, FL	Outfielder
*	1973	Richard Tomlinson	Shortstop
*	1974	Charles Justice	Pitcher
*	1976	Bobby Spell	Pitcher
	1978	Tom Moore, Clearwater, FL	Infielder
	1978	Doug Mason, Clearwater, FL	Infielder
	1979	Bill Massey, Houston, TX	Pitcher
*	1979	Weldon Haney	Pitcher
	1980	Ron Weathersby, Clearwater, FL	Outfielder
	1981	Harvey Sterkel, Aurora, IL	Pitcher
	1981	Bill Parker, Clearwater, FL	Infielder
	1981	George Adam, Branford, CT	First Base
*	1983	Bonnie Jones	Pitcher
*	1983	Robert Kuykendall	Catcher
	1984	Bob Barron, Aurora, IL	Second Base

	1986	Herb Dudley, Clearwater, FL	Pitcher
	1988	John Anquillare, New Haven, CT	Shortstop
	1988	Vinnie Caserto, Marlboro, NY	First Base-Outfielder
*	1988	Al Lewis	Pitcher
	1989	Joe Lynch, Nashville, TN	Pitcher
	1989	Carl Walker, Providence, RI	Outfielder
*	1990	Harry (Coon) Rosen	Pitcher
	1990	Abe Baker, Cranston, RI	Outfielder
*	1991	Eddie King	Pitcher
	1991	Sam Lombardo, Detroit, MI	First Base-Outfielder
*	1992	Elmer Rohrs	Pitcher
	1993	Leo Luken, Deerfield Beach, FL	Pitcher
	1996	Ray Allena, Petaluma, CA	Outfielder
	1996	Jim Brackin, Fairfax, VA	Infielder
*	1996	Stan Nelson	Pitcher
	1996	Bill Stewart, Bellevue, WA	Outfielder
	1996	Ray Truluck, Clearwater, FL	Outfielder
	1997	Roy Burlison, Cincinnati, OH	Pitcher
	1997	Chuck D'Arcy, Sacramento, CA	Pitcher
	1998	Mike Parnow, Novato, CA	Third Base
	1998	Tom Dallas, Winton,	Catcher
	1999	Ray Phillips, San Jose, CA	Second Base
	1999	Glenn Beamon, San Jose, CA	Outfield
	2000	Dennis Place, Maroa, IL	First base
	2000	Brian Rothrock, Decatur, IL	Outfield
	2000	Ted Hicks, Mt. Zion, IL	Third base
	2001	Bobby Quinn, Clearwater, FL	Pitcher
*	2001	Harry Kraft	Pitcher
	2002	Harold (Butch) Batt, Seattle, WA	Catcher
	2002	John S. (Sig) Lawson, Glenpool, OK	Pitcher
	2003	Bill Boyer, Sumner, WA	Outfielder
	2003	Jimmy Moore, Seattle, WA	Pitcher
	2004	Ty Stofflet, Coplay, PA	Pitcher
	2004	Jeff Borrer, Shoreline, WA	Infield
	2004	Metro Szeryk, London, Ontario, Canada	Pitcher
	2005	Dave Scott, Decatur, IL	Pitcher

MEN'S MODIFIED PITCH

	1997	Frank Cecero, Staten Island, NY	Third Base
	1998	Peter Ralph Miscione, Staten Island, NY	Pitcher

MEN'S SLOW PITCH

1973	Myron Reinhardt, Alexandria, KY	Catcher-Outfielder
1974	Frank DeLuca, Stratford, CT	Pitcher
1975	Donald Rardin, Lexington, KY	Pitcher-Infielder
1982	Bill Cole, Sterling Heights, MI	Third Base
* 1984	J.D. McDonald	Shortstop
1985	James Galloway, Westbury, NY	Infielder
* 1986	Hal Wiggins	Outfielder
* 1987	Carl (Tex) Collins	Catcher
1988	Eugene Fisher, Denver, NC	Catcher
1989	Raymond Brown, Covington, KY	Third Base
1989	Mike Gouin, Detroit, MI	Outfielder
1989	Eddie Zolna, Chicago, IL	Pitcher
1990	Dick Bartel, San Antonio, TX	Outfielder
1990	Tom Beall, Monticello, GA	Outfielder
1990	Ken Clark, Stratford, CT	Pitcher
1992	Lou Del Mastro, Pittsburgh, PA	Pitcher
1992	Paul Tomasovich, Pittsburgh, PA	Third Base
1993	Don Arndt, Sherrills Ford, NC	Pitcher
1993	Eddie Finnegan, Stratford, CT	Shortstop
* 1993	Steve Loya	Catcher
1994	Bert Smith, Charlotte, NC	Outfielder
1994	Richard Willborn, San Antonio, TX	Outfielder
1996	Stan Harvey, Gastonia, NC	Outfielder, First Base
1997	H.T. Waller, Chipley, FL	Second Base
1999	Bruce Meade, Bradenton, FL	Outfield
2000	Bill Gatti, Louisville, KY	Catcher
2000	Dennis Graser, Waukesha, WI	First base
2001	Rick Scherr, Sherrills Ford, NC	Third base
2001	Don Clatterbough, Mechanicsville, VA	Outfield
2003	Ronnie Ford, Jacksonville, FL	Outfield

WOMEN'S FAST PITCH

* 1957	Amy Peralta Shelton	Pitcher
* 1957	Marie Wadlow	Pitcher
* 1959	Betty Evans Grayson	Pitcher
1960	Nina Korgan, New Orleans, LA	Pitcher
* 1960	Ruth Sears	First Base
1963	Kay Rich, Fresno, CA	Shortstop
1964	Margaret Dobson, Portland, OR	Third Base
* 1965	Majorie Law	Pitcher-Infielder-Outfielder
* 1966	Carolyn Thome Hart	Outfielder
1969	Jeanne Contel, Fresno, CA	Infielder
1969	Mickey Stratton, Stratford, CT	Catcher
1970	Dot Wilkinson, Phoenix, AZ	Catcher
* 1971	Virginia Busick	Pitcher
1972	Bertha Tickey, Stratford, CT	Pitcher
1973	Estelle (Ricki) Caito, Phoenix, AZ	Second Base
1973	Gloria May, Kerman, CA	First Base
1975	Kathryn (Sis) King, Shelton, CT	Catcher
1976	Pat Harrison, Stratford, CT	Outfielder
1976	Pat Walker, Orlando, FL	Outfielder

1980	Jean Daves, Orlando, FL	Pitcher
1981	Carol Spanks, Tustin, CA	Infielder-Pitcher
1981	Shirley Topley, Tustin, CA	First Base
1982	Nancy Welborn, Tustin, CA	Pitcher
* 1982	Nance Ito	Catcher
1982	Billie Harris, Phoenix, AZ	Pitcher-Infielder
1983	Donna Lopiano, Austin, TX	Pitcher-First Base
1983	Joan Joyce, Stratford, CT	Pitcher
1984	Mickey Davis, Sunset Beach, CA	Outfielder
1984	Jackie Rice, Monmouth, OR	Pitcher
1984	Diane Kalliam, San Francisco, CA	Outfielder-Shortstop
1985	Sharron Backus, Fullerton, CA	Shortstop
1985	Willie Roze, Wallingford, CT	Outfielder
1985	E. Louise Albrecht, New Haven, CT	Pitcher
1986	Chris Miner, Omaha, NE	Infielder
1986	Peggy Kellers, Stratford, CT	Catcher
1987	Lorene Ramsey, Pekin, IL	Pitcher
1987	Rose Marie Adams, Orange, CA	Infielder
1991	Marilyn Rau, Phoenix, AZ	Catcher
1991	Marlys Taber, Mundelein, IL	Shortstop
1992	Diane Schumacher, West Springfield, MA	First Base
1992	Carolyn Fitzwater, Portland, OR	Second Base
1995	Dorothy Dobie, Yakima, WA	Infielder
1996	Kathy Arendsen, Zeeland, MI	Pitcher
1997	Gina Vecchione, New Rochelle, NY	Outfielder
* 1998	Freda Savona	Shortstop
1999	Barbara Reinalda, Shelton, CT	Pitcher
2001	Suzie Gaw, Scottsdale, AZ	Infield-outfield
2005	Pat Dufficy, Stratford, CT	Infield-outfield

WOMEN'S SLOW PITCH

1976	Alberta Kohls Sims, Alexandria, KY	Outfielder
1978	Norma Eschenbrenner Ante, Cincinnati, OH	Outfielder
1979	Donna Wolfe, Covington, OH	Outfielder
* 1982	Judy Hedgecock	Pitcher
1983	Ida Jean (Hoppy) Hopkins, Cleveland, OH	Shortstop
1994	Carol Bemis, Golden Valley, MN	Outfielder
1994	Sherri Pickard, Raleigh, NC	Second Base
1994	Linda Polley, Champlin, MN	Shortstop
1999	Nancy Oldham, Sanford, NC	Third Base

* Deceased

COMMISSIONERS

* 1976	Nick Barack
* 1976	W.W. (Bill) Kethan
* 1976	Fred Hoffman
* 1976	Einar Nelson
* 1976	Carl Kelley
* 1977	John Nagy
* 1977	Benny Turcan
* 1977	Lou Hamilton
* 1978	Ed Clott
* 1978	Joe Barber
* 1978	Jerry Stremel
* 1979	Andrew Pendergast
* 1979	Al Bishop
* 1980	W.B. (Bick) Auxier
* 1980	Matt Urban
* 1980	George T. Cron
* 1981	Arnold (Red) Halpern
1982	Don Snyder, Biloxi, MS
* 1982	Fred Crosby
* 1982	Fred Blum
* 1983	Duane (Tiny) Schafer
1984	Lewis Brasell, Mobile, AL
* 1985	Jack Spore
1986	O.W. (Bill) Smith, Fremont, NE
* 1987	Alfred (Red) Morton
1988	Howard Honaker, Ashland, OH
* 1988	John Deaver
1989	Andrew S. Loechner, Jr., Lancaster, PA
1990	Bert Weeks, Winston-Salem, NC
1991	H. Franklin Taylor III, Richmond, VA
* 1993	Elliott Hawke
* 1995	Fran Mott
1999	G. Pat Adkison, Rainbow City, AL
2000	Wayne Myers, Terre Haute, IN
2003	Cliff Warrick, Austin, TX
2004	Ed Lindsey, Buffalo, NY
2004	A.C. Williams, Prescott, AZ

UMPIRES

* 1976	George Dickstein
* 1976	Bernard Iassogna
* 1976	Art Solz
* 1976	Ray Ernst
* 1977	Robert Deal
* 1977	Ron Derr
1979	Ferris Reid, Aurora, IL
* 1980	Ivie Apple
* 1980	Harold Adams
* 1980	Frank Susor
1982	Tom Mason, Newark, DE
* 1982	Eddie Mayhew
* 1983	Bob Quillen
* 1983	Ed Dressler
1987	Bill Humphrey, Midland, MI
1987	Henry Flowers, Copley, OH
1988	Rex Brown, Bremerton, WA
1989	Bill Finley, Blanchard, OK
1991	Merle O. Butler, Edmond, OK
1992	Henry Pollard, Richmond, VA
* 1992	L.R. (Tarz) Timm
1993	Dan Blair, Lowell, NC
1993	Billy Monk, Glenn Heights, TX
1993	Bernie Profato, Niles, OH
* 1999	Herman Beagles
2000	Billy Peterson, St. Paul, MN
2001	Walt Sparks, San Antonio, TX
2001	Horace Bruff, Oklahoma City, OK
2002	Jerry Hanson, Midland, MI
2004	Emily Alexander, Phoenix, AZ
2005	Craig Cress, Terre Haute, IN
2005	Nick Cinquante, Philadelphia, PA

* Deceased

MERITORIOUS SERVICE

* 1976	Raymond Johnson
* 1976	Leo Fischer
* 1977	Charles L. McCord
* 1977	Bob Hoffman
* 1977	Charles Jensen
* 1979	Bernard (Bunny) Lee
* 1980	James F. Jones
* 1980	Nick Frannicola
* 1980	Harold Engelhardt
1981	Charles (Budd) Gilbert, Cliffs Park, NJ
1981	Arthur Noren, Pompano Beach, FL
1981	Vince Scamardella, Staten Island, NY
* 1982	Percy Hedgecock
* 1982	Eddie C. Moore
* 1983	Margaret Nusse
* 1983	Cliff Smith
1986	Mack Phillips, Grosse Point Woods, MI
1988	Don E. Porter, Oklahoma City, OK
1989	Tom E. Beck, Tidewater, VA
* 1990	Bill Svochak
1991	Kay J. Purves, Lansing, MI
1993	Jim Carman, West Babylon, NY
1994	Buck Johnson, Chattanooga, TN
1994	Dick Reinmiller, Lincoln, NE
1995	Jack Aaron, Waco, TX
* 1996	Lewis Rober, Sr.
1998	Claud (Chuck) Davenport, Branson, MO
1999	Bill Plummer III, Oklahoma City, OK
2001	Kinard Latham, Columbus, GA
2002	Marty McGuire, Midland, MI
2004	Bill Williams, Midland, TX
2005	Bob Savoie, Easton, MD

MANAGERS

* 1976	Commie Currens
* 1976	Willard Fenton
* 1977	Vincent Devitt
* 1977	George (Doc) Linnehan
1977	Bud Gagel, Louisville, KY
* 1978	Leroy Rutenschroer
1978	Duke Denson, Jacksonville, FL
* 1979	Johnny Moon
1980	Marge Ricker, Orlando, FL
* 1980	Ford Hoffman
1983	Bobby Lutz, Denver, NC
* 1984	Al Brausch
1984	Bill Caye, Pittsburgh, PA
* 1985	Erv Lind
1988	Maxine Thayer, Indianapolis, IN
1988	Roy Lombardo, Detroit, MI
* 1988	William (Red) Jenkins
1989	Charles Keeble, Jacksonville, FL
1993	Ralph Raymond, Worcester, MA
1993	Rocky Santilli, Leesport, PA
1998	Dave Neale, Sr., Brook Park, OH
* 2000	Russ Boice
2002	Tom Wagner, Federal Way, WA
2003	Eugene Kwalek, Shelton, CT

SPONSORS

1976	William S. Simpson, Bridgeport, CT
* 1976	Fred Zollner
* 1976	Charles Hurd
* 1976	William Pharr
* 1982	Richard Howard
1992	Fred & Karl Nothdurft, Detroit, MI
1992	Jerry Pendergast, Miami, FL
1993	Harry (Robbie) Robinson, Portland, OR
1994	Woody & Pat Bell, Tampa, FL
1997	Abbott Laboratories, Ashland, OH
* 1998	Walt Guanella
1998	Ray Guanella, Santa Rosa, CA
1999	Immor Clyde Franklin Jr., Baltimore, MD
2002	Bill Fraley, Lexington, KY

2004 LOCAL ASSOCIATION CHAMPIONS

Alabama **Adult**

Men's A FP
Hueytown Highlanders

Men's B SP
Northlake/Jokers/Miken

Men's C SP
Hit It Down Pepsi

Men's D SP
Ricks Auto

Men's A Industrial SP
Pepsi

Women's C SP
Extreme

Youth

Girls' 18-Under A FP
Sharks

Girls' 16-Under A FP
Bullets

Girls' 14-Under A FP
Viper's

Girls' 12-Under A FP
NA Rockets

Girls' 10-Under A FP
Vipers

Girls' 16-Under B FP
Titans

Girls' 14-Under B FP
Theodore Bobcats

Girls' 12-Under B FP
Southern Knockouts

Girls' 10-Under B FP
Wrecking Crew

Alaska **Adult**

Men's C SP
JJ's

Men's D SP
Alaska Hydro Ax

Men's E SP
Trubilt

Men's 40-Over SP
McAfee Chiropractic

Women's D SP
Budweiser

Women's E SP
Cliffside

Youth

Girls' 16-Under B FP
Arctic Heat

Girls' 18-Under B FP
Alaska Power Hitters

Other

Coed C SP
Alaska Sheet Metal

Coed D SP
Quiznos

Coed E SP
Brother Francis

Arkansas **Adult**

Men's D SP
Tri City Electric

Men's A Industrial SP
Walmart

Men's B Church SP
Markham St. Baptist

Youth

Girls' 10-Under A FP
Heroes

Girls' 10-Under B FP
Code Red

Girls' 12-Under A FP
Non-Stop

Girls' 12-Under B FP
Diamond Backs

Girls' 14-Under A FP
Beebe Blast

Girls' 14-Under B FP
Southern Thunder

Girls' 16-Under A FP
Della Dynamite

Girls' 16-Under B FP
Firestix

Girls' 18-Under A FP
AR. Thunder

Girls' 10-Under SP
Double Trouble

Arizona **Adult**

Men's A FP
Tubac Si-Senor

Men's B FP
Tucson Luna

Men's C FP
Tucson Hawks

Men's C SP
Sierra Vista Twisters

Men's D SP
Tucson Major Leaguers

Men's 16" SP
Yuma/Winnlectric/Route 66

Men's 50-Over SP
Yuma Stew

Men's 60-Over SP
Yavapai Casino

Women's C FP
Prescott El Charro

Women's B FP
Tucson Royals

Women's D SP
Yuma Contemporary Homes

Women's C SP
Prescott Adventure Travel

Women's 50-Over SP
Tucson K & G

Youth

Girls' 10-Under A FP
Tucson Rattlers

Girls' 10-Under B FP
Douglas Brats

Girls' 12-Under A FP
Desert Thunder

Girls' 12-Under B FP
Tucson Cobras

Girls' 14-Under A FP
Arizona Cats

Girls' 14-Under B FP
Yuma Odyssey

Girls' 16-Under A FP
Tucson Roadrunners

Girls' 16-Under B FP
Safford Las Calientes

Girls' 18-Under A FP
Tucson Roadrunners

Girls' 18-Under B FP
Tucson No Doubt

Other

Coed
Tucson Combo

Boston **Adult**

Men's A FP
Sea Dogs

Men's B FP
21 Nichols

Men's C FP
Cambridge Fire Department

Men's A SP
E & C Express

Men's B SP
The Barber Shop

Men's C SP
A-D Handy

Men's D SP
The Warrior's

Men's E SP
The Outsidez

Men's A Industrial SP
The Sluggers

Men's 40-Over SP
621 Club

Women's B FP
Cambridge Lumber

Women's C FP
Paddy's Lunch

Women's Open SP
Big-Dog

Women's B SP
Tania

Women's C SP
Slick Chicks

Women's D SP
JJ Grimsby's

Women's 35-Over SP
Gately's Funeral Home

Youth

Girls' 10-Under B FP
Cambridge Cougars

Girls' 12-Under B FP
Everett Tide

Girls' 14-Under B FP
Reading Renegades

Girls' 16-Under B FP
Stoneham Renegades

Girls' 18-Under A FP
Middlesex Crush

Other

Men's Major Modified Pitch
Mattarazzo Sea Dogs

Central California Adult

Men's C FP
Energy Link

Men's E SP
Tejano Breed

Youth

Girls' 10-Under A FP
Central Valley Crush

Girls' 10-Under B FP
BASA Blast

Girls' 10-Under C FP
Kerman Red Thunder

Girls' 12-Under A FP
Fresno Force-Greshman

Girls' 12-Under B FP
Visalia Spirits

Girls' 12-Under C FP
Templeton All-Stars

Girls' 14-Under A FP
Central Valley Krush-Blue

Girls' 14-Under B FP
Hanford Flames

Girls' 14-Under C FP
Paso Robles All-Stars

Girls' 16-Under A FP
Fresno Force Gold

Girls' 16-Under B FP
Fresno Rage

Girls' 18-Under A FP
Fresno Force

Cleveland Adult

Men's B SP
Twohig III

Men's C SP
Meager Masonry

Men's D SP
Saggy's

Youth

Girls' 10-Under A FP
Hurricanes

Girls' 12-Under A FP
Sunraze

Girls' 12-Under B FP
Nordonia

Girls' 14-Under A FP
Sunraze

Girls' 16-Under A FP
Premier

Girls' 16-Under B FP
Willoughby

Girls' 18-Under B FP
Hurricanes

Other

Coed Major SP
Advance Door

Colorado Adult

Men's B FP
Colorado Rage

Men's C FP
Hellman Motors

Men's C SP
Anderson & Lopez

Men's D SP
Lounge Lizards

Youth

Girls' 12-Under A FP
Colorado Comets

Girls' 14-Under A FP
Blue Buckaroos

Girls' 16-Under A FP
Colorado Comets

Girls' 18-Under A FP
Colorado Stampede

Connecticut Adult

Men's C SP
Steve's Sports

Men's D SP
Je-Mar Maplewood

Men's Major Industrial SP
Sikorsky

Men's A Industrial SP
Pitney-Bowes

Men's 35-Over SP
Ray's

Women's Major FP
Brakettes

Women's D SP
Fireside Café East

Youth

Girls' 12-Under A FP
Connecticut Charmers

Girls' 14-Under A FP
Shoreline Sting

Girls' 16-Under A FP
Connecticut Tradition

Girls' 18-Under A FP
Connecticut Tradition

Other

Coed A SP
Orange Ale House

Coed B SP
Slate Rock

Men's A Modified Pitch
Borinquen West

Dallas Adult

Men's C SP
Coors

Men's D SP
Discount Tires

Women's C SP
Da Mob

Women's D SP
Spanky's

Youth

Girls' 10-Under A FP
Fire Stix

Girls' 10-Under B FP
Coppell Thunder

Girls' 12-Under A FP
91 Texas Elite

Girls' 12-Under B FP
Courage

Girls' 14-Under A FP
Irving Thunder

Girls' 14-Under B FP
Coppell Thunder

Girls' 16-Under A FP
Texas Pride

Girls' 16-Under B FP
Tejanitas

Girls' 18-Under A FP
Ringors

Other

Coed B SP
TPS Medical

Delaware Adult

Men's B SP
Werthon Oil

Men's C SP
Best Trans

Men's D SP
Matteo/Paint Doctor

Men's A Industrial SP
MBNA

Women's D SP
Frosty's

Youth

Girls' 10-Under A FP
Midway Orange Crush

Men's 12-Under A FP
Delaware Destroyers

Men's 14-Under A FP
Midway Orange Crush

Men's 16-Under A FP
Delaware Storm

Men's 18-Under A FP
Delaware Orange Crush

Other

Coed A SP
Bath and Kitchen

Coed B SP
Bad Company

Greater San Joaquin Adult

Men's C FP
Legends Sports Braves

Youth

Girls' 12-Under A FP
Nor Cal Flyer

Girls' 14-Under A FP
Grapettes

Girls' 16-Under A FP
Grapettes

Hawaii Adult

Men's C SP
808 Softball

Men's D SP
Guava Jam

Women's C SP
Mai Maka'u

Youth

Girls' 10-Under A FP
Holomua

Girls' 10-Under B FP
Country Girls

Girls' 12-Under A FP
Guava Jam

Girls' 12-Under B FP
Hawaii Kai

Girls' 14-Under A FP
Kaikamahine

Girls' 14-Under B FP
Ke Ali'i

Girls' 18-Under A FP
Pearus I

Girls' 18-Under B FP
Lady Knights

Houston Adult

Men's Major FP
HIS Construction

Men's B FP
Houston Geo-Per

Men's 40-Over FP
Texas Stars

Men's 45-Over FP
Texas Stars

Men's Major SP
US Vinyl

Men's A SP
Texas Miken

Youth

Girls' 6-Under Pixie South FP
South Houston Diamond
Divas

Girls' 8-Under Pixie FP
The Pride

Girls' 12-Under A FP
SK Sudden Impact

Girls' 12-Under FP
SK Xplosion

Girls' 14-Under A FP
Hit Away Select

Girls' 14-Under FP
La Porte Rampage

Girls' 16-Under A FP
Houston Power

Girls' 18-Under FP
Cy-Fair Battz

Girls' 18-Under GOLD FP
SK Impact Gold

Idaho Adult

Men's C FP
Clippers

Men's C SP
Tealey's/Hannahs

Men's D North SP
Medley's

Men's D South SP
Team Wicked

Men's Church SP
Real Life

Youth

Girls' 10-Under B FP
Coeur d'Alene Crush

Girls' 12-Under B FP
Northwest Wildfire

Girls' 14-Under B FP
Boise Blast

Girls' 16-Under B FP
Boise Blast Red

Girls' 18-Under B FP
Golden Gloves

Illinois Adult

Men's A FP
Nokomis Bud Lite

Men's B FP
"T" Town KC's

Men's B SP
Springfield Throops

Men's C North SP
Quinn's Tap

Men's C South SP
Belleville

Men's D SP
Bradley Hangovers

Women's A FP
Peoria Rage

Women's Open SP
Prime Time

Women's B SP
Moline Hey Bryans

Youth

Girls' 10-Under A FP
Quad City Diamond
Dreamers

Girls' 10-Under B FP
Black Widows

Girls' 12-Under A FP
Stretor Cyclones

Girls' 12-Under B FP
Metamora Flames

Girls' 14-Under A FP
BNGSA Angels

Girls' 14-Under B FP
LGSA Lightning

Girls' 16-Under A FP
BNGSA Avantis Elite

Girls' 16-Under B FP
LGSA Lasers

Girls' 18-Under A FP
Heartland Havoc

Girls' 18-Under B FP
Shabonna Indian Creek

Other

Coed A SP
Washington Lady Break

Indiana Adult

Men's B FP
Jay Birds

Men's C FP
D C Current

Men's D FP
PRCU

Men's B SP
Questar Capital/Forest
River

Men's C SP
USC Softball

Men's D SP
Bada Bing

Men's E South SP
Chas Hear Law Office

Men's E North SP
Remax Young Guns

Men's C Industrial SP
Fleetwood

Men's C Church SP
Bethel Mennonite

Men's 35-Over C SP
Beazer Homes

Men's 40-Over SP
Gerk's Sports/Winchell
Clinic/Tavel 360

Women's C SP
Ben Hur Homes

Women's D SP
DMB Players

Women's E SP
Schmitz Heavy Machine

Youth

Girls 10-Under A FP
Indy Dreams

Girls' 10-Under B FP
Indiana Force

Girls' 10-Under B League
Only FP
RGSL All Stars

Girls' 12-Under A FP
Center Grove Xtreme

Girls' 12-Under B FP
Havoc

Girls' 12-Under B League
Only FP
Heartbreakers

Girls' 14-Under A FP
Indiana Shockwaves Silver

Girls' 14-Under B FP
Anderson Storm

Girls' 14-Under B League
Only FP
Harvey Construction

Girls' 16-Under A FP
Indy Edge

Girls' 16-Under B FP
Indiana Earthquake

Girls' 18-Under A FP
Indy Stealers

Girls' 18-Under B FP
Alexandria Lightning

Girls' 10-Under SP
Brownsburg Magic

Girls' 12-Under SP
Wampus Cats

Girls' 14-Under SP
Sudden Impact

Girls' 16-Under SP
Hit Girls

Girls' 18-Under SP
Brownsburg State

Iowa Adult

Men's A FP
Albaugh, Inc

Men's B FP
Jim Miller/Buy Rite

Men's C FP
Marcus Merchants

Men's 40-Over FP
Reasnor Old Timers

Men's B SP
S & R Rebels

Men's C SP
Red Hawks

Men's D SP
Solberg's

Men's E SP
Special K's Motorsports

Men's 35-Over SP
Carlos O'Kelley's

Men's 14" Major SP
Blue Cactus

Men's 14" A SP
Community Plus Credit
Union

Men's 14" B SP
Coors Light

Men's 16" Major SP
Monsoon

Men's 16" A SP
Envisions/Snyder Tree
Service

Men's 16" B SP
Arrow Express

Women's C SP
Carpet Specialists

Women's D SP
Rookies Sport Bar & Grill

Youth

Girls' 10-Under A FP
South Des Moines Junior
JT's

Girls' 10-Under B FP
South Des Moines Royals

Girls' 10-Under C FP
Burlington Sluggers

Girls' 12-Under A FP
South Des Moines JT's

Girls' 12-Under B FP
North Des Moines Looney
Toons

Girls' 12-Under C FP
Mt. Vernon Heat

Girls' 14-Under A FP
MAC Cremators

Girls' 14-Under B FP
Carroll Saints

Girls' 16-Under FP
Norwalk Starz

Other

Coed A SP
A+ Lawn & Landscaping

Coed B SP
Flying Monkeys

Kansas Adult

Men's C FP
Wichita Athletic Club

Men's C SP
Ray's Construction

Men's D SP
10th Street

Men's E SP
Cocky Fox

Women's D SP
T-Shirtman.com

Youth

Girls' 8-Under Coach Pitch
Gold
Wichita Mustangs-Gray

Girls' 8-Under Coach Pitch
Silver
First Option

Girls' 10-Under A FP
Wichita Heat

Girls' 10-Under B FP
Jitterbugs

Girls' 10-Under C Gold FP
Riverton Hot Shots

Girls' 10-Under C Silver FP
Paola Sting

Girls' 12-Under A FP
Wichita Heat

Girls' 12-Under B FP
Derby Wizards

Girls' 12-Under C FP
Salina Sting

Girls' 14-Under A FP
Wichita Vipers

Girls' 14-Under B FP
Clay Center 14 B's

Girls' 14-Under C FP
Hays Strikers

Girls' 16-Under A FP
Wichita Victory

Girls' 16-Under B FP
Wichita Blitz

Girls' 16-Under C FP
Wichita Lightning

Girls' 18-Under A FP
Kansas Flames

Girls' 18-Under B FP
Abilene Eagles

Girls' 18-Under C FP
G. C. Dusters

Kansas City Adult

Men's C FP
Gamblers

Men's C SP
Magoo's

Men's D SP
KC Thunder

Women's D SP
T-Shirtman.com

Youth

Girls' 10-Under A FP
Hot Stix

Girls' 10-Under B FP
Flash

Girls' 12-Under A FP
Olathe Rockets

Girls' 12-Under B FP
KC Xplosion

Girls' 14-Under A FP
KC Zephyrs

Girls' 16-Under A FP
Pack

Girls' 16-Under B FP
Rampage

Girls' 18-Under A FP
Olathe Rockets

Girls' 18-Under B FP
Rampage

Other

Coed B SP
Pops

Kentucky Adult

Men's B SP
Hub City

Men's C SP
Tri State

Men's D SP
West Ky. Softball

Men's E SP
Sleep Inn

Men's Major Church SP
Calvary

Men's 35-Over SP
Monk Bros.

Women's D SP
Sea Dip

Youth

Girls' 10-Under A FP
Blitz

Girls' 12-Under A FP
Louisville Sluggers

Girls' 14-Under A FP
Blaze

Girls' 16-Under A FP
Louisville Sluggers

Girls' 18-Under A FP
Louisville Sluggers

Girls' 10-Under SP
Hanson

Girls' 12-Under SP
Butler Co.

Girls' 16-Under SP
DC All Stars

Other

Coed A SP
Central KY

Coed B SP
Southside

Louisiana Adult

Men's C SP
Painkillers

Men's D SP
Lawco

Men's E SP
LA Pet Connection

Youth

Girls' 10-Under A FP
Rippers

Girls' 12-Under A FP
LA. Crushers

Girls' 12-Under B FP
Gonzales

Girls' 14-Under A FP
LA. Patriots

Girls' 16-Under A FP
Patriots

Girls' Coach Pitch
RC Cola

Girls' 10-Under SP
Bayou Lightning

Girls' 12-Under SP
Flaming Cajuns

Girls' 14-Under SP
Silver Bullets

Girls' 16-Under SP
Xtreme

Maine Adult

Men's B SP
Rent-A-Wreck

Men's C SP
TBA

Men's D SP
Stanleys

Men's E SP
Perc/Play it Again Sports

Men's Major Church SP
Houlton Baptist

Men's 35-Over SP
Astbury's

Women's D SP
Joshua's Tavern

Youth

Girls' 10-Under A FP
Capital Maniacs

Girls' 12-Under A FP
Southern Maine Flames

Girls' 12-Under B FP
Gorham

Girls' 14-Under A FP
Southern Maine Flames

Girls' 14-Under B FP
Hampden

Girls' 16-Under A FP
Southern Maine Flames

Girls' 16-Under B FP
Bonny Eagle Madness

Girls' 18-Under A FP
Mary Janes

Other

Coed A SP
Astbury's

Coed B SP
Vipers

Men's B10-Man
Modified Pitch
Advanced Roofing

Men's C 10-Man
Modified Pitch
Nasco

Maryland Adult

Men's B FP
McDermott's

Men's D SP
Corblets

Men's Major Church SP
Valley Christian

Men's 40-Over SP
High Street

Women's B FP
Hurricane's

Women's C FP
Tull's Sines

Youth

Girls' 10-Under D FP
Mountain Thunder

Girls' 12-Under B FP
Harford Cyclones

Girls' 14-Under A FP
MD Magic

Girls' 14-Under B FP
L.T. Lazars

Girls' 16-Under A FP
Bayside Blues

Girls' 16-Under B FP
Thurmont Express

Other

Men's A Modified Pitch
Shockers

Men's B Modified Pitch
Conners

Men's C Modified Pitch
Steel

Coed A SP
San-Man Softball

Coed B SP
T-M-S

Massachusetts Adult

Men's C SP
A1 Sports Pub

Men's D SP
www.clark

Youth

Girls' 10-Under A FP
Tewksbury

Girls' 12-Under A FP
Firecrackers

Girls' 12-Under B FP
Bay State Blitz

Girls' 14-Under A FP
Bay State Thunder

Girls' 14-Under B FP
Hudson Demolition

Girls' 16-Under A FP
Swansea Rage

Girls' 16-Under B FP
Milford

Girls' 18-Under A FP
Mass Destruction

Other

Men's 10-Man Modified
Pitch
Sinni's Pub

Memphis Adult

Men's A FP
Dawg's

Men's B FP
Posse

Men's 40-Over FP
Po-Men

Men's D SP
Tom's Bar-B-Q

Men's Major Church SP
HIS Team

Women's Open SP
Trader's

Other

Men's A Modified
Cobra's

Metro Washington D.C.

Youth

Girls' 12-Under A FP
Fire & Ice

Girls' 14-Under A FP
Shamrock

Girls' 16-Under A FP
Shamrocks

Girls' 18-Under A FP
Vienna Stars

Girls 18-Under GOLD FP
Shamrocks

Michigan Adult

Men's B FP
Sportsman Park

Men's C FP
Roofs of the North

Men's D FP
Purity Cylinder Gases

Men's E FP
Airtech

Men's B SP
American Premier
Mortgage

Men's C SP
Farm Bureau

Men's D SP
Golden Nugget

Men's E SP
Garey Roofing

Men's F SP
I.B.I.D. County Electric

Men's 35-Over Division II
Sugar/Neuman Data

Men's Senior 50-Over
Orthopedic Rehab Seniors

Women's B/C FP
Victories Casino

Women's Open SP
Lady Jags

Women's C SP
LeValley/Riedel Bros.
Electric

Women's D SP
24/7 Joe V's Sports

Women's E SP
Jackson Tumble Fish

Youth

Girls' 12-Under A FP
Kalamazoo Klash Orange

Girls' 12-Under B FP
Intensity

Girls' 14-Under A FP
Kalamazoo Klash Blue

Girls' 14-Under B FP
Heartbreakers

Girls' 16-Under A FP
Michigan Bulldogs

Girls' 16-Under B FP
Eaton Rapids

Girls' 18-Under A FP
Michigan Rage

Other

Men's 9-Man Modified
Secory Flyers

Men's 9-Man Class B
Modified Pitch
Trademark Construction

Men's Division II Modified
Company "C"

Men's 10-Man Modified
Secory Flyers

Coed B SP
Round Tree Bar & Grill

Coed C SP
Eddie T's

Minneapolis Adult

Men's C SP
Hot Mix

Men's D SP
Wells Warriors

Men's 35-Over Northeast SP
Moose or Monroe

Men's 35-Over South SP
Caldwell Bankers Burnett
Realty

Men's 40-Over SP
Shaw's

Men's D Industrial SP
Adrian's/Wells Fargo

Women's D SP
Hexagon

Other

Coed C SP
Killer B's/Knight Cap

Coed D SP
Lasting Impressions

Minnesota **Adult**

Men's B FP
Fischer Group

Men's C FP
Village Inn

Men's A SP
Long Haul/Miken

Men's B SP
Sports Diamond

Men's C SP
Double Play/Aragon

Men's D SP
Van House

Men's 40-Over SP
Hubs/MBP

Women's B SP
Tony's Lifetime Exterior

Men's C SP
Eagle Valley Brick

Women's D SP
Minnesota Hornets

Youth

Girls' 10-Under A FP
No. St. Paul Polars

Girls' 14-Under A FP
Bloomington Red

Girls' 16-Under A FP
Mounds View

Girls' 18-Under A FP
MN. Irish

Other

Men's A Modified Pitch
Hollywood Sports
Complex

Coed A SP
Shep's Scoobys

Mississippi **Adult**

Men's A SP
Bingo-Long-Worth

Men's C SP
Fantasy Land

Men's D SP
Big Daddy's

Men's E SP
KATS

Men's A Industrial SP
Howard Industrials

Men's Major Church SP
Trinity Baptist

Women's C SP
NALCO

Women's D SP
Farris Mobile Homes

Women's E SP
Hair 2000

Girls' 10-Under B FP
Delta Rockers

Girls' 10-Under C FP
Orange Grove All-Stars

Girls' 12-Under B FP
Gulfport Coastliners

Girls' 12-Under C FP
McComb All-Stars

Girls' 14-Under B FP
Southern Storm

Girls' 14-Under C FP
Shockers

Girls' 16-Under A FP
Ms. Mystics

Girls' 16-Under B FP
Ms. Blast

Girls' 18-Under B FP
Diamond Girls

Girls' 10-Under SP
North Meridian Optimist

Girls' 12-Under SP
Noxobee All-Stars

Girls' 14-Under SP
Farm Bureau

Missouri **Adult**

Men's B FP
Graff-Pepsi

Men's C FP
Lance Construction

Men's B SP
Columbia Heat

Men's C SP
St. Louis Pillz

Men's D SP
James River Misfits

Men's E SP
Big K Enterprises

Women's C SP
McClarnon Properties

Women's D SP
Mavericks

Youth

Girls' 10-Under A FP
Rockers

Girls' 12-Under A FP
Esprit

Girls' 12-Under B FP
Tipton Tigers

Girls' 14-Under A FP
Missouri Firestix

Girls' 14-Under B FP
Central Missouri Crush

Girls' 16-Under A FP
Frisco Express

Girls' 16-Under B FP
S.E. Tremors

Girls' 18-Under A FP
Missouri Madness

Girls' 18-Under B FP
Putnam County Raiders

Other

Coed A SP
Heritage Hall Hitmen

Coed B SP
Advanced Foam Insulators

Montana **Adult**

Men's C FP
MasterSports

Men's B SP
Stadium Club

Men's C SP
ACS/BSO

Men's D SP
TJ's

Men's 35-Over C SP
Stadium Club

Men's 35-Over D SP
PH

Women's C SP
Sports Page

Women's D SP
R.R. Casino

Youth

Girls' 10-Under B FP
Electric City Heat

Girls' 12-Under B FP
Bad Girls

Girls' 14-Under B FP
Bad Girls

Girls' 16-Under B FP
Purple Rain

Girls' 18-Under B FP
Havoc

Other

Coed B SP
Berry Cherry's

Coed C SP
Farmer Union

Nevada **Adult**

Men's D SP
D-12

Youth

Girls' 10-Under B FP
Code Red

Girls' 10-Under C FP
Lil Rebels

Girls' 12-Under A FP
Lil Rebels

Girls' 12-Under B FP
Dominators

Girls' 12-Under C FP
Bling Bling

Girls' 14-Under A FP
Lil Rebels

Girls' 14-Under B FP
Velocity

Girls' 16-Under A FP
Lil Rebels

Girls' 18-Under A FP
Reno Renegades

Other

Coed B SP
Junk Softball

**New Hampshire
Adult**

Men's B SP
M & N Sports

Men's C SP
Birt & Briggs

Men's D SP
Boulanger Paving/D&D
Homes

Men's 50-Over SP
JSA/Moe's

Women's B FP
Ted's Shoe & Sports

Women's C FP
The Shack

Youth

Girls' 10-Under A FP
Rochester Slammers

Girls' 12-Under A FP
Barrington All-Stars

Girls' 14-Under A FP
Hudson Gold

Girls' 14-Under B FP
Sparks

Girls' 16-Under A FP
NH Comets

Girls' 18-Under A FP
N.H. Elite

Other

Men's A Modified
Netspoke

Men's D Modified
Cheers

Men's E Modified
LeBreton

Men's 10-Man Modified
Amer Electric

Women's B Modified
Bud Light

Women's C Modified
David Ford

Coed A SP
Shirts Happen

**New Jersey
Adult**

Men's C SP
Iron Horse/Colonial

Men's D SP
Trilogy Construction

Women's A FP
Maschio

Youth

Girls' 12-Under A FP
Indian Mills Mystics

Girls' 14-Under A FP
Tuff-N-Tuffer

Girls' 16-Under A FP
Ewing Edge

Girls' 18-Under A FP
Jersey Outlaws

**New Mexico
Adult**

Men's D SP
Team Worth

Men's E SP
Terror Squad

Men's B FP
Titans

Men's C FP
LC Dukes

Women's D SP
Gators

Women's E SP
Rocketts

Youth

Girls' 10-Under A FP
Batz

Girls' 10-Under B FP
Dice

Girls' 12-Under A FP
Starz

Girls' 12-Under B FP
Angels

Girls' 14-Under A FP
Silverbacks

Girls' 14-Under B FP
SOL

Girls' 16-Under A FP
SOL

Girls' 16-Under B FP
ORO

**New York
Adult**

Men's E SP
Dailey Poor House

Women's 23-Under FP
Central NY Shockers

Youth

Girls' 10-Under A FP
Colonie

Girls' 12-Under A FP
Lady Bandits

Girls' 14-Under A FP
Diamond Dusters

Girls' 14-Under B FP
Miss Shen Cyclones

Girls' 16-Under A FP
Raider's

Girls' 16-Under B FP
Syracuse Merchants

Girls' 18-Under A FP
Conklin Raiders

Other

Men's 10-Man A
Modified Pitch
Ale House

Men's 10-Man B
Modified Pitch
Oswego Appraisals

**North Carolina
Adult**

Men's D SP
Larry Davis Plumbing

Men's Major Church SP
Ebenezer Baptist

Men's 40-Over SP
Leroy's Frame Shop

Youth

Girls' 14-Under A FP
Curve Blue

Girls' 16-Under A FP
Pitt County Rockets

Girls' 18-Under A FP
Cabarrus County
Challengers

**North Dakota
Adult**

Men's B SP
Bismarck Capital City
Construction

Men's C SP
Wahpeton Fastenal

Men's D SP
Dickinson Jerome's Dist./
Coors Light/The Rock

Men's Rec I SP
Minot Michael Braun
State Farm/Subway
Tropicana

Men's Rec II East SP
Wahpeton Smith Motors

Men's Rec II West SP
Minot Sports World Stadium

Men's Rec III East SP
Munich

Men's Rec III West SP
Minot Ice Box/Circle
Sanitation

Men's Rec IV East SP
Enderlin Merchants

Men's Rec IV West SP
New Town Players Pub

Men's Masters 35-Over Div I
Fargo Bellerud

Men's Masters 35-Over Div II
Mandan Shirt Shack

Men's Masters 35-Over Div III
Hankinson

Men's Masters 35-Over Div IV
Fargo McLaughlin

Men's Masters 40-Over Div I
Mandan Dust-Tex

Men's Masters 40-Over Div II
Fargo Don's Plumbing

Men's Masters 50-Over
Fargo Tharaldson's

Men's Masters 50-Over (wood bat)
Mandan Dust-Tex

Men's C FP
Fargo Grain Belt/AmVets

Women's C SP
Fargo Tharaldson Enterprises

Women's D SP
Grand Forks Ray's Chiropractic

Women's Rec I SP
Wahpeton Casey's/Poets

Women's Rec II East SP
Valley City Bob's Excavating

Women's Rec III East SP
Valley City Boomer's Corner
Keg

Women's Rec III West SP
Hazen J.O.

Women's Rec IV SP
Mayville Goose River Bank/
Golden Glove

Women's Masters Div I SP
Fargo Heitkamp

Women's Masters Div II SP
Bismarck Rud Oil

Women's Masters Div III SP
Bismarck Advanced
Mechanical

Women's Masters Div IV SP
Bismarck The Mane Attraction

Youth

Girls' 14-Under A SP
Valley City I

Girls' 14-Under B SP
Hatton

Girls' 16-Under A SP
Minot's Choice

Girls' 16-Under B SP
Cooperstorn

Girls' 18-Under A SP
Wahpeton VFW

Girls' 18-Under B SP
Red Willow Resort

Other

Coed Div I SP
Fargo Bob Footit

Coed Div II SP
West Fargo MTW Towing

Coed Div III SP
Fargo First Impressions

Coed Div IV SP
Edgeley Back Crackers

**Northern California
Adult**

Men's C FP
Country Club Villa

Men's D SP
Worth/Vanguard

Men's 40-Over SP
M.A. Clary Construction

Men's 50-Over SP
Kelly's Sports

Men's 45-Over SP
Team M.A.C.

Men's 60-AAA SP
V60

Men's 60-Major Plus SP
Nor Cal Blue Jays

Women's C SP
Sonoma Valley Women

Women's 35-Over SP
Sonoma Valley SP

Youth

Girls' 10-Under A FP
Salinas Storm

Girls' 10-Under B FP
East Valley Twisters

Girls' 12-Under A FP
California Tornadoes

Girls' 12-Under B FP
San Carlos Force Gray

Girls' 14-Under A FP
Salinas Storm

Girls' 14-Under B FP
San Bruno Storm

Girls' 16-Under A FP
Salinas Storm

Girls' 16-Under B FP
East Valley Twisters

Girls' 18-Under A FP
Salinas Storm

Girls' 18-Under GOLD FP
Stridders

**North Florida
Adult**

Men's C SP
Newman's

Men's D SP
USA/Showcase Homes

Men's Major Church SP
Olive Baptist

**Oakland
Adult**

Men's B FP
Romie's Angels

Men's C FP
Bay Area High Reach

Men's 40-Over FP
Bay Area Contractors

Men's D SP
Old School Softball

Men's 45-Over SP
East Bay Oldies

Youth

Girls' 10-Under A FP
Nor Cal Shockers

Girls' 10-Under B FP
Phantom

Girls' 12-Under A FP
Strike Zone

Girls' 12-Under B FP
Phantom

Girls' 14-Under A FP
Strike Zone

Girls' 14-Under B FP
Stompers West

Girls' 16-Under A FP
Valley Stompers

Girls' 16-Under B FP
East Bay Blaze

Girls' 18-Under A FP
Sorcerer Softball

Girls' 18-Under B FP
Phantom

**Ohio
Adult**

Men's C FP
Columbus Cyclones

Men's C SP
Zanesville Shelly Material

Men's D SP
Janice Gardner Point
Realty

Men's A Industrial SP
Warren UAW 1112

Men's 35-Over SP
Hawkins Lumber

Women's D SP
A-1 Geneva Storage

Youth

Girls' 10-Under A FP
Lady Lasers Silver

Girls' 12-Under A FP
Ohio Ice Blue

Girls' 14-Under A FP
Ohio Ice Blue

Girls' 16-Under A FP
Lady Lasers Blue

Girls' 18-Under A FP
Ohio Ice

Girls' 18-Under GOLD FP
Alliance Mad Dogs

Girls' 10-Under SP
Lancaster Thunder

Girls' 12-Under SP
Mt. Vernon All Stars

Girls' 14-Under SP
Mt. Vernon M + K

Girls' 16-Under SP
Mt. Vernon

Girls' 18-Under SP
Middletown Youth
Softball Association

Other

Coed A SP
Willoughby Panini
Bulldogs/Pro Form

**Oklahoma
Adult**

Men's A SP
Legends

Men's B SP
Wooter Right of Way

Men's C SP
Lawton SB

Men's D SP
Team Yak

Men's E SP
Studs

Men's B Church SP
Holy Cross Lutheran

Men's 35-Over SP
Wooter Right of Way

Men's 40-Over SP
Hartford Square

Men's 45-Over SP
G. Men

Men's 50-Over SP
D. Stanley

Women's D SP
Magic Stik

Youth

Girls' 10-Under A FP
Badside

Girls' 10-Under B FP
Tuttle Tigers

Girls' 12-Under A FP
Keota Sharks

Girls 12-Under B FP
OK Electric

Girls' 14-Under A FP
Angels

Girls' 14-Under B FP
Bombers

Girls' 16-Under A FP
OK Extreme

Girls' 16-Under B FP
Cyclones

Girls' 18-Under A FP
Ultimate

Girls' 18-Under B FP
Image

Girls' 8-Under Machine Pitch
Flames

Girls' 10-Under Machine Pitch
Firecrackers

Girls' 8-Under A Coach Pitch
Muskogee Saints

Girls' 8-Under B Coach Pitch
Elmore City Lady Badgers

Girls' 10-Under SP
Heartbreakers

Girls' 12-Under SP
Dynamites

Girls' 14-Under SP
Dream Team

Other

Coed Church SP
BSBC

Coed A SP
Miken-The Other Team

Coed B SP
Sooner Trophies

Pennsylvania Adult

Men's C FP
Marysville VFW

Men's C Church FP
Our Lady of Hungary

Men's B SP
XTL Trucking

Men's C SP
Louie's Auto

Men's D SP
Tony's/B.K. Clams

Men's D Church SP
St. Paul's UCC

Men's 10 Man Church
Twin Locust

Men's 35-Over SP
Ray Myer's Masonry

Men's 40-Over SP
AIA/Enola Sportsmen

Men's 45-Over SP
Vector Security

Men's 50-Over SP
Jerry's

Men's 55-Over SP
Klinger's

Women's Open SP
Max Magee's

Women's C SP
Metro Sports

Women's D SP
R.B. Lane

Youth

Girls' 10-Under A FP
Philadelphia Spirit

Girls' 10-Under B FP
Central Penn Krunch

Girls' 12-Under A FP
Central Penn Krunch

Girls' 12-Under B FP
Donega/Rheems Stingers

Girls' 14-Under A FP
North Penn Eclipse

Girls' 14-Under B FP
Bethlehem Stars

Girls' 16-Under A FP
Banshee Black

Girls' 16-Under B FP
Selinsgrove Gators

Girls' 18-Under A FP
Pennsbury Gems

Girls' 18-Under B FP
USA Miken Clarks

Girls' 10-Under SP
Suburban

Girls' 12-Under SP
Cumberland Valley

Girls' 14-Under SP
DP Sting

Girls' 18-Under SP
Mechanicsburg Maroon

Other

Men's 9-Man B Modified
Clarkies

Men's 9-Man C Modified
K & Y Sales

Men's 10-Man Open
Modified
Bonnell's

Men's 10-Man B Modified
Ground Zero

Men's 10-Man 35-Over
Modified
Crew

Men's 10-Man C Modified
American Legion

Coed B SP
Freedom Eagles

Coed C SP
Preston

Coed D SP
Sevens

Philadelphia Adult

Men's C SP
Anastasi Seafood

Men's D SP
A & B Contracting

Men's E SP
Pat's Pub

Women's C SP
Hampton

Women's D SP
Penny Gardens

Youth

Girls' 10-Under B FP
Lansing

Girls' 12-Under B FP
21st Ward

Girls' 14-Under B FP
Jardel R.C. Jaguars

Girls' 16-Under A FP
Spirit

Girls' 16-Under B FP
Simpson R.C.

Piedmont Adult

Men's C SP
Bradley Insurance

Men's D SP
Pizzabella

Youth

Girls' 12-Under A FP
Extreme Force Blue

Girls' 14-Under A FP
Blue Ridge Blast

Girls' 16-Under A FP
Virginia Crushers

Girls' 18-Under B FP
Blue Ridge Sudden Impact

Portland Adult

Men's Major FP
Portland DeMarini

Men's A FP
CR/Adidas

Men's C FP
Cascade Courier

Men's 50-Over FP
Paulson Oldgrowth

Men's C SP
A-1 Lite Truck

Men's D SP
Frontier Excavating

Men's E SP
WBX

Men's 40-Over SP
Oregon 40's

Other

Coed A SP
Bells Construction

Coed B SP
Tumbling Dice

Rhode Island Adult

Men's C SP
Players/Miken/Pollocic

Men's D SP
Dynamic Marketing

Men's E SP
Sweeny's

Men's 35-Over SP
T's Crew

Sacramento Adult

Men's B FP
River City Rockers

Men's D SP
ICM

Youth

Girls' 10-Under A FP
Roseville Heat

Girls' 10-Under B FP
Roseville AllStars

Girls' 12-Under A FP
CA Flames

Girls' 12-Under B FP
Rocklin Rumble

Girls' 14-Under A FP
Roseville Heat

Girls' 14-Under B FP
Cordova Fury

Girls' 16-Under A FP
Roseville Heat

Girls' 18-Under A FP
Nor Cal Lite

San Francisco Adult

Men's D SP
All for One

Women's C SP
Chucky's Pride

Other

Coed B SP
Hiyamoto

South Dakota Adult

Men's 35-Over SP
Sidelines

Men's Div. I SP
Chuk-N-Duk

Men's Div II SP Coca Cola	Youth Boys' 12-Under FP Team Pepsi	Men's D SP Dos Equis Choppers	Tidewater Adult Men's C SP Coastal Masonry
Men's Div III West SP Gunners Lounge	Boys' 14-Under FP Renegades	Men's 35-Over SP Abbey Printing	Men's D SP Diamondbacks
Men's Div III East SP Redbirds	Boys' 12-Under SP Mobridge	Men's Church SP University Heights Baptist	Men's Major Church SP Christian Brothers
Men's Div IV West SP Coca Cola	Boys' 14-Under SP Cenex	Men's Industrial SP Oilers	Other Coed A SP Jemm Industries
Men's Div IV East SP Honey Bears	Boys' 16-Under SP Dakota Physical Therapy	Men's FP Texas Thunder	Men's B SP D.J.'s Music & Video
Men's 35-Over 14" SP Lagers Inn/Coors Light	Boys' 18-Under SP Toshiba	Women's SP Salt Lick	Tulsa Adult Men's B FP Rt. 66
Men's 14" Div A SP Huff Construction	Girls' 12-Under FP Sparx	Youth Girls' 6-Under Pixie South Red Hots	Men's C FP Alpha/Omega
Men's 14" Div B SP Robins Water/All Around Graphics	Girls' 14-Under FP Flamz	Girls' 8-Under Pixie South Big Dog	Men's 40-Over FP Tulsa Grey Sox
Men's 14" Div C SP Madison Smokehouse	Girls' 16-Under FP Kraze	Girls' 8-Under Pixie North Lady Rams-11	Men's 50-Over FP Tulsa Grey Sox
Men's 16" SP Lagers Inn/Coors Light	Girls' 18-Under FP Diamonds	Girls' 10-Under A FP 93 Texas Glory	Men's E SP Not Dead Yet
Men's Masters FP Scarlett O'Haras	Girls' 12-Under SP McDonalds	Girls' 10-Under B FP Blasters	Men's 40-Over SP Touch of Grey
Men's Div A FP Dakota Sports	Girls' 14-Under SP D & C Machining	Girls' 10-Under C FP Easy Sliders	Women's C FP Eagles
Men's Div C FP Kaufman Eye Clinic	Girls' 16-Under SP Spearfish	Girls' 12-Under A FP Thunder	Women's 23-Under FP Over the Hill Gang
Women's 35-Over Upper Div SP Advance Auto/Bad Girls	Girls' 18-Under SP Roy's Sport Shop	Girls' 12-Under B FP Panthers	Women's D SP Lady Wolfpack
Men's 35-Over Lower Div SP Weta River Rats	Girls' 12-Under Modified FP Flash	Girls' 12-Under C FP Stampede	Women's 35-Over SP Team Tulsa
Women's Div I SP J & C Inc	Girls' 14-Under Modified FP Xtreme	Girls' 14-Under A FP Texas Elite	Youth Girls' 10-Under A FP Dolphins
Women's Div II SP Orient Bar	Girls' 16-Under Modified FP Emery	Girls' 14-Under B FP Blue Thunder	Girls' 12-Under B FP OK Bratz
Women's Div III SP George's/Kleinjahn Chiropractic	Girls' 18-Under Modified FP Royals	Girls' 14-Under C FP Splash	Girls' 14-Under A FP Tulsa Lightning
Women's Div IV East SP Bogeys	Other Coed Div B SP Circus Therapy	Girls' 16-Under A FP NE Texas Silver Bullets	Girls' 18-Under A FP Knockouts
Women's Div IV West SP Fineline Auto	Coed Div C SP Complete Care Chiropractic	Girls' 18-Under A FP Texas Glory Diamonds	Girls' 18-Under GOLD FP All Stars
Women's Div V East SP Tripp Juicers	Texas Adult Men's B SP L and F Distribution	Girls' 18-Under B FP R.G.V. Stars	Spokane Youth Girls' 18-Under A FP Sliders
Women's Div V West SP Jerseys	Men's C SP Posse	Other Coed SP ATX Choppers	
Women's Div VI East SP Zirb Enterprises		Men's Hispanic SP Extreme Heat	
Women's Div VI West SP Jiffy Lube/Midtown Auto			

Utah
Youth

Girls' 12-Under A FP
Utah Thunder

Girls' 14-Under A FP
Bad to the Bone

Girls' 16-Under A FP
Utah Express

Girls' 18-Under A FP
Firebirds

Vermont
Adult

Men's C SP
Old North End

Men's D SP
Two Guys

Women's C SP
Lund Landscaping

Women's D SP
Plimpton & Son

Other

Coed A SP
Lowery Auto

Coed B SP
Hammrz Construction

Washington
Adult

Men's C SP
Taylormade

Men's D SP
Digglers

Youth

Girls' 10-Under B FP
KHAOS

Girls' 12-Under A FP
Dream Team

Girls' 12-Under B FP
Screamer

Girls' 14-Under A FP
Olympia Panthers

Girls' 14-Under B FP
Everett Elite

Girls' 16-Under A FP
Dragin Majic

Girls' 16-Under B FP
Rippers

Girls' 18-Under A FP
Lake Breeze

Wisconsin
Adult

Men's C FP
Turk's

Men's D FP
Old Settlers Inn

Men's B SP
Stepan Enterprises

Men's C SP
Trees on the Move

Men's D SP
MGD Lite/Bob Mobile

Women's A FP
Wisconsin Surge

Women's B FP
Sports Corner

Women's C FP
Kaukauna

Youth

Girls' 12-Under A FP
Invader's

Girls' 14-Under A FP
Invader's

Girls' 14-Under B FP
Proactive Automotive

Girls' 16-Under A FP
Sun Sox

Girls' 16-Under B FP
Plover

Girls' 18-Under A FP
Wisconsin Batgirls

Girls' 18-Under B FP
Wisconsin Magic

Other

Coed A SP
Charlie's Inn/Snuffy's

Men's A 10-Man
Modified Pitch
Dillinger's

Men's B 10-Man
Modified Pitch
Cheer's 2

Men's C 10-Man
Modified Pitch
Shoots

Women's A Modified
Pitch
Shoots Bar

Wyoming
Adult

Men's C FP
Rocky Mtn. Liquor

Men's B SP
Gibbon's Auto

Men's C SP
Evans Construction

Men's D SP
Ruff's Bar

Women's C SP
Mavericks

Women's D SP
Rickers

Youth

Girls' 10-Under
Recreation FP
Casper Diamonds

Girls' 10-Under B FP
Cheyenne Extreme

Girls' 12-Under
Recreation FP
Douglas

Girls' 12-Under B FP
Rock Springs Storm

Girls' 12-Under C FP
Green River Wolves

Girls' 14-Under
Recreation FP
Casper NQL

Girls' 14-Under B FP
Torrington Twisters

Girls' 14-Under C FP
Rock Springs All-Stars

Girls' 16-Under
Recreation FP
Cheyenne Cobras

Girls' 16-Under B FP
Cheyenne Extreme

Girls' 18-Under
Recreation FP
Cheyenne Cobras

Girls' 18-Under B FP
Cheyenne Thunder

Other

Coed Recreational SP
Doc's Ballbabies II

Coed B SP
Doc's Ballbabies