

# **PREMIER SOFTBALL ASSOCIATION**



## **2022 RULEBOOK**

**Premier Softball Association, Inc.**

**P.S.A.**

**1200 St. Louis Avenue**

**East St. Louis, IL 62201**

**(618) 857-4000**

# Premier Softball Association (P.S.A.) Executive Board

[www.psasoftball.com](http://www.psasoftball.com)  
[www.facebook.com/psasoftball](https://www.facebook.com/psasoftball)

**Dennis Jackson**  
CEO/Founder  
[psasoftballceo@yahoo.com](mailto:psasoftballceo@yahoo.com)  
(618)410-8035

**Treandos Moore**  
National Tournament  
Director

**Demi Murdoch**  
National Women  
Director

## **Directors**

Julian (Bud Joe) Nunnery - MS  
Thalaya Bell – TN  
Rod Murdoch- AR & TX  
Treandos Moore-MO & IL  
Dennis Jackson II- LA

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## **REGULATION 1. THE PLAYING FIELD**

**Section 1. THE PLAYING FIELD** is the area of ground where the ball can may be legally played upon (caught, fielded, hit, or thrown). The playing field shall have a clear and unobstructed area within an established radius far boundaries between the foul line. Outside of the foul line, between the line and any backstop, fences and/or other field limitations, there should be an unobstructed area of not less than 25 feet in width.

**Section 2. SPECIAL GROUND RULES** may be determined by the Plate Umpire and/or the PSA Tournament Director when the field does not meet the official minimum dimensions of 300 feet for men and 275 for women nor has special obstructions of the area in play.

**Section 3. THE OFFICIAL DIAMONDS** of the field shall be established as:

- a. **BASELINES** of 65 feet shall be used in all divisions.
- b. **PITCHER'S DISTANCE** of 50 feet from home plate with the plate being made up of rubber or other suitable material, 24 inches long x 6 inches wide. The top of the plate shall be level to the ground.
- c. **FLOATING MOUND** is behind the original mound. A pitcher may pitch from the area between 50-53 feet.
- d. **BATTER'S BOXES** shall be provided on either side of Home Plate, with the inside line of this Box 6 inches from Home Plate and parallel to the sideline. The Batter's Box shall be 5 -1/2 feet long, extending 3 feet forward and 2 -1/2 feet toward the rear, measured from the center corner of Home Plate. The Batter's Box shall be 3 feet wide, thus forming a rectangle of 5 -1/2 feet by 3 feet. The lines marking the Batter's Box are considered to be part of the Batter's Box.
- e. **THE CATCHER'S BOX** shall be 10 feet long from the rear outside corners of the Batter's Box on each side of Home Plate, therefore forming rectangle 10 feet long and 8 feet 5 inches wide.
- f. **THE THREE-FOOT RUNNING LINE** is drawn parallel to the First Base Foul Line starting at the outside corner of First Base and extending halfway toward Home Plate.
- g. **THE COACHES' BOXES** shall be established at First and Third Base. 12 feet from and parallel to the base line. They shall be 12 feet long starting at the outside corners of the Bases and extending toward Home Plate. The width of the Box shall be 3 feet, thus forming rectangle 10 feet long and 3 feet wide.

## **REGULATION 2. EQUIPMENT**

**Section 1.** The Official Bat that may be used at all PSA sanctioned events shall be any new stamped bat that meets the following guidelines:

**A. THE OFFICIAL BAT** shall be round in cross section, straight in length, and measure not more than 34 inches long including tape or other grip additions to the bat and not more than 2 -1/4 inches in diameter at its largest part and its weight shall not exceed 31 -1/2 ounces, including tape or grip addition to the bat. The bat shall have a safety grip of tape or some other material to facilitate holding the bat during the batter's swing. The safety grip shall be not less than 10 inches long, nor extend to touch the barrel of the bat. Graphics which include BPF markings, must be permanent. Graphics cannot be decals or any other method that can be easily be removed or added to the bat.

- a. All bats must be a NEW stamped with one of the following markings including the thumbprint marking:



- b. **ILLEGAL BAT.** When a bat does not meet the specifications as defined above and/or has flat spots, pronounced dents, excessive pine tar, sticky type products, loose knobs, loose end caps, missing key graphic information, the actual bat material is visible because paint has worn off, or if in the Umpire or PSA Director's judgment the bat is illegal. The Umpire or PSA Director can ban the prohibit of use to be a doubtful bat.
- c. A PSA Director may at any time ask to inspect a bat that has been brought into the tournament.
- d. If a bat loses an end cap during play, the bat will be immediately confiscated by the PSA Director for further examination. If the bat is deemed legal after inspection, the bat will be returned. If the legality of the bat is in question after examination, PSA Director will retain bat for further testing until the end of the tournament. If a player uses a bat that does not meet the above outlined guidelines, the player will be called out and ejected from the game.

**B. ALTERED BAT.** When a bat has experienced any physical structure change, including, but not limited to:

- a. The bat has had the surface of the barrel or the taper changed in any way as by painting, repainting or removing bat material by any means, such as by sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means.
- b. The bat has had the plug or the knob removed/replaced or changed in any way.
- c. The bat has had anything removed or added or inserted to the inside or outside of the bat other than tape at the handle or knob. Replacing or replacing the safety grip with another safety grip is not considered altering a bat.

**NOTE:** Cracked, worn, or damaged bats are not consider altered bats but they can be removed from play by Directors and Umpires. Paint or lettering wear shall not result in a bat being considered an altered bat as long as the bat can be identified and has the appropriate BPF marking.

## **Section 2. BAT INSPECTION/SUSPENSION.**

a. If a pitcher is intentionally hit by a batter (as determined by the Umpire) the bat will be retained by the PSA Tournament Director for further inspection and the batter will not be allowed to compete during the rest of play for the game in which the offense occurred.

I. If the Manufacturer or the PSA Bat Committee determines that the bat has been altered, the Altered Bat Committee may suspend a *first-time offender* for up to one year from PSA play. For a *second-time offender*, any suspension may be up to lifetime.

b. PSA Director may at any time request to inspect a bat that has been utilized a PSA sanctioned event. In either case, the owner and/or user may either:

c. Allow the Director to inspect the bat and reach a conclusion on as to whether or not the bat might be altered. If, after making the inspection, the Director in his/her discretion decides that the bat might be an altered bat, the suspected offending owner and/or user may:

d. Allow the Director to send the bat to the PSA Bat Committee and/or Manufacturer of the bat for a determination as to whether or not the bat has been altered.

**NOTE:** During the time of the examination of the bat by the Manufacturer/Bat Committee, PSA may suspend the suspected offending player pending the decision. If the Manufacturer or the PSA Bat Committee determines that the bat has been altered, the Altered Bat Committee may suspend a *first-time offender* for up to two years from PSA play. For a *second-time offender*, any suspension may be up to lifetime. 2. Withhold the bat from inspection and accept a one-year (up to life for second time offenders) suspension from PSA play with no right to appeal.

**Section 3. THE PITCHING AREA** is the area the width of the Pitcher's Plate (24 inches) up to six (6) feet behind the Pitcher's Plate.

**NOTE:** All Pitching rules that apply to the Pitcher's actions before and during the release of the pitch along with the restrictions on height, speed and etc. shall remain the same.

**Section 4. THE OFFICIAL BALL** for men's play is a .44 COR (coefficient of restitution) PSA Stamped 12-inch stamped softball. For women's play, a .44 COR PSA stamped 11-inch softball shall be used. In the case a PSA stamped is not available at tournament play, the PSA Tournament Director will notify all teams of the approved ball that may be used during play.

a. **ILLEGAL BALL.** When a ball does not meet the specifications as defined. Including, but not limited to, being frozen or being re-stitched, the Umpire shall prohibit the use of the ball.

**Section 5. THE HOME PLATE** shall be made of rubber or other suitable materials. It shall be a five-sided figure, 17 inches across the front edge of the plate facing the Pitcher.

**Section 6. THE PITCHER'S PLATE** shall be made of rubber or wood. It shall be 24 inches long and 6 inches wide. The front edge of this plate shall be centered on the direct line from Home Plate to Second Base.

**NOTE:** All Pitching rules that apply to the Pitcher's actions before and during the release of the pitch along with the restrictions on height, speed, etc. shall remain the same.

**Section 7. THE BASES** other than the Home Plate shall be 15 inches square and not more than 3 inches high. They shall be made of canvas bags, plastic or other suitable materials filled with soft padding. They shall be white, red or orange in color. All bases must be securely fastened at their designated places.

**NOTE:** A Safety Base is optional. The Safety Base shall be 15 inches by 30 inches and not more than 3 inches high. The Safety Base should be positioned such that the white portion is located where First Base would normally be (in Fair Territory) and the colored portion (red or orange) should be in Foul Territory. Any Batted Ball hitting the white portion should be fair and any ball hitting the red or orange portion should be foul. On the initial throw to First Base from the infield or outfield, the Batter-Runner **MUST TOUCH** the red or orange portion of the base but not the white. If legally appealed by the Defense during a live ball situation, the Runner will be called out. The defensive Player **MUST** always touch the white portion. This rule is in effect only on the initial play at First Base. This does not include:

1. Returning to the base after over running
2. Running on a base hit to the outfield, or
3. Re-tag to advance on a fly ball

**EFFECT:** If the Base Runner uses the orange portion at any time after the first attempt at First Base and is not in contact with the white portion, then he is considered off the base.

**Section 8. GLOVES** may be worn by any Fielder. Catchers and First Basemen may wear a glove or mitt of any size; all other Players are restricted to a finger type glove with the space between the thumb and forefinger not exceeding more than 4 -1/2 inches at the top. The webbing shall not be constructed to form any type net or tray.

**Section 9. SHOE** shall be considered legal if it is made with either leather or canvas uppers or similar materials. The soles may have soft or hard rubber cleats. Metal cleats are prohibited.

**Section 10. MASKS** may be worn by any defensive player for safety.

**Section 11. UNIFORMS** while participating in PSA Tournaments, players should be uniformly dressed. **ALL** Shirts **MUST** be numbered.

- a. Batting helmets may be worn by Players/Coaches at any time.
- b. No player will be allowed to participate in a game without a numbered team jersey. (No white beaters or non - team shirts). If a batter hits without a number, the batter will be called out.
- c. All exposed jewelry that is judged to be potentially dangerous by the umpire may not be worn during the game.

**Section 12. EQUIPMENT** shall not be allowed to remain on the playing field during the playing of the game, either on Fair or Foul Territory.

### **REGULATION 3. DEFINITIONS**

**ALTERED BAT** is one that has had its physical structure changed as outlined in Regulation 2, Sec. 1B.

**APPEAL PLAY** refers to a play in which the Umpire cannot make a ruling until a decision is requested by the Defensive or Offensive Team. This appeal must be made before the next legal pitch, intentional walk, illegal Pitcher action, or before all Fielders have left Fair Territory.

**BALL** refers to a Pitch that does not enter the Strike Zone in flight, nor conforms to the fairly delivered Pitch stipulations, and is not struck at by the Batter.

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

**BASE PATH** refers to imaginary line 3 feet to either side of a direct line between two Bases. The Runner is restricted to the 3 foot line in some cases.

**BASE ON BALLS** permits a Batter to gain First Base, without liability to be put out and is awarded by the Umpire when three pitches are adjudged to be balls.

**BASE-RUNNER OR RUNNER** is a Player of the Team at bat, who has hit a Fair Ball or who has been awarded First Base for any reason before he is put out.

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

**BATTER** refers to the Offensive Player who takes a position in the Batter's Box.

**BATTER-RUNNER** is the term identifying the Offensive Player who has just hit a Fair Ball and applies until he is either put out or until the play on which he became a Runner is ended.

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



**BATTING ORDER** is the official listing of Offensive Players in the order in which they must bat.

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

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

**BUNT** refers to a Batted Ball not swung at but is intentionally met with the bat and tapped slowly. This will be declared an out.

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

**CATCH** is the act of a Fielder getting the ball in flight securely in possession in his hand or glove and firmly holding it, provided he/she does not use his cap, protector, a pocket, or other part of his Uniform or the glove not in its normal position on the hand to stop or catch the ball. It is not a catch; however, if simultaneously or immediately following his contact with the ball, he collides with a wall, a fence, another person, or if he/she falls down and, as a result of any such collision, drops the ball. To establish the validity of the catch, the Fielder shall hold the ball long enough, so the Umpire is convinced he had complete control of the ball.

**CATCHER** refers to the Defensive Player who takes his position behind Home Plate.

**CATCHER'S BOX** is that area where the Catcher must remain while and until a pitched ball has reached or passed Home Plate or is batted.

**CHOPPED BALL** is a Batted Ball that the Batter strikes downward so that it hits the ground within the infield, with a deliberate attempt and downward chopping motion with the bat. This will be declared an out.

**COACH** refers to a member of the Team at bat. Only one Coach is permitted in each Coach's Box, to direct the Players of his own team while batting and running bases.

**CONFERENCE** refers to a meeting that takes place anytime a Team Representative delays the game or requests a suspension of play for any reason and delivers a message to any Player.

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

**DEFENSIVE TEAM** is the Team that is playing defensively in the field.

**DESIGNATED RUNNER or DR** – A designated runner or DR is an optional player that can be used to run the bases for any player designated by the manager that is in the batting order that has batted as many times as needed during the inning. There is no limit to the use of the DR runner usage in the same inning. If a team uses the DR option, the opposing team manager and the Umpire(s) must be notified before the game starts (with the DR being listed at the bottom of the batting order). The Designated Runner's position cannot be substituted. The player in the Designated Runner's position can be used as a substitute. Once the player listed in the Designated Runner's position replaces a player on defense or in the batting order (therefore becoming a substitute), that team loses the designated runner option for the rest of the game and that player becomes subject to

the re-entry rule.

**DOUBLE PLAY** is a continuous play by the Defense where two Offensive Players are legally put out without an intervening play or an error.

**FAIR BALL** is a Batted Ball that settles on Fair Territory between Home Plate and First Base, or Home Plate and Third Base, or that is over Fair Territory, including any part of First or Third Bases when bounding to the Outfield, or that first touches any base, other than Home Plate, or that first touches a Player or Umpire over Fair Territory, or which first touches the ground or an object in Fair Territory, or over Fair Territory, beyond First and Third Bases, or that while over and above Fair Territory passes out of the Playing Field, that is, over and beyond the outside fence.

**FAIR TERRITORY** is that part of the Playing Area within and including the First and Third Base Foul Lines, from the Home Plate to the bottom of the extreme playing area fence and then extending perpendicularly upward.

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

**FIELDER** refers to any Player of the Defensive Team playing in the field.

**FLY BALL** refers to any ball Batted into the air and before it strikes some object other than a Fielder.

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

**FOUL BALL** is any Batted Ball that stops or settles in Foul Territory without first being touched in Fair Territory, or which is first touched in Foul Territory, or that first touches some out-of-play object or area in Foul Territory, or that first touches Foul Ground beyond First and Third Base, or which does not conform to the requirements that would make it a Fair Ball.

**FOUL TIP** is a Batted Ball that goes directly from the bat not higher than the Batter's head, to the Catcher's hands and is legally caught. First contact from bat must be Catcher's hands.

**HOME TEAM** is the Team on whose grounds the game is being played; or, if the game is scheduled on neutral grounds, it is decided by mutual agreement or a toss of a coin. Home Team bats in the last half of the innings. In all Championship games, the undefeated team will automatically be named the HOME team. If an IF game is necessary, the HOME team will be decided by coin toss.

**ILLEGAL BALL** refers to a ball put into play that is not the official tournament ball or a ball that does not meet the requirements/specifications as outlined.

**ILLEGAL BAT** refers to one that does not meet the requirement/specifications of Regulation 2, Sec. 1A.

**ILLEGALLY BATTED BALL** is one Batted Fair or Foul by the Batter when either one or both of his feet are in contact with the ground

COMPLETELY outside the lines of the Batter's Box, or when his foot is in contact with Home Plate, or when the ball is batted with an Illegal Bat.

**ILLEGALLY CAUGHT BALL** occurs when a Fielder catches a Batted or Thrown Ball with a glove, a mask, a cap, or with any part of his clothing detached from the proper position on the Fielder's body.

**IN FLIGHT** describes any Batted Ball, a Thrown or Pitched Ball, which has not yet touched the ground or some object other than a Fielder.

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

**INFIELD** is that portion of the Field within the Baselines and also includes the areas of the Field normally covered by Infielders in defensive positions.

**INFIELD FLY** is a Fair Batted Ball (not a line drive) that can be caught in flight by an Infielder with ordinary effort. Any Defensive Player may catch the ball in the Infield Area.

**INNING** is that portion of a Game within which teams alternate on Defense and Offense, and each team is allowed three outs during its time at bat.

**INTERFERENCE** is an act where Players or others interfere with a Player's opportunities. There are three types of interference:

- a. Offensive Interference** - When a Player interferes with or impedes or confuses a Defensive Player while he is attempting to make a play. This can occur by either physical or vocal actions.
- b. Spectator Interference** - Occurs when a person not engaged in the game touches a live Batted or Thrown Ball which could prevent a Blocked Ball to occur, or when a person not engaged in the game physically interferes with a Player's opportunities.
- c. Umpire Interference** - Occurs when a Fair-Batted Ball strikes the Umpire on Fair Ground before passing a Fielder other than the Pitcher.

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

**LINE DRIVE** is a Fly Ball that is batted sharply and directly into the Playing Field. NOTE: A Line Drive should never be considered an Infield Fly.

**LIVE BALL** occurs when the Umpire Signals Play Ball. The ball remains live until the ball becomes dead for any reason as stated in these rules.

**MANAGER** refers to a person appointed by the Team to be responsible for the Team's actions on the Field. Also, the Manager represents the Team when communicating with the Umpire and the opposing Team. A Player may be designated as a Manager.

## **OBSTRUCTION**

- a. Obstruction** is the act of a Fielder while not in possession of the ball, or not in the act of fielding a Batted Ball, or taking a proper position to receive a Thrown Ball (Thrown Ball must already be in flight) which impedes the progress of a Runner who is legally running the Bases.

- b. Obstruction is the act of a Fielder which impedes the Batter from striking at a Pitched Ball.
- c. The obstruction does not have to be intentional and may be vocal.

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

**OUT** refers to one of the three requirements of an Offensive Team each inning.

**OUTFIELD** is that portion of the Field beyond the lines of the Infield and extending to the extremities of the Playing Field. This usually refers to the area between the Foul Lines.

**OUTFIELDER** refers to the Defensive Player occupying a position in the Outfield, which is the most distant from the Home Plate.

**OVER SLIDE** or **OVER SLIDING** is the act of a Runner when his slide to a Base is with such momentum that he loses contact with the Base, and he is thus placed in jeopardy. This does not apply to the Batter-Runner, as he is first approaching First Base.

**OVERTHROW** is a ball thrown from one Fielder toward another and which, for any reason, goes into Foul Territory and stays within the boundaries of the Playing Field. This ball always remains live unless it becomes a Ground Rule Blocked Ball.

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

**PERSON** refers to an Umpire or Player includes all of his body, his clothing, or his equipment.

**PITCH** refers to any delivery of the ball to the Batter by the Pitcher.

**PITCHER** is the Fielder designated to deliver the Pitch to the Batter.

**PITCHER / INFIELDER** - The Pitcher becomes an Infielder when, after releasing the Pitch to the Batter, he has a reasonable opportunity to field a Batted Ball.

**PITCHING AREA** is the area the width of the Pitcher's Plate (24 inches) up to six (6) feet behind the Pitcher's Plate.

**PIVOT FOOT** is the foot, when placed on the Pitcher's Plate or Pitching Area by the Pitcher that must be in contact with the Pitcher's Plate or Pitching Area when the Pitched Ball is released.

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

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

**RETOUCH** is the act of a Runner in returning a touch to a Base as legally required. **ROSTER** in tournament play shall consist of players eligible to play on said team.

**SACRIFICE FLY** is any caught Fair Fly Ball that permits a Runner to score a run after a caught fly ball is first

touched.

**STRIKE ZONE** is that space directly above Home Plate that is not higher than the Batter's highest shoulder, nor lower than the bottom of the Batter's front knee, when the Batter assumes his natural batting stance. Any part of the Pitched Ball that passes through this zone is a strike.

**SUSPENDED GAME** is a game called before being completed which is to be completed at a later date.

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

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

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

**TOUCH** refers to touching an Umpire or Player or Person. This includes any part of his body, his clothing, or his equipment.

**TEAM REPRESENTATIVE** is any person affiliated with the Offensive or Defensive Team, including Sponsors, Managers, Coaches, and Players in a Game.

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

**TURN AT BAT** begins when it is any individual Player's turn to bat, such as his name listed at the top of the Offensive Team's Batting Order at the beginning of an inning; or when the Batter listed immediately preceding him in the Batting Order completes his turn at bat by being put out or becoming a Runner.

## REGULATION 4 . The Game

**Section 1. THE CHOICE OF HOME OR VISITOR** shall be decided by a toss of a coin, the winner shall select the choice of being home team and batting last or visiting team and batting first.

**Section 2. CONDITION OF PLAYING FIELD** before the game shall be determined by the Tournament Director or Umpire in Charge. After the game has been started, the Plate Umpire (and Tournament Director) shall judge of the fitness of the ground and or the intensity of the weather for continuing play. After the Umpire has started a Game, he/she shall be the sole judge as to the fitness of the ground for continuing play.

**Section 3. A REGULATION GAME** shall consist of seven (7) innings or sixty (60) minute time regulation (whichever comes first) **NOTE:** All Championships and IF games will not be subjected to a time limitation.

**a.** A Game that is tied at the end of seven innings or time has elapsed shall be continued, by playing additional innings until one Team has scored more runs than the other at the end of a completed innings.

**b.** The Umpire is empowered to call a Game at any time because of rain, darkness, or for any other cause which puts the Umpire or teams in harm way.

**Section 4. A FORFEITED GAME** shall be declared by the Umpire in favor of the team not at fault in the following cases: The score will be 7-0 in favor of the team not at fault.

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

**b.** If after a game has begun a team refuses to play or resume play as directed by the Umpire.

**c.** If a team utilizes tactics to deliberately delay or haste in the playing of a game.

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

**e.** If for any reason a team does not have the designated number of players to commence or continue the game.

**f.** If after a warning by the Umpire, any one of these Rules is willfully violated.

**g.** Tournament Directors may adopt a grace period before a forfeit is declared in a Tournament.

**NOTE:** Grace Period will be 15 minutes from when the umpire is ready to commence coaches' pre-game coin flip and instructions.

**Section 5. A SUSPENDED GAME** can result in Tournament Play, if the Umpire stops play for any reason such as power failure of light,

protested Game in accordance with these rules, or any act of God, etc. that precludes immediate continuance of the Game to the conclusion of the full seven innings, or as required.

**EFFECT** Sec. 5. When a Suspended Game is resumed, it must be resumed under the conditions that prevailed prior to the interruption that caused the Suspended Game. However, a

Tournament Director may call a game if five (5) innings have been completed or a Tournament Director may alter the tournament format in order to finish the Tournament.

**Section 6. APPEALS.** There are Five (5) causes to make an appeal:

- a. Missing of a base by a runner.
- b. Leaving a base on a caught fly ball before the ball is first touched by a defense player.
- c. Batting out of order.
- d. Attempting to advance to second base after making the turn at first base on a base hit.
- e. Ineligible Designated Runner

**Live Ball Appeals:** In all games an appeal may be made during a live ball by touching the Base (s) missed or left to soon on a caught live ball, or by tagging the runner(s) committing the violation if he/she is still on the playing field.

**Dead Ball Appeals:** The dead ball appeal may be made in all games once time has been granted by the Umpire. Any fielder 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 shall then make a decision on the play.

- I. A runner may not return to touch a missed base or one left too soon on a caught fly ball if:
  1. He/she has left the field of play.
  2. A following runner has scored after him.
  3. He/she is standing on a base beyond the base he/she left too soon and time has been called by the Umpire.

**NOTE:** If the runner is between any two bases and attempting to return to the base left too soon when time has been called, he/she can return to that base without penalty. If he/she continues, his/her action can be appealed.

- II. When Appeals Must be Made: Appeals must be made before the next legal or unfair pitch, before the pitcher and all infielders have clearly vacated their normal fielding position and have left fair territory on their way to the bench or dugout area or up until the time the Umpire(s) leave the field at the end of the game.
- III. Runners May Advance during a live ball appeal play. If the ball is dead, the runners may not advance.
- IV. More Than One Appeal may be made but guessing games will not be allowed. When an Umpire decides that the appeals on a play have been exhausted or are becoming foolish, the appeal situation is over.

- V. An appeal must be honored even if the base missed was before or after an award.
- VI. If a runner misses home plate and the catcher misses the tag, the Umpire will hesitate slightly and if no tag is made the runner will be declared safe. If an appeal play is then made by either tagging home plate or the runner, the Umpire will then make a decision of this appeal play.
- VII. If an appeal is honored at a base to which a runner is forced to advance and the out is a forced out, no runs will score if the out is the third out. If a forced runner, after touching the next base, retreats for any reason towards the base he/she had last occupied, the force play is reinstated, and he/she may again be put out if the defense tags the base that he/she is forced to advance to. **NOTE:** There may not be a force out if the batter does not become a batter-runner.
- VIII. If a runner leaves a base too soon on a caught fly ball and returns in an attempt to re-tag; this is considered a time play and not a force out. If the appeal is the third out, all runs scored by the runners in advance of the appealed runner and scored ahead of the legal appeal are valid.
- IX. If a runner passes and does not touch the first base before the throw arrives, he/she is considered to have touched the base unless an appeal play is made.
- X. Fourth Out Appeal: An appeal may be made after the third out as long as it is made properly (Situation) Runners on first and third bases with one out. The batter hits a fly ball that is caught. Each runner leaves he/she base before the ball is touched. An appeal is made at first base for the third out. The defensive team now makes an appeal at third base before the infielders have left the infield. The runner at third is declared out for the fourth out and the run would not count.

**Section 7. A PROTESTED GAME** can result when there is a difference of opinion on the field between the protesting Team and the Umpire regarding the application or interpretation of Official Game Rules.

- a. Conditions governing acceptance of Protests during playing of a Game.
1. Based on an Umpire's judgment such as whether a batted ball was fair or foul, a Pitched Ball was a Ball or Strike; a Base Runner was Safe or out is not to be accepted for consideration.
  2. Based on alleged misinterpretation or application of the Playing Rules should be accepted for consideration and decision.
  3. The intention to Protest a Rule must be made known by the Manager or Captain of the Protesting Team to the Umpire immediately and before the next legal pitch, intentional walk, illegal pitcher action, or before all Fielders have left fair territory.
  4. In Tournament Play, all protests must be settled before any play can be resumed as a Suspended Game except protests concerning player eligibility. If a player eligibility protest is lodged during Tournament Play and cannot be resolved at the time of the protest, the Game shall be completed. If a protest for player eligibility is determined to be valid, the offending team will forfeit the game being played and the Protest Fee is returned.



5. If a bat is protested as being altered during a game, Regulation 2, Sec. 1 C will be in effect.
6. Any Rule Protests must be made before the next legal pitch, intentional walk, illegal pitcher action, or before all fielders have left fair territory.

**6. PROTEST FEE** – For a team to register an eligibility protest, it must first pay a \$150.00 Protest Fee to the PSA Tournament Director. A decision made on a protest situation will result in one of the following actions:

- a. If the protest is determined to be invalid, the game will continue from the point of the protest and the Protest Fee is lost.
- b. If a protest is determined to be valid, the offending team will forfeit the game being and the Protest Fee is returned.

7. If the protest is determined to be invalid because information is not available to the Tournament Director, (e.g. reclassified player/team), the game will resume, and the Protest Fee will be returned to the protesting team.

**Section 8. SCORING OF RUNS.** A run shall not be scored if the third out of the inning is a result of:

- a. The batter being put out before legally touching 1st base.
- b. A base runner being forced out due to the batter becoming a base runner.
- c. A base runner leaving base before a pitched ball reaches home plate or before the pitched ball is batted.
- d. An appeal play at 1st base on the batter/runner for the 3rd out of the inning.
- e. No succeeding runner shall score a run when a preceding runner has been declared the third out of an inning.

**Section 9. GAME WINNER** shall be the team that scores the most runs in a regulation game. The score of a called regulation game shall be the score at the end of the last completed inning, unless the home team has scored more runs than the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning.

Sec. 9A. **RUN RULE** a team shall be awarded a win by the Run Rule if a team is winning by **20** runs after 3 innings, **15** runs after 4 innings, or **10** runs after 5 innings.

**Section 10. EXTRA INNINGS/TIE BREAKER.** If after completion of seven innings of play or if the scheduled game time has expired, the score is tied, the following will take place:

- 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 last player to be put out, being placed on second base.
- b. Teams shall continue playing additional innings until one side has scored more runs than the other

at the end of a complete inning, or until the home team has scored more runs in their half of the inning, before the third out is made.

**Section 11. CHARGED CONFERENCES.** A manager and/or team representative, on or off the field, shall be allowed only one charged conference with a batter or base runner in any one inning.

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

**a. Defensive Conferences.** There shall be only one charged conference between the manager or coach from the dugout with each pitcher in an inning. If the manager is a player/manager, the Plate Umpire is to use his/her judgment to determine if a conference is to be charged.

**PENALTY:** The coach must substitute the pitcher if more than one conference occurs in one inning

## **Section 12. TWO PITCH GAMES**

At the discretion of the PSA Tournament Director, due to delays, games may be played as “Two Pitch” games. During these games the pitcher will have up to two pitches to deliver. If the first pitch delivered is a strike, the batter will be declared out. If the batter foul tips the first pitch, the batter will have declared out. If the first pitch delivered is a ball, the pitcher has an additional pitch to deliver. If the second pitch delivered is a strike, the batter will be declared out. If the batter foul tips the second pitch, the batter will be declared out. If the second pitch delivered is a ball, the batter will be awarded a walk.

## **Section 13. HOME RUN RULES**

- a.** Over-the- fence Home Runs are limited in various PSA divisions. All fair untouched fly balls over-the-fence in excess of the limit will be ruled an out. (\*Additional penalty for Men’s Minor Recreation. See below)
- b.** Any time the batter is ruled out because of an over-the-fence Home Run in excess of the limit, the ball is dead, and no runners can advance.
- c.** Any fair fly ball touched by a defensive player which then goes over the fence in Fair Territory will be declared a four-base award and is not to be included in the total of over the fence Home Runs.
- d.** A Home Run will be charged for any untouched fair fly ball hit over the fence in Fair Territory, whether or not runs score.
- e.** Batters are not required to touch all four bases on legal home runs. Once the umpire signals a home -run, the batter may proceed to the dugout.

## HOME RUN RULES

**The following are Home Run Rules per Game and per Team, by Division.**

**Men's Recreation – 4 HRS with each subsequent HR being an out for the batting team**

**Women Recreation - 3 HRS with each subsequent HR being an out for the batting team**

**Co-Ed - 3 HRS with each subsequent HR  
being an out for the batting team**

**Men's Senior (50 & Over) - 6 with subsequent HR's being an out for the batting team**

**Section 14. NO SHOW Fee** shall be required for all teams that register for a tournament and fail to notify the Tournament Director that the team will be unable to attend the tournament prior to seven (7) days before the tournament date. The team will be required to pay the NO SHOW fee at the next tournament the team attends.

### **REGULATION 5. THE PLAYERS AND SUBSTITUTES**

**Section 1.** A TEAM shall consist of at least ten players. The game can start and/or finish with nine players, the 10th batter will be declared an out. A 10th player can be added to the 10th position any time before the end of the game. A team can bat up to 11 players. The 11th batter shall serve as the DH – Designated Hitter. The Senior Division will be allowed 2 DH- Designated Hitters. A senior Team can bat up to 12 players.

**1. DESIGNATED HITTER (DH)** rule can be used in the entire program. A team may insert a Designated Hitter into its lineup and any 11 players can take a defensive position throughout the game. If a DH is used, a Team may drop to 9 players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat.

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

- a.** Other than the Pitcher and Catcher, players in the Field may be stationed anywhere they choose on Fair Ground as each pitch is made.
- b.** The Pitcher, in delivering the ball, must be in Legal Position at the Pitchers Plate or in the Pitching Area.
- c.** As each pitch is delivered, the Catcher must be in the Catcher's Box.

**Section 2. A PLAYER or a SUBSTITUTE** shall be officially in the game when his name has been entered on the official score sheet. A substitute may take the place of a player whose name is on his Team's batting order. A player is considered a substitute when they **a)** take their place in the batter's box, **b)** take the place of a defensive player (including pitcher) or

c) take the place of a base runner. The following regulations govern the Substitution of Players:

a. The manager of the Team making the Substitution, or the Substitute should immediately notify the Umpire.

b. Unannounced substitution shall be declared an out.

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

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

e. If an ejected player is discovered participating in the game or games he was ejected from, the game is declared a forfeit.

**Note:** The officiating umpire or PSA Director may impose the specific penalty resulting from a player/coach ejection. Appeals should be directed to the Tournament Director.

**Infraction Level and Penalty**

Level 1 (Verbal Altercation) Ejection from current game

Level 2 (Physical Altercation) Ejection from current game and the following game

Level 3 (Verbal & Physical Altercation) Ejection from the current tournament and future PSA tournaments, depending on severity

**Section 3. CONTINUED PLAY TO INJURY, BLEEDING OR OPEN WOUND.**

Player/Substitute, Manager, Coach, Trainer, or other Team member or Umpire who is bleeding or who has an open wound shall be prohibited from participating further in the Game until the bleeding is stopped and the wound covered.

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

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

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

**Section 4. RE-ENTRY** Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not re-enter. **NOTE:** All re-entries by any starter must be reported to the Umpire and Scorekeeper at the time of re-entry. Unannounced re-entry players will be declared out.

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

1. Starter who re-enters in an incorrect batting position.
2. Starter who re-enters a second time.
3. A substitute who re-enters the game.

**EFFECT Section 4 A.**

1. If an improper re-entry is discovered by the Defense while the player is playing offensively, the following penalties will be enforced:
  - a. If the improper re-entry is discovered while he is at bat, player is ejected, and a proper substitute assumes any accumulated balls and strikes.
  - b. If the improper re-entry is discovered after he has completed his time at bat, but before a pitch has been made to a succeeding batter, he is called out, and the player is ejected from the Game. All Base Runners, if they have advanced, must return to the base occupied at the time the improper re -entry took a position in the Batter' s Box.
  - c. If the improper re-entry is not discovered until a pitch is made to the next batter or the improper re -entry enters as a substitute runner, the player is ejected. All play that occurred while the improper re -entry was in the game will stand.
2. If an improper re-entry is discovered by the offense while the player is playing defensively, the following penalties will be enforced:
  - a. If the improper re-entry is discovered after he makes a play on a fair -batted ball (catch or throw) or a play on a foul fly ball before the next pitch, revert back to the previous pitch, the batter and each Base Runner are advanced one base. The improper player is ejected.
  - b. If the improper re-entry is discovered after a pitch, which did not result in a batted ball on which the improper p layer made a play, the improper player is ejected (this includes the pitcher).

**Section 5. NO DEFENSIVE PLAYER** shall take a position in the batter's line of vision and with deliberate attempt, act unsportsmanlike in any manner in an effort to distract the batter. NOTE: The Umpire shall first warn the offender, and then eject any player from the Game who repeats the offense.

**Section 6. BASE COACHES** there should be no more than two Coaches for the Team at bat to give words of assistance and directions to the member of their own team. One Coach shall be stationed in each Coaching Box at First and Third Bases. They may remain in that box. There shall not be more than one charged offensive conference between players and coaches or other players each inning. Any additional request shall be denied.

**Section 7. ILLEGAL PLAYER** The use of an illegal player is handled as an appeal that can be made at any time while the player is in the game. A player will not violate the illegal player provision until he/she enters the game and one (1) pitch is thrown. Any action before one pitch is thrown is correctable. An illegal player violation results in the immediate ejection of the illegal player.

In addition, the following penalties will apply:

a. If the illegal player has completed a turn at bat and before the next pitch, the illegal player is called out. Any advance by any runner as a result of the illegal player becoming a batter-runner is nullified. Any additional outs recorded on the play stand.

b. If the illegal player has made a defensive play and before the next pitch (or the defensive team or the umpires have left the field), the offensive team has the option of 1) the result of the play or 2) replaying the last pitch.

**NOTE:** The illegal player can be legally replaced by any eligible substitute.

**Section 8. A PSA TOURNAMENT DIRECTOR OR THE UMPIRE DIRECTOR** may declare a higher-class player ineligible immediately without having a team protest, no matter their roster status.

**Section 9. DIVISIONS** PSA offers divisions for men and women, and a coed division for both to compete. The men's divisions are specifically for men ages 18 and older, and the women's divisions are specifically designed for women ages 18 and older. With the exception of Co-Ed division, women may not compete in the men's program and men may not compete in the women's program of any division.

**NOTE:** Players under the age of 18 will be allowed to play with signed consent from a legal guardian and/or parent.

### **REGULATION 6. PITCHING RULE**

**Section 1. FOREIGN SUBSTANCES.** At no time during the progress of the Game shall the Pitcher be allowed to use tape or any other substance, including a glove, upon the pitching hand or fingers; nor shall any foreign substance be applied to the ball, provided that, under supervision and control of the Umpire, a bag containing powdered resin may be used to dry the hands.

**Section 2. WARM UP PITCHES.** At the beginning of an inning or when a Pitcher relieves another Pitcher, one minute may be used to deliver not more than three (3) practice pitches to the Catcher or some other Teammate.

#### **Section 3. LEGAL POSITIONS OF THE PITCHER'S FEET.**

**A.** The pitcher may pitch from the Pitching Plate or from the Pitching Area, an area the width of the Plate and up to Three (3) feet behind the Pitcher's Plate.

**B.** Preliminary to Pitching, the Pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the Pitching Plate or Pitching Area. The pivot foot must be in contact with the Pitcher's Plate or Pitching Area when the pitched ball is released.

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

**D.** After the release of the Pitch, there are no restrictions on Pitcher's subsequent movements, or the fielding positions he may assume as a Defensive Player.

#### **Section 4. PITCHER'S LEGAL MOTIONS**

**a.** After assuming the pitching position on the Pitcher's Plate or in the Pitching Area, the Pitcher must present the ball in front of his/her in either one or both hands before starting the delivery motions. Note: All Pitching rules that apply to the Pitcher's actions before and during the release of the pitch along with the restrictions on height, speed, etc., shall remain the same.

**b.** The Pitcher may hold or grip the ball in any manner before delivery.

**c.** Only a definite underhand motion is permitted in the delivery of the Pitch.

**d.** The Pitcher may release the pitched ball in any manner when delivering the Pitch. This includes any and all types of delivery.

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

**e.** Once the Pitcher begins his delivery motions; the umpire shall not give a call or signal for "Time" unless something unusual occurs.

**f.** The pitched ball must be released within 5 seconds from the time the Pitcher has the ball and the batter has taken his position in the Batter's Box. From this point, the Umpire shall not give a call or signal for "Time" unless something unusual occurs.

**g.** Pitcher must face Home Plate on delivery of pitch.

#### **Section 5. TYPE OF PITCH PERMITTED.**

**a.** The ball must be pitched under handed at slow speed.

**b.** The Pitched Ball must arc at least 3 to 10 feet after leaving the Pitcher's hand and before it passes any part of Home Plate.

EFFECT Sec. 5A-C. The speed of the Pitch and height of the pitched ball are left entirely to the judgment of the Umpire (NOTE: For sake of uniformity in decisions, any doubtful Pitch should be ruled as an unfairly delivered pitch). The Umpire shall warn a Pitcher who delivers a Pitch with EXCESSIVE SPEED that repeating such EXCESSIVE SPEED PITCH will cause the Pitcher's removal from the Pitcher's position for the remainder of the Game. A Pitch that does not arc the full 3 feet as required (flat level pitch) may not be an EXCESSIVE SPEED PITCH, but merely an unfairly delivered Pitch.

**Section 6. CATCHER POSITION** The catcher must be in and remain in the lines of the Catcher's Box when the Pitcher is in position and remain until a pitched ball has reached or passed home plate or is batted.

**Section 7. NO PITCH** shall be declared immediately when:

- A. The Pitcher pitched during a dead ball interval.
- B. A base runner is called out for leaving a base too soon.

**Section 8. A STRIKE** shall be declared when an ILLEGAL BALL is presented for play.

EFFECT Sec. 8. If an illegal ball is put into play and a pitch is delivered, the delivered pitch will be declared a strike if this is the first occurrence. If an illegal ball is put into play and a pitch is delivered, the batter will be called out if a strike has been previously called for an illegal ball.

**Section 9. A FAIRLY DELIVERED PITCHED BALL** includes all pitches that the Pitcher delivers in accordance with the several preceding paragraphs and provisions of the Pitching Rule.

**Section 10. UNFAIRLY DELIVERED PITCHED BALLS INCLUDE:**

- A. Any Pitched ball that does not conform to all requirements of a Fairly Delivered Pitched Ball.
- B. All pitches made by the Pitcher when not conforming to pitching restrictions.
- C. Delivering a Pitch from other than the Pitcher's Plate or Pitching Area and Pitcher's Position.
- D. A quick-return Pitch.
- E. The Pitcher failing to face Home Plate on delivery of the pitch.

EFFECT Sec. 10 A-E. In each case, an unfairly delivered ball shall be declared a ball by the Umpire provided, however, that if the batter strikes at any unfairly delivered Pitch, it shall be declared a Strike with no penalty for the unfairly delivered Pitch. The ball remains in play if batted by the batter.

(NOTE: Sec. 10A-E. These unfairly delivered pitches may not be so declared until the pitched ball reaches or crosses the plate.)

**Section 11. ILLEGAL PITCHER'S ACTIONS INCLUDE:**

- A. Holding the ball by the Pitcher longer than 5 seconds.
- B. Throwing the ball by the Pitcher to any fielder, unless making preliminary warm -up pitches or making an effort to complete an appeal play, or while the ball is dead.

EFFECT Sec. 11A-B. The Umpire should immediately indicate "DEAD BALL" and award a ball to the Batter.

**Section 12. APPEALING WHILE THE BALL IS LIVE** (before Umpire calls "Time"):



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

**Section 13. APPEALING AFTER BALL IS DEAD:**

Umpire signals “Play Ball”; the Pitcher announces which runner and base he is appealing. The ball is now live only for the purpose of making an appeal.

EFFECT Sec. 13.

- A. The Defensive Team can have only one attempted appeal per runner.
- B. No runner may advance on an appeal play after time has been called.
- C. No runner is out if he steps off the base during an appeal.
- D. When a ball is thrown into a dead ball area, the Team forfeits their right for a second appeal on any runner.

**Section 14. Additional Pitcher conference:** Any second conference with the same Pitcher in an inning will require the removal of that Pitcher from that position for the remainder of the Game.

**REGULATION 7. BATTING**

**Section 1. THE BATTING ORDER** of each team showing the players first and last name, uniform number and position, must be on the line-up card and must be delivered before the game by the manager or captain to the plate umpire. The plate umpire will submit it to the inspection of the manager or captain of the opposing team.

A. The batting order delivered to the umpire must be followed throughout the game, unless the player is replaced by a substitute. When this occurs, the substitute must take the place of the removed player in the batting order.

B. Each Player of the side at bat shall become the Batter and enter the Batter’s Box in the order in which his name appears on the score sheet.

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

D. A Batter completes a time at bat when he has either been put out or has become a Base Runner.

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

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

- 1.If an incorrect Batter is discovered before he completes his turn at bat, the correct Batter may take his proper place, assuming any accumulated balls and strikes.
- 2.If the mistake is discovered after the incorrect batter has completed the turn at bat, and before a pitch has been made to a succeeding batter, the batter who should have batted is called out. All Base Runners, if they have advanced, must return to the base occupied at the time the incorrect batter took a position in the Batter s Box. The next batter is the player whose name follows that of the Batter called out for failure to bat. This may even be carried over to the first Batter of the next inning, if the appealed out was the third out.
- 3.If the mistake was not discovered until a Pitch is made to the next Batter, the turn at bat of the incorrect Batter is then legal. All bases advanced or runs scored are counted, the next following Batter shall be the one whose name follows that of the incorrect batter who just finished a time at bat. No one is called out for failure to bat, and Players missing their turn at bat have lost that turn and do not bat again until reached in the regular Batter rotation.
- 4.No Base Runner shall be removed from the base he is occupying to bat in his proper place. He just misses His/her turn at bat with no penalty. The Batter following him in the batting order becomes the legal Batter.

## **Section 2. THE BATTER IS OUT IF:**

- A.Player uses an illegal bat. (Refer to Regulation 2.)
- B.Player bats illegally.
- C.Player hits the ball with an illegal or altered bat. The Umpire must discover this illegal action before the next pitch, either by observation or because of an appeal from the Defensive Team.
- D.Player bunts or chops the ball deliberately downward (either fair or foul).
- E.Player has a second strike.
- F.Player hits a Foul Ball after 1 strike. A courtesy foul is not allowed.
- G.Player steps across the plate with the pitcher in pitching position.
- H.Player intentionally interferes with the catcher attempting a play.
- I.Any member of batter's team interferes with a fielder attempting to make a play on a foul/fly ball.
- J.Player hits a fair fly ball or line drive that an infielder intentionally drops, with a runner on first, runner on first and second, first, second and third, or on first and third with less than two outs.

K. Player hits a fly ball that is legally caught.

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

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

N. If a fly ball falls to the ground untouched outside the Foul lines then bounces fair, before reaching first or third bases it is an infield fly NOTE: Umpire should call "INFIELD FLY- IF FAIR" to protect himself.

### **Section 3. A STRIKE IS CALLED BY THE UMPIRE:**

A. For each fairly delivered pitched ball by the Pitcher that passes through the Strike Zone before touching the ground.

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

B. The Strike Zone is only that part, or any part of the area, over Home Plate that is lower than the top of the Batter's highest shoulder, or higher than the bottom of his front knee.

C. For each pitch swung and missed by the batter.

D. For a batted ball striking the batter, while he is in the Batter's Box with no strikes.

E. For each Foul Tip, the batter is out if this is the second strike.

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

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

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

H. When the batter delays entering the Batter's Box after the Umpire Signals Play Ball. After 10 seconds the umpire shall declare dead ball and a strike shall be called on the Batter.

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

A. The pitched ball does not enter the Strike Zone.

- b. The ball strikes the ground before passing completely across Home Plate, or any part of the plate.
- c. A pitched ball strikes any part of Home Plate.
- d. Any unfairly delivered pitch is made and not struck at.
- e. There is an illegal pitcher action.
- f. A pitched ball is not released within 5 seconds from the time the pitcher has the ball and the Batter has taken his position in the Batter's Box.
- g. The Catcher fails to return each pitch that is not hit directly to the pitcher.

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

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

- a. A batted ball which first falls to the ground in Foul territory and then rolls or bounces into Fair territory, before passing First or Third Bases, and without having touched some object other than the ground, is a Fair ball. A batted ball first touching the ground in fair territory, then rolling into foul territory and then again rolling into Fair territory, is also a Fair ball provided the ball did not touch anything while over foul territory other than the ground.
- b. A Fair or Foul ball shall be judged according to the position of the ball, relative to foul lines including the foul pole, and not whether the Fielder is on or over the Fair or Foul territory at the time the ball is first touched.
- c. When a batted ball passes out of the field over a fence the Umpire shall declare it fair or Foul, according to position of the ball, as it leaves the playing field.
- d. When a batted ball hits any object including a Fielder and is ruled a Fair ball under the rules, it is always treated as a Fair ball regardless of what happens to the ball or where it may go.
- e. A fly ball falling beyond First or Third Base is judged at point of first contact.

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

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

- a. It is a strike unless the Batter already has one strike.
- b. A Foul fly may be caught, thus putting the Runners in jeopardy.
- c. A Foul ball not caught is a dead ball, and the Runners must return to their bases.

## **REGULATION 8. BASERUNNING**

**Section 1. A BASE RUNNER WHILE ADVANCING OR RETURNING MUST TOUCH EACH BASE IN LEGAL ORDER:** First, Second, Third and Home Base.

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

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

EFFECT Sec. 2. The Batter-Runner is in jeopardy immediately:

- a. If a fair batted ball strikes the Umpire or Base Runner while on base before passing a Fielder, other than the Pitcher. The ball is dead immediately and the Batter is entitled to First Base without liability to be put out.
- b. If the Fair batted ball hits the Umpire or Base Runner after passing a Fielder other than the Pitcher, or touches any Fielder including the Pitcher; it remains in play with all Runners being in jeopardy.
- c. The Pitcher becomes an Infielder after releasing the pitch to the Batter, and in the opinion of the Umpire has a reasonable opportunity to field a batted ball. (This will be considered an Umpire's judgment.)

**Section 3. THE BATTER IS AWARDED FIRST BASE:**

- a. When three balls are called by the Umpire.
- b. When the Pitcher tells the Umpire to intentionally walk a Batter.

Effect Sec. 3A-B. Batter is awarded First Base only. The ball is dead.

- c. If the Catcher or other Fielder obstructs or prevents him from striking at a pitched ball. The Offensive Manager has the option to accept obstruction or result of the play

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

**Section 4. A BATTER-BASE RUNNER IS OUT** under the following circumstances.

- A. When he is hit by his own batted ball in Fair territory, after leaving Batter's Box.

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

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

D. When, after a Fair Ball, a Fielder holds the ball on First Base before he touches or passes that base.

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

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

F. When, after hitting a fair ball, and while the ball is still live, the Batter-Runner carries the bat and touches first base or runs beyond first base while carrying the bat. Note: If this action results in the 3rd out of an inning, no runs shall score.

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

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

H. When he runs out of the 3-foot line and interferes with a Fielder taking the throw or making a play at First Base.

I. When he interferes with a Fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference in the judgment of the Umpire is an obvious attempt to prevent a double play, the Base Runner closest to Home Plate shall also be called out.

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

**Section 5. BASE RUNNERS ARE OUT** under the following circumstances:

A. When a Base Runner fails to keep contact with the base to which he is entitled, until a pitched ball touches the ground, has reached or passed Home Plate, or is batted.

EFFECT Sec. 5. A. No Pitch is declared, the ball is dead and the Runner out.

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

EFFECT Sec. 5B. If the interference is not ruled intentional; the Batter -Runner is entitled to go to First Base. If, in the opinion of the Umpire, the interference is an obvious attempt to prevent a double play, the immediate succeeding Runner shall also be called out. When

a Base Runner interferes after he is out or after scoring, the most advanced Runner shall be declared out.

c. When a Base Runner is struck by a fair batted ball on fair ground while off his base and before it touches a Fielder or passes a Fielder.

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

e. When a Base Runner runs bases in reverse order other than when permitted to.

**f. EFFECT Sec. 5C-E. It is a Dead Ball immediately and the involved Base Runner is out.**

g. When a Base Runner who is called out, continues to run the base thus simulating a live base Runner and thereby draws a throw to retire him a second time.

h. When members of the Team at bat stand or collect at or around a base toward which a Base Runner is advancing, thereby confusing the Fielders in adding to the difficulty in making a play.

i. When a Coach/fan or photographer of a team intentionally interferes with a live, batted ball or thrown ball.

j. When a Coach runs in the direction of Home Plate or any other base, on or near a baseline, while the Fielder is attempting to make a play on a batted ball or on a thrown ball, and thereby draws a throw in his direction.

k. When a Base Runner is attempting to score and the next Batter or other Team members interfere with the attempted play.

**EFFECT Sec. 5 F-J. The infraction constitutes interference. All play stops; the ball is dead, and the most advanced runner is called out.**

l. When anyone other than another Runner physically assists him while the ball is in play.

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

n. When, on a force out, a Fielder tags him with the ball (while on or off a base) or holds the ball on the base to which the Base Runner is forced to advance before the Base Runner can reach the base.

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

p. When a Base Runner physically passes a preceding runner before that runner has been put out.

- q. When a Base Runner fails to attempt to advance and goes into dead ball territory.
- r. When he positions himself behind, and not in contact with, the base to get a running start.  
EFFECT Sec. 5K-Q. In these situations, the ball remains live and in play, the involved Base Runner is out and other Base Runners are in jeopardy.
- s. When a Base Runner fails to return to touch the base to which he is entitled when play is resumed after any suspension of play caused by a dead ball situation, if the Fielder legally holds the ball on that base.
- t. When a Base Runner leaves his base to advance to the next base before a fly ball has been touched or touches some object, provided that if the fly ball is caught and returned to a Fielder and legally held on the base left, or if a Fielder touches the Runner with the ball before the Runner returns to retouch his original base.

EFFECT Sec. 5R-S. These are appeal plays and the Defensive Team loses its right to make an appeal on any of these situations if the appeal is not made known before the next Legal pitch, or Illegal Pitcher action, Intentional Walk, or before all Fielders have left fair territory.

- 1. Unless there are two outs, this status of a following Runner is not affected by a preceding Runner's violation or failure to comply.
- 2. If, on appeal, a preceding Runner is the third out no following Runner shall be allowed to score.
- 3. If, the appealed out is the third out, and is the result of a Force Out, neither the preceding nor following Runners shall score.
- 4. If the appealed out is the third out and is the result of the Batter - Runner not touching First Base, preceding Runners shall not score.
- 5. On any appealed play not a force out, all Runners in advance of Runner being appealed out, who touch Home Plate legally before actual physical completion of the third appealed out in any inning shall be counted. Succeeding Runners cannot score

- u. When a Base Runner fails to touch an intervening base or bases in regular or reverse order while the ball is in play, and the ball is held legally on the missed base or the Runner is legally touched with the ball while off the base.
- v. When a Defensive Player clearly has the ball and is waiting for the Runner and the Runner deliberately and forcefully runs into the Defensive Player, the Runner is declared out.

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



**Section 6 BASE RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE OUT:**

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

1. The Umpire shall call "TIME" when Base Runners cease to try to advance, because the Fielders have the ball ahead of them and all immediate play is apparently completed.

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

b. When, during a live ball play, following a batted ball, the ball is overthrown in either Fair or Foul territory and does not become a blocked ball.

c. When any legally caught fly ball is first touched by a Fielder.

d. When a live thrown ball strikes the person or an Umpire or Base Runner.

e. When a Fair batted ball, or a live thrown ball, accidentally strikes a coach.

f. When another Base Runner physically passes a preceding Base Runner.

g. When a preceding Base Runner fails to touch a base as required.

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

h. When a Fielder deliberately contacts or catches a batted or thrown ball with his cap, glove, or any part of his Uniform or Equipment, while it is detached from its proper place on the Fielder's person.

EFFECT Sec. 6 H.

1. On a Fair batted ball, or a ball over Foul ground in a situation that might become a Fair Ball, all Base Runners are entitled to advance 3 bases from the time of the Pitch.

2. On a thrown ball all Base Runners are entitled to advance 2 bases.

3. In each case, the Runners may advance further at their own risk, being in jeopardy after reaching the awarded bases. NOTE: If, in the opinion of the Umpire, a Fair batted ball would have cleared the outfield fence if not interfered with, the Batter shall be awarded a Home Run.

**Section 7. BASE RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE OUT:**

a. When a Fair batted ball goes over the fence or into a stand without touching the ground, the Batter shall be entitled to a Home Run.

EFFECT Sec. 7A. A Fair Ball that clears the fence before touching anything other than a Fielder, and which is not caught, is a Home Run. This includes any ball hitting the top of the fence and going over the fence.

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

B. When a Fair batted ball bounds or rolls into a stand over, under or through a fence or other boundary of the playing field, Base Runners are awarded two bases, from the time of the Pitch.

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

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

EFFECT Sec. 7 C. The Umpire must discover this illegal action before a next pitch, either by observation, or because of an appeal from the Offensive Team. The result of this shall be to revert to the previous Pitch, disallow the catch, and charge an error to the Fielder. The ball is dead, and the Batter and each Base Runner are advanced one base.

D. When forced to advance because of the Batter being awarded First Base.

E. When he is obstructed by a Fielder between the bases, or as he rounds a base, unless the Fielder is trying to field a batted ball or had the ball in his possession ready to tag the Runner.

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

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

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

1. When a FIRST throw is made by an Infielder trying for a first play, the award is made from the Batter's and a Base Runner's positions at the time of the Pitch.

2. When an Infielder makes any FIRST attempt at a play, and then makes a Second attempted play or throw, or on any throw from the Outfield, the award is made from the last base

touched by a Runner at the time this Throw is released. NOTE: Should more than one Runner be between the same bases, the advanced Runner governs the award.

**G.** When an accident or incident occurs that prevents a Base Runner from proceeding to a base to which he is entitled, as on a Home Run or other awarded base, a Substitute Runner shall be permitted to take his place when a play is resumed so to complete the play.

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

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

**A.** While the ball is in play, he fails to touch each base in legal order before attempting to make the next base. Either the Batter -Runner at First Base, or any other Runner forced to advance because the Batter became a Base Runner is considered as a forced out, should an appeal be made.

**B.** After reaching First Base, the Batter-Runner's momentum causes him to overrun or over slide First Base; the Batter-Runner makes an attempt to start toward Second Base before returning to retouch First Base.

**C.** After dislodging in a base, the Runner attempts to continue to the next base.

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

**Section 9. BASE RUNNERS MAY, AND SHALL, RETURN TO BASES AT VARIOUS TIMES:**

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

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

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

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

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

**B.** Two Base Runners may not occupy the same base simultaneously.

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

- c. A Base Runner shall not run bases in reverse order to confuse the Fielders or to make a travesty of the Game.

EFFECT Sec. 9 C. The Base Runner shall be declared out by the Umpire, and the ball is dead.

- d. A Base Runner returning to a base to retag a base on a fly ball caught and thrown by a Fielder to any base. If the ball is thrown by a Fielder into the restricted area, the Base Runner shall be awarded the base he must retouch, plus one base. Since the Base Runner is required to regain the base he first occupied, he is awarded that base and only one more.

EFFECT Sec. 9D. If the Base Runner is in contact with the base, he will be awarded two bases from the time of the throw. If he

leaves the base too soon, he will be awarded the base he must retouch plus one base. It may now become an APPEAL PLAY and the Base Runner may be put out. The determining factor shall be whether the Base Runner had possession of the Base at the time of the throw.

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

#### **Section 10. BASE RUNNERS MUST RETURN TO THEIR BASES:**

- A. When any Foul Ball is not legally caught.
- B. When any illegally batted ball occurs.
- C. When a proper Batter is out on appeal for failing to bat in order.
- D. When an Offensive Player is called out for interference.
- E. When an Umpire or Base Runner is struck by a Fair batted ball, before it touches a Fielder, or passes any Fielder other than the Pitcher.
- F. When time out is called by the Umpire.

EFFECT Sec 10 A-F.

1. The ball is immediately dead.
2. Base Runners may be forced to advance, if the Batter is credited with a hit as per "E" above thus awarded First Base, thereby forcing other Runners to advance.
3. Base Runners need not touch intervening bases, when required to return.

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

**Section 11. BASE STEALING OR ADVANCING IS NOT PERMITTED AS A RESULT OF ANY PITCHED BALL NOT HIT:** Base Runners must keep in contact with their base and may leave it only when a pitched ball has reached or passed Home Plate, is batted or hits the ground.

EFFECT Sec. 11.

1. Each pitch not hit becomes dead and Base Runners must immediately return to their base, as the Catcher is returning the ball to the Pitcher at his position.
2. After a Runner has returned to his base, he cannot leave it again, during a Pitched ball situation until the Pitched ball again reaches Home Plate, is batted, or touches the ground.

**Section 12. BASE RUNNERS ARE NOT OUT:**

- A. When a Batter-Runner overruns or over slides First Base and immediately returns to that base.
- B. When a Base Runner is required to return to a base and is not given sufficient time to return.
- C. When a Base Runner is touched with the ball not securely held by a Fielder.
- D. When a Defensive Team does not attempt an appeal play until after a next pitch is made
- E. When a Base Runner holds his base until a Fly ball is touched, and then attempts to advance.
- F. When a Base Runner runs outside a baseline, and behind a Fielder attempting to field a batted ball.
- G. When a Base Runner runs outside the baseline, other than to avoid a Fielder attempting to tag him with the ball.
- H. When a Base Runner is hit by a batted ball that has passed or touched a fielder.
- I. When a Base Runner makes contact with a Fielder, not entitled to field the ball, when more than one Fielder is attempting to field a batted ball.
- J. When a Base Runner sliding into a base dislodges it from its proper position.

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

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

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

L. When, while in contact with the base, the Base Runner is hit with a Fair batted ball unless the Umpire rules that the ball was intentionally interfered with or a Fielder interfered with, while attempting to field a batted ball.

M. When while in contact or off of a base, the Base Runner is hit with a Fair batted ball that first hits a base unless the Umpire rules that the ball was intentionally interfered with, or a fielder with, while attempting to field a batted ball.

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

### **REGULATION 9. UMPIRE GUIDLEINES**

***PSA Umpire Mission Statement: PSA desires to have the best umpires that know the rules, quickly cover each play and are able to handle difficult situations with ease, professionalism and diplomacy.***

#### **Section 1. THE BALL IS LEGALLY PUT IN PLAY BY THE UMPIRE:**

a. At the start of the Game when the Pitcher has the ball while standing at the initial Pitcher position on the Pitcher's Plate or in the Pitching Area, the Batter in the Batter's Box, the Catcher in Catcher's Box and the Umpire signals "play."

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

#### **Section 2. THE BALL IS LIVE AND IN PLAY:**

A. When the Pitcher has the ball in his possession at the Pitcher's Plate or in the Pitching Area.

B. When the Pitcher delivers the Pitch toward Home Plate.

C. When the Batter hits the pitched ball legally.

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

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

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

G. At all times during the enforcement of the Infield Fly Rule.

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

- I. When a fair-batted or thrown-live ball accidentally strikes the Coach.
- J. When a thrown ball strikes an Umpire or Offensive Player.
- K. When a fair-batted ball strikes an Umpire or Base Runner after touching a Fielder, or after passing any Fielder including the Pitcher/Infielder.
- L. When a Fair Ball strikes the Umpire or Offensive Player on Foul Ground.
- M. When Base Runners have reached the base to which they are entitled because the Fielder illegally touched or fielded a batted or thrown ball.
- N. When obstruction is called, but the Runner obstructed cannot be put out until he reaches the base to which he is entitled, because of the obstruction.
- O. When a Base Runner must return to a base in reverse order while the ball is live and in play.
- P. When a Base Runner is called out for passing a preceding Runner.
- Q. When a Base Runner acquires the right to a base by legally touching it before being put out.
- R. When a base is dislodged while Base Runners are progressing around the bases.
- S. When a Base Runner is called out for being out of the baselines.
- T. When a Base Runner is forced or tagged out.
- U. When an Appeal Play is involved or enforced.

EFFECT Sec. 2 U. This applies during an Appeal Play situation, which is attempted before the Umpire has called "TIME." However, after a DEAD BALL interval, Base Runners may not advance during the execution of an Appeal Play, made immediately after the ball is again put in play.

- V. Whenever the ball is not DEAD, as provided in Section 3 of this Rule.

**Section 3. THE BALL IS DEAD AND NOT IN PLAY:**

- A. When No Pitch is declared.
- B. When an illegal Pitcher's action is declared
- C. When a Base Runner is called out for leaving a base too soon on a pitched ball.
- D. After each pitched ball and strike not batted.

- E. When a pitched ball touches any part of a batter's person.
- F. When a Batter bats illegally or hits the ball with an illegal or altered bat.
- G. When a Batter deliberately BUNTS or CHOPS THE BALL DOWNWARD.
- H. When the Batter is hit by his own-batted ball, either fair or foul.
- I. When a Foul Ball is not caught on fly.
- J. When an intentionally dropped fair fly ball or line drive, by an Infielder. (See 7 - 2H)
- L. When the Batter hits a second Foul after one strike. (See 7 - 2D)  

EFFECT Sec. 9 A-L. The Ball is immediately dead, and no Runner may advance a base.
- M. When an Offensive Team member causes interference.
- N. When the Base Runner deliberately crashes into a Defensive Player who is waiting to make a tag.
- O. When a Base Runner is off a base and is hit with a fair-batted ball, before the ball is touched by or passes through the Infielders.
- P. When a blocked ball occurs.
- Q. When the ball gets outside the established limits of the Playing Field.
- R. When a Coach intentionally interferes with a batted or live-thrown ball.
- S. When a live-thrown ball hits or is obstructed by a player, coach, manager, or any object outside the defensive team's dugout.
- T. When a ball is caught with an illegal glove in any manner.
- U. When a spectator or other person not in the Game causes interference.
- V. When a batted ball hits an Umpire before the ball is touched by, or passes through the Infielder, the Batter is awarded First Base. No Base Runners may advance except to make room for the Batter-Runner.
- W. When "TIME" is called for any reason by the Umpire.
- X. When there is obstruction on the batter, which is enforced when a batter steps completely across the Plate, with the Pitcher on the Pitcher's Plate.

### **REGULATION 10. TEAM CLASSIFICATIONS**



Section 1. PSA will consist of Seven Divisions for the 2019 Season: Men's Super-Recreation, Men's Recreation, Men's Minor Recreation, Women's Super-Recreation, Women's Recreation, Seniors and Co-ed.

**NOTE:** If a division in a tournament does not have enough teams, we will offer a Modified Equalizer at the tournament directors discretion. The higher classified team must award the lower classified team one (1) run per inning for the first five (5) innings.

- a. Homerun rules for equalizers will be 3 HRs per team. All subsequent HRs will be an out.
- b. During the 2019 Season, PSA will not allow players classified as majors or on any major watch list to participate at any level.
- c. Teams may submit their team's roster in advance and request the team's preferred classification.
- d. Team classifications must be approved by the PSA Classification Committee.
- e. The PSA Classification Committee reserves the right to reclassify teams during the current season based on changes to a team's roster or the team's performance throughout the season.

**Section 2.** The PSA Classification Committee will govern all classifications (players and teams).

A Minor Rec team cannot register and compete as a REC team during the 2019 season in any other association tournaments without penalty. If a Minor Rec team competes higher than Bronze in NSA, or E in USSSA/GSL the team will automatically be classified as a REC team in PSA for the remainder of the 2019 season.

Once a Rec team registers and competes as a Competitive Team, Elite team, Class C or above during the current season in any other association, the team will immediately be classified as a Competitive team in PSA.

A Men's Recreation team may have two (2) players who played in the Competitive or C division in the prior or current season. However, the Competitive/Super Rec player cannot be listed on an A or B roster during the current season in any other association or be on any major or major watch list. A player may appeal the classification after the first year. **NOTE:** All Competitive players must be approved by the PSA Classification Board to be allowed to play REC in 2019.

- a. Reclassified Competitive players and/or players on reclassified teams will not be subject to Regulation 10, Sec 2 -C.
  - i. Any individual player that competes in the Competitive division with a Competitive team as long as that team is not classified as an A or B team during the current season, that player will be considered a Competitive player and will be ineligible to play as recreation player in the Recreation division the rest of the season unless this player complies under Section 2C.
- b. Men's Minor Recreational teams can have **NO** players that have competed in the Competitive division during **ANY** season listed on the team's roster. Men's Minor Rec teams can have **NO** players that have competed in the Recreation Division during the current season individually, all players that finished in the Top 3 of any PSA world tournament will not be allowed to play minor rec.

**NOTE:** All players must be approved to play Minor Rec.

For 2019, all Women's teams that are not classified as A or B in any other association will be allowed to compete in PSA tournaments.

Senior Players - In order to be eligible to compete in the Senior Division, players must turn fifty (50) years old by December 31 of the current year.

### **Section 3. TEAM PLAYER LIMITS**

Teams participating in PSA Sanctioned tournaments will be allowed to have five (5) players that are of non-black origin on the roster. Four (4) of which are allowed to participate in the game on offense or defense simultaneously.

Teams participating in PSA OPEN tournaments will be allowed to add any properly classified player for the team's classifications to the roster with no limits on origin.

## **REGULATION 11. TEAM/PLAYER ELIGIBILITY**

### **Section 1. TEAM ELIGIBILITY**

**A.** This Organization shall be for amateur Slow Pitch players to compete as a team under an adopted set of administrative rules and playing rules.

**B.** No team shall be allowed to compete in PSA sanctioned tournaments without paying the required team registration fees to the Organization.

**C.** The cut-off date for adding players to a team roster shall be in accordance with rules set forth in this rule book (Sec. 2H).

**D.** Male team rosters shall include only male players and female team rosters shall include only female players.

### **Section 2. PLAYER ELIGIBILITY**

**A.** A player is eligible to compete in the PSA softball program as long as said player abides by the PSA Playing Rules, when listed as a member of an eligible team.

**B.** The method to be used to classify a player as a participant in all programs will be governed by the PSA Classification Board.

**C.** A PSA staff member is not allowed to manage, coach, participate as a player, or umpire in any tournament in which they serve as a Tournament Director.

**D.** A team's roster will be frozen for the PSA World Series immediately following a qualifying event. Rosters will be frozen when a team wins a berth at a qualifying tournament or when a team wins a berth that is passed down at a qualifying tournament.

**E.** PSA will begin freezing qualified rosters starting with the Early Bird (April 9, 2022).

**F.** A team may request to forfeit the berth. If approved, the winning team forfeits their berth and the team's roster will no longer be considered frozen. All players on the frozen roster are released. All berths must be forfeited by August 1, 2022.

G. Any player that is released from a qualified team's roster cannot return to that team during the current season. A player may be released from only one qualified roster during the current season.

H. Any team with a frozen roster may add up to three (3) players to the team's roster by August 1, 2022.

I. There is no limit on the number of players that can be released.

H. A team with a frozen roster with less than ten players which has used all options for additions and releases may apply for status of disbandment with the PSA Classification Board. If approval is given, the team forfeits all. A disbanded team may not reform with more than 7 players. Teams may not apply for disbandment after August 1, 2022.

### **REGULATION 12. WORLD SERIES GUIDELINES**

**Section 1. WORLD ELIGIBILITY** Teams may become eligible to participate in World Series as follows:

A. The preceding year's champion and runner-up will receive an automatic unpaid berth.

B. Teams **must** play in one Qualifier tournament to be eligible to participate in the PSA World Series.

C. Teams that do not meet the minimum qualifications to participate in the PSA World Series may appeal to the National Committee.

D. The top 2 finishers of the World Series Men's Minor Rec divisions will automatically be required to compete the following year in the next highest classification.

E. Teams may appeal their classification after competing in one (1) National Invitation Tournament (NIT) and one (1) regular Qualifier the following year.

F. Teams must participate in the next highest classification if they have four (4) players from the previous year's team.

G. No more than two players from a move-up team will be allowed to compete on the same team in the Recreation division the following year.

### **REGULATION 13. CO-ED TEAM RULES**

**Section 1.** Five Male and five Female Players must be in the lineup at all times (six and six if D. H. is used). Any five Male and any five Female Players must play Defense. Exception: A minimum of 9 Players can start a game. However, there must always be five Females Players in the lineup. An out shall be declaring the 10th position in the lineup when that position is scheduled to bat. A 10th Player may be added in the 10th position of the lineup at any time before the end of the Game. That added Player must be Male.

**Section 2.** Co-Ed teams participating in PSA tournaments will be allowed to have five (5) players (2-Male and 3-Female) that are non-black origin on the roster.

**Section 3.** The 11inch softball will be used when a female is batting and a 12inch softball will be used when a male is batting. It is an appeal play when the wrong ball is pitched to a batter. If the appeal is allowed, then the batter returns to bat with the same ball and strike count he/she had at the time of the pitch. Also, any base runners must return to the base occupied at the time of pitch.

**Section 4.** In the Co-Ed Program, Teams starting with 11 Players may drop down to 10 Players but cannot have more males than Females in the line-up. For example, if a female Player is removed from the line-up, the Male Player following her in the line-up must be removed. All vacant sports in the line-up will be declared an out every time that position in the line -up is due to bat. If a team starts with 9 or 10 Players, they are not allowed to add the 11th or 12th Player at a later time. Any Player that leaves the game for any reason may not return to the game. (This does not apply to normal re-entry and substitution) Exception: A player, who has left the game under the blood rule, may return.

Note: The defensive team may walk the preceding batter or multiple batters to get to the position or positions in the lineup that is an out due to having started with 9 players or having dropped to 11 or 10 players. There are no base appeals allowed when this results in the third out of the inning. Male and Female Players must alternate in the batting order. Note: If a team starts with 9 Players, a Female Player must occupy the first position in the batting order.

**Section 5.** When a Male Batter receives a base on balls or intentional walk, he will be awarded First and Second Base with the next Female Batter having the option to walk or bat.

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

**Section 6.** The Co-Ed Program will consist of two Divisions that will be called Competitive and Recreational and will remain constant with the Competitive and Recreational Classification rules as stated in Regulation 10.

A. A Recreation Co-Ed team may have one (1) competitive male player and one (1) competitive female player.