

CLSP CONSTITUTION

***** NOTE*****

CLSP CONSITUTION OVERRIDES ANY AND ALL SPN RULES!!!!

THE LEAGUE

1. The league shall be known as the Thunder Bay Coors Light Mixed Slow-Pitch League.
2. The purpose of the league is to provide competitive baseball with the emphasis on fun and goodwill. The league shall be non-profit.
3. The league shall consist of teams that have previously been a part of and are in good standing with the league.
4. New teams wishing to join the League shall apply to the Executive.
5. The league Executive, in consultation with the team representatives, shall conduct the operation of the League. The Executive must approve constitution and rule changes.
6. Team Representatives shall be the coach or any player designated to act and speak on behalf of the team.
7. If any member of the League wishes to propose a motion to the general membership at any scheduled meeting, notice will be given to an Executive member in writing no later than 48 hours before that scheduled meeting.

THE EXECUTIVE

1. The League Executive shall be elected at the Annual General Meeting, which shall be held after the completion of all play and after the banquet each year. The League Executive shall consist of a President, Vice President, 2 voting executive members, a secretary/treasurer and 1 non-voting member. Each Executive member shall serve a one (1) year term.
2. League meetings shall be held for the Executive and team Representatives three (3) times annually. The League Executive shall meet as required.
3. The duties of the Executive members shall be determined at the first Executive meeting. They will include the responsibility of scheduling regular season and tournament games, co-ordinating fields, fund raising and expenditures. The Executive may appoint a tournament co-ordinator to aid in the organization of the League tournaments.
4. It is the responsibility of the Executive to ensure that teams and their players adhere to the constitution and rules of the League.
5. The treasurer must keep a regular account of all transactions. The Executive must approve all expenditures. All chequing transactions must be endorsed by two (2) of the five (5) League executives.
6. A majority of the Executive shall constitute a quorum. Each member of the Executive shall have one (1) vote.
7. No member of the Executive shall be paid for any work done for the League, although they are entitled to be reimbursed for any expenditures incurred while performing their duties as an officer of the League.

FEES AND LEAGUE FINANCING

1. Each team shall pay an annual fee for entry. The Executive shall determine the amount.
2. Tournament entry fees shall be included in each teams annual fee. Any team that forfeits entry into a tournament must submit a request to the Executive 2 weeks prior to that tournament in order to qualify for a refund of monies.
3. Because the League is non-profit, any money not used to offset expenses must be retained in reserve to be used in the subsequent season.
4. A regular accounting of League earnings and expenses must be maintained by the League Treasurer and is open to review by any League member with reasonable notice.
5. League monies can be made available for upgrading, restoring and retaining diamonds if the Executive decides it is beneficial to the League.

PLAYER ELIGIBILITY

1. Each team may sign and play an unlimited number of players. Players must sign an Officially stamped League roster form that shall be submitted to an Executive member by the end of MAY. (the date to be determined by the Executive).

2. If a team wishes to add players to their rosters after the end of May deadline, they may submit a written request to the League Executive. Additions to the roster for a tournament must be received in writing to the Executive two (2) Thursdays prior to the tournament.
3. The Executive has the ability to issue an exempt to players who summons the Executive.
4. Use of ineligible players shall result in the forfeiture of that game by the offending team.
5. An eligible player must reside within the district of Thunder Bay and must not play on any other rostered team

An eligible player resides in the district of Thunder Bay and must not play on any other rostered team or in any other organized league in our calendar season.

6. Player must be at least 19 years of age to sign League rosters.
7. Teams must provide written notice to the executive for approval of a new non rostered player prior to the commencement of that game. You will then have 72 hours to submit a signed roster amendment form (available on the website). If you fail to provide said form you will then be playing with an illegal player

GENERAL RULES AND REGULATIONS

1. The basis of the league rules is Ontario Slow Pitch plus the Leagues own amendments resulting in our own rule book. The League Executive, in consultation with the team representatives, shall approve all rules.
2. The League shall not be responsible for any injuries suffered by the players.
3. All League games shall consist of nine (9) innings. Five (5) innings shall constitute a complete game.
4. Any team ahead by fifteen (15) runs or more following seven (7) complete innings shall be declared the winning team and the game shall end.
5. Any actions made by a member of the League deemed detrimental to the League function will be dealt with on an individual basis.

Coors Light Mixed Slo Pitch Baseball League Rules

The Game:

1. All Players shall be registered with the Coors light mixed slo pitch league ONLY. Playing in other leagues will jeopardize all prior games they were involved in with their team. All players must be of the Age of Majority (19) and each player must sign a waiver release form.
2. A regulation game shall consist of 9 innings. A game may be called at any time, due to darkness, rain or any other condition which puts the safety of the players in danger. This will be a joint decision by the team reps involved. The games shall be considered regulation if 5 or more inning shave been completed (or if the home team is at bat and are leading in the bottom of the 5th or beyond). There are no ties in baseball !!!

3. Teams shall field a maximum of 6 males and at least 4 females. A game may be played with 6 males and 3 females or 5 males and 5 females. A missing 10th batter will be considered an automatic out in the lineup. Should the game be started with a female playing for a male and the male arrives at the field after the game has started, the male must play in the field first before batting. This can only be done if there are 5 females on the field. There must be a minimum of four positions for females at all times. The minimum number of players required to have a legal game is 9.
4. Each team shall supply on League approved ball in good condition for each game
5. Any team ahead by fifteen runs or more following the seven (7) complete innings shall be declared the winning team and the game shall end.
6. Any abusive behavior (physical or verbal) will not be tolerated. Individuals in violation of this rule may face suspension or expulsion from the league. This will be at the discretion of the executive.
7. When replacing a female position in the lineup, she will be replaced by another female teammate. Any player removed from the game must sit out two innings before returning to the game. In case of injury, a player removed can return to the game before the two innings are up if no other players are available. If there is no replacement for an injured player then they are considered an automatic out in their batting position. Players returning to the game after their two innings can return to any same sex position in the line up.
8. Substitutions of players must be made when the team is on defense. Umpires and the opposing team will be notified at the start of an inning.
9. A player can not take a turn at bat until they have taken a defensive turn first, even if their team has started the game short of players.
10. If a team fails to appear on the field, or being on the field, refuses to begin the games for which it was schedule, within fifteen (15) minutes of the starting time, unless decided ahead of time to cancel the game, will forfeit the game. Both teams must appear on the field ready to play.
11. During tournament play when a questionable call arises. It will be up to one of the two TEAM REPS to call time before play resumes. The home plate umpire will then confer with his or her colleagues. The person that made the call must uphold or reverse the call. The home plate umpire DOES NOT have absolute authority.

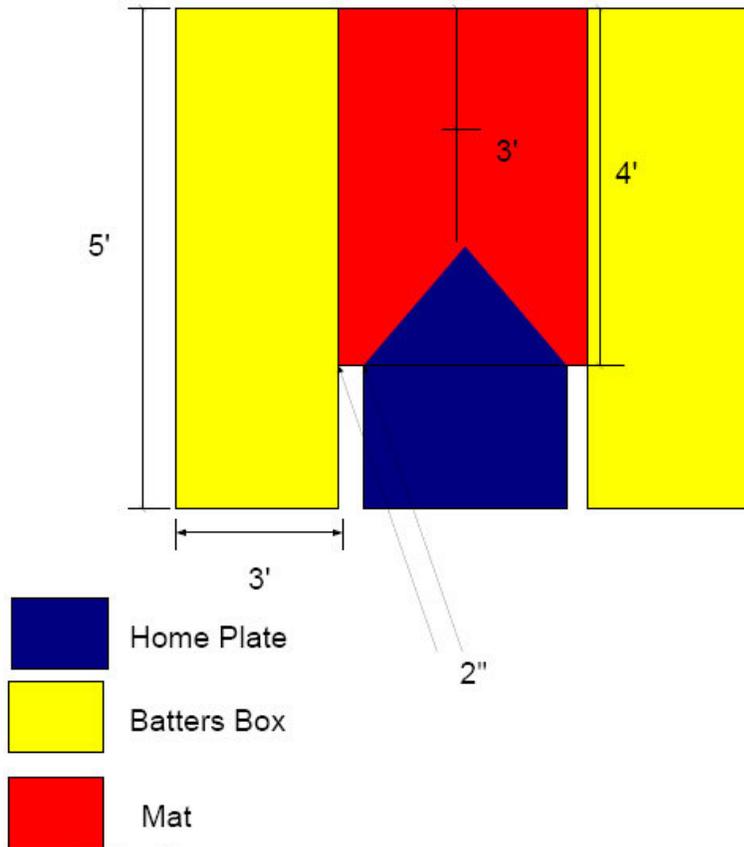
Equipment:

1. All players on the team shall try to wear shirts identical in color.
2. No steel spikes are allowed. Rubber cleats and runners may be worn.
3. It is mandatory that the catcher wears a protective mask for safety reasons. It is also advisable that the umpire wears a mask.
4. Players may use any glove at any position.

5. No banned bats are allowed (see list). The first time an illegal bat is used the team will be warned the batter will be out at the time of occurrence.
6. All games will use a one piece double bag on first base.

The Pitch:

1. The batter is responsible to ensure that the pitcher is on the rubber to start their pitch. The batter can then step out of the box. The batter may then ask the pitcher to get on the rubber.
2. The Pitch will be a 4 to 10 foot arc.
3. The pitcher delivering a pitch from off the rubber will be considered a ball.
4. The pitcher is responsible to tell the batter to get in the box. This can be drawn before the start of the game using the CLSP issued rubber mat as a measure). The pitcher does not pitch until the batter has both feet in the box. The batter stepping on the plate, the mat, or out of the box, and batting the ball into fair play will be called OUT!



Strike Zone

- mat 4 feet long from square of the plate, 2 inches wider than the plate on each side
- batters must have both feet in the batters box on the release of the pitch and during contact
- if a batter steps on the mat when they hit the ball, they are to be called out
- a "no pitch" is a dead ball
- 4 balls, 3 strikes, 1 courtesy foul
- batters box width is 3 feet by 5 feet from the inside edge of the plate
- the pitcher must start with one (1) foot on the mound/ rubber and is allowed one (1) step towards home plate to release the pitch. Any more than one step is considered a "no pitch"
- arc is 4-10 feet
- plate is a strike if the ball hits it

Batter:

1. Only the batter, the on deck batter and two base coaches are allowed on the playing field when the offensive team is at bat. Any points of discussion shall be brought up in an orderly manner between the designated team reps and the umpire.
2. A batter must have both feet entirely in the batter's box prior to each pitch. If a box is not painted then a reasonable stance should be assumed. The rule is left to the home plate umpire.

3. A batter may not make contact with the ball while out of the batter's box, nor may they step on home plate or the mat and make contact. Either action results in the batter being out. One warning will be issued if no contact is made.
4. No bunting, stealing, leadoffs or chopping of the ball is allowed. Any offenders will be called out. A chopped ball occurs when the batter strikes downward with a chopping motion of the bat so that the resulting contact caused the ball to bounce high in the air. If a chopped ball occurs it is an automatic out and the play is dead.
5. Intentional Walk. Only occurs a four balls, and zero strikes count

Scenario #1:

When a girl is on deck and a guy at bat gets pitched four straight balls, he may take the walk and will be awarded second base. The girl on deck now has the choice of hitting or taking first base.

Scenario #2:

6. The pitcher is responsible to tell the batter to get in the box. This can be drawn before the start of the game using the CLSP issued rubber mat as a measure). The pitcher does not pitch until the batter has both feet in the box.

When a girl is on deck and a guy at bat gets pitched four straight balls he has the choice of staying at the plate and getting a hit or making an out.

The Commitment Line and Safety Lines

1. The **Commitment Line** shall run perpendicular to the third base line, and shall be 32.5 feet from home plate.
2. The **Safety Line** shall run perpendicular to the third base line, from the front left corner of home plate, extending into foul territory.
3. Once a runners foot touches, or passes over, the commitment line they must continue toward the safety line. A runner who crosses the commitment line and attempts to return to third base, shall be called out.
4. Runners are out if they touch home plate or the mat, or pass over home plate or the mat, whether or not a play is being made.
5. A runner may safely score a run, if they touch or cross the safety line in foul territory.
6. Any player who has passed the commitment line and not passed the safety line shall be called out if a defending player has possession of the ball, while contacting home plate. Once a runner has passed the commitment line and before he/she passes the safety line, he/she can not be tagged out. The Play Has To Be Made At The Plate.
8. If the runner passes the commitment line before a fly ball is caught (hence batter is out), he/she must make the play at home. Hence, he/she must tag up at third and continue home.
9. The catcher must make the initial play at home plate. The pitcher may cover home ONLY after the initial play has been made by the catcher.

SPN RULES

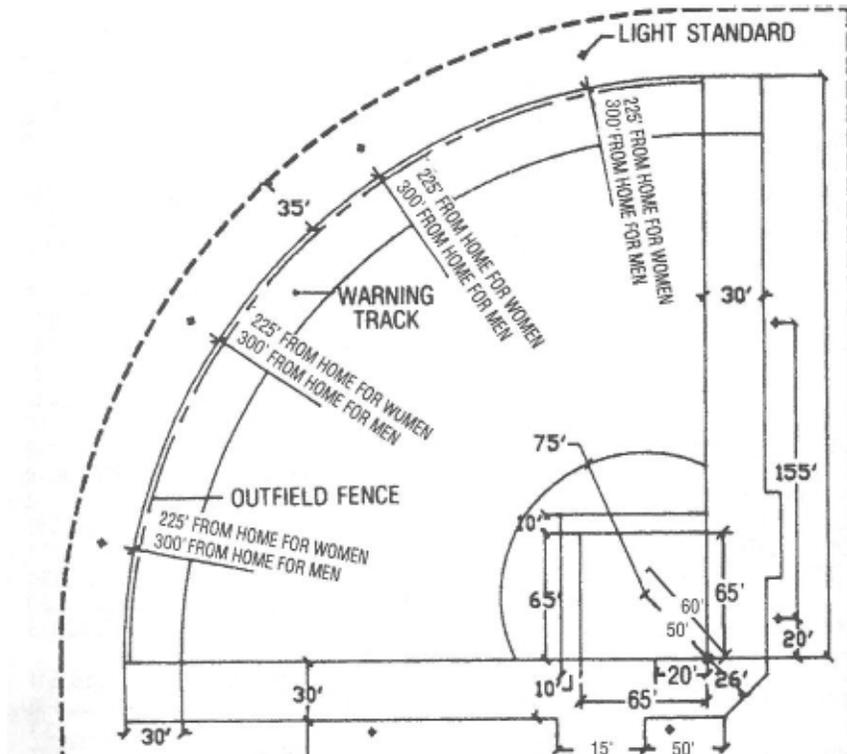
RULE 1. - THE PLAYING FIELD

Sec.1 THE PLAYING FIELD is the area within which the ball may be legally played or fielded. The field shall have a clear and unobstructed area within an established minimum radius, from Home Plate to the furthest boundaries between the foul lines. Outside the foul lines, between the foul lines and the backstop or other field limitations, there shall be an unobstructed area of not less than 25 feet in width.

NO MAXIMUM DISTANCE SET FOR THE FENCE.

RECOMMENDED DIMENSIONS OF A SLO-PITCH FIELD:

This diagram is the recommended dimensions for a slo-pitch field. The recommended distance to the fence is a minimum 300 feet for Men and 225 feet for Women



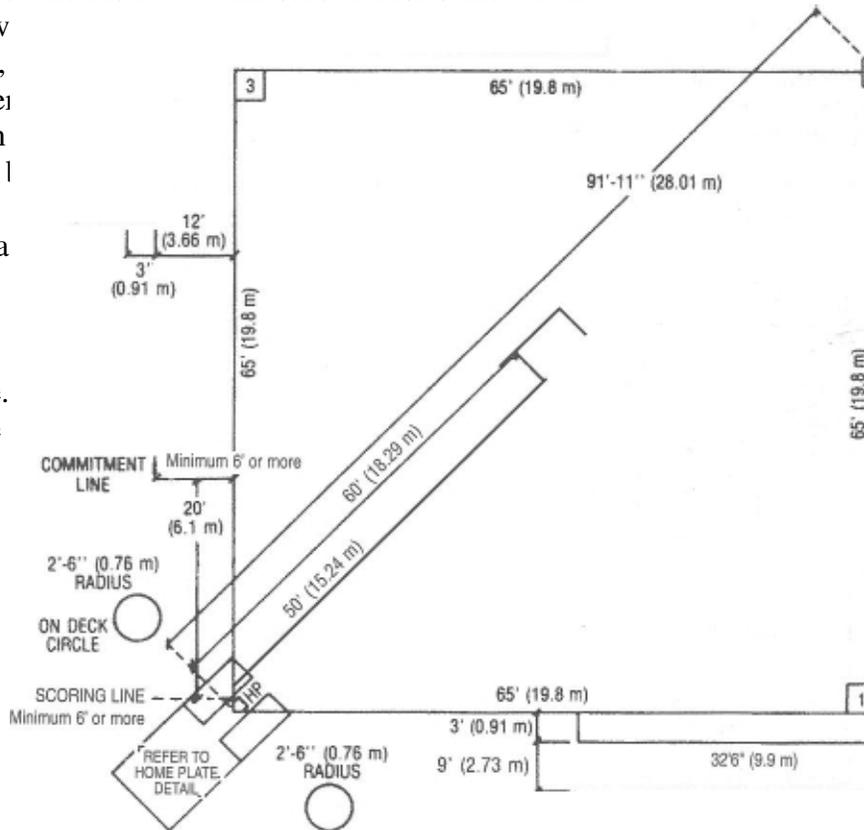
Sec.3 THE OFFICIAL DIMENSIONS of the DIAMOND shall be:

- A.** Baselines of 60 feet for Mens, Womens, Coed, Masters and Seniors.
- B.** Pitcher's distance shall be a zone 24" wide 40 feet for Mens, Womens, Coed, Masters and Seniors. These dimensions are for games using the 11 and the 12 inch ball.

Sec.4 THE LAYOUT OF THE FIELD is shown in the accompanying diagram. First select the desired location of home plate then drive a stake in the ground which will establish the rear corner of home plate (corner number "3"). Fasten a cord to this stake and tie knots at distances of 50, 60, 65, 91'-11" and 130 feet for Mens, Womens, Coed, Masters and Seniors. Place this cord along the direction line, which will be towards centre field, and at the

50 foot marker place a stake, which will be the middle of the front edge of the pitching zone. Further along this cord drive a stake at the 60 foot marker, which will be the back of the pitching zone. Further along this cord drive a stake at the 91 feet, 11 inches mark which will be the middle of second base, then release that knot and pick up the one at 130 foot and fasten it at the second base stake. Then

marker and w
home to first,
outside corner
white portion
home to first l
line. Again
home, drive a
the outside
third base,
third
side foul line.
lines shall be
of the field.



take the cord at the 65 foot
second to first base and from
a stake, which will mark the
(outfield/foul corner) of the
base double base. The line from
part of the first base side foul
between second, third and
stake which will then establish
corner (outfield/foul corner) of
with the line between home and
becoming part of the third base
Both the first and third base foul
extended to the far extremities

Sec.5 BATTER'S BOXES shall be provided on either side of home plate, with the inside line of these boxes six inches from parallel to home plate. The batter's boxes shall be 7 feet long, extending 4 feet forward and 3 feet toward the rear, measured from corners "2" and "4" of home plate (see diagram). The batter's boxes shall be 3 feet in width, forming a rectangle of 7 feet by 3 feet. The outside part of the lines shall be 6 inches from home plate.

Sec.6 ON DECK CIRCLES shall be a 5 foot circle (2-1/2 foot radius) placed adjacent to the end of the team's bench or dugout area closest to home plate. OPTIONAL

Sec.7 THE CATCHER'S BOX shall be 10 feet in length from the rear outside corners of the batter's boxes on each side of home plate, forming a rectangle 10 feet in length and 8 feet 5 inches in width. OPTIONAL

Sec.9 THE COMMITMENT LINE shall be 32.5 feet from home plate.

Sec.10 THE SCORING LINE is drawn from corner "1" of home plate (corner closest to third base) and perpendicular to the third base line and shall extend a minimum of 6 feet or more from the base line into foul territory (Coed, Masters/Seniors, Womens D, Mens E and Mens D category).

Sec.11 THE COACHES' BOXES shall be marked in at first and third bases. The boxes shall be 15 foot by 3 foot rectangles. The lines shall be 12 feet from and parallel to the foul lines and shall start at the outside (outfield/foul) corners of the bases and extending toward home plate. OPTIONAL

Sec.12 THE PITCHING ZONE is a zone 24" wide located 40 feet from home plate. A Pitcher may choose to pitch from anywhere within this zone.

RULE 2. - EQUIPMENT

Sec.1 THE OFFICIAL BAT shall be round or three sided and measure not more than 34 inches long, and not more than 2-1/4 inches in diameter at its largest part and its weight shall not exceed 38 ounces. The bat shall have a safety grip of cloth tape, cork or some other composition material, to facilitate holding the bat. The safety grip shall not be less than 10 inches long, nor extend more than 15 inches from the small end of the bat.

A. The bat, if made of hardwood, shall be in one piece, laminated from sections of hardwood bonded together with adhesive in such a way that the grain directions of all the pieces are essentially parallel to the length of the bat.

B. The bat may also be made of aluminum or other metal tubing, ceramic, fiberglass, graphite or bamboo.

C. The angular-handled and water-filled bats are legal, as are the bats with oval shaped handles. EFFECT

Sec.1 A-C When a bat DOES NOT meet specifications as defined, has flat spots or pronounced dents, or, if in the umpire's judgment the bat has been tampered with, the umpire shall remove the bat from the game.

D. For safety reasons, bats containing TITANIUM are not approved by Slo-Pitch National and are illegal. The illegal bat ruling will apply.

NOTE: Slo-Pitch National will continue to enforce the ruling that Titanium bats so labeled, are illegal. It should be noted that some bat manufacturers are not properly labeling the bats and, as a consequence, it is the position of SPN that the use of any bats not properly labeled may, however, be unsafe and SPN cautions and recommends against their use. SPN will not be responsible for any problems of any nature whatsoever caused by the use of such bats and all Slo-Pitch players are put on notice that they are playing or attending any game or event at their own risk on this issue.

F. The bat must have a solid handle of the same material that the rest of the bat is constructed of but may have an insert at the barrel end. It must conform to the same dimensions of length, weight and diameter as relates to hardwood bats. The knob portion must be welded, or mechanically attached to the bat by the manufacturer.

G. Authorized bat manufacturers shall mark their products with "OFFICIAL SOFTBALL" or words to that effect.

H. Warm-up bats must be of one piece construction, and must have a safety grip. The bat must be marked "OFFICIAL WARM-UP BAT". One or two official softball bats or one warm-up bat or one warm-up bat and one official softball bat may be used for purposes of warming-up in the on deck circle. Nothing may be attached to a bat such as a do-nut, fan, etc. when loosening up.

I. Pine tar or any other type of adhesive substance is allowed to be used by a batter as long as there are no markings from this substance beyond the 15 inch legal taping.

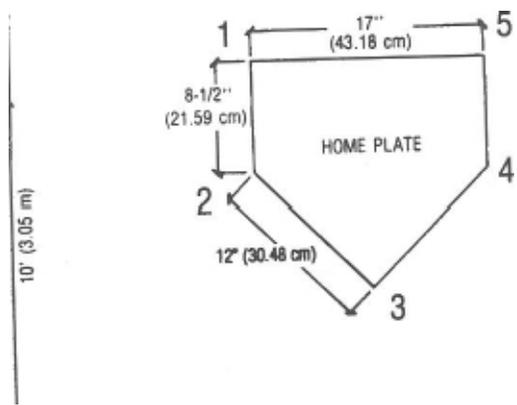
J. An altered bat is a bat that has had its physical structure changed in such a way to improve the distance factor or cause an unusual reaction on the ball. For example: replacing a metal bat handle with a wooden or other type of handle, inserting material inside the bat, wrapping more than two layers of tape around the grip of a bat, painting a bat on the grip or barrel area. A bat may be painted at the top or bottom or engraved on the barrel with the player's initials for identification purposes. Attaching a flare or cone grip to a bat is also considered altering a bat.

Sec.2 THE OFFICIAL BALL* to be used shall be: Worth Grey Dot SPN Approved.

Sec.4 THE BASES other than the home plate and first base (where a double base is used — see Rule 2-Sec.5 — Double Base) shall be 15 inches square and not more than 5 inches in thickness. They shall be made of canvas, plastic or other suitable materials, filled with soft padding. They shall be WHITE in color. All white bases and home plate are located entirely within fair territory. All BASES must be securely fastened at their designated places.

Sec.5 A DOUBLE BASE is mandatory for use at first base. This one-piece base shall be 15 inches by 30 inches and shall be made of canvas, plastic or other suitable material, filled with soft padding and not more than 5 inches in thickness. One half of the base is white and is to be securely fastened in fair territory and the other half is orange and is to be securely fastened in foul territory.

The following rules apply to the Double Base:



A. If a batted ball hits ANY PART of the white portion, it is a fair ball and if it hits COMPLETELY on the orange portion, it is a foul ball. If a play is made to first base, the batter-base runners first attempt to reach first base must be to touch some portion or all of the orange base. If he touches only the white base in these situations, he is to be called out.

C. A defensive player must use only white or some portion of it at all times. If he touches only the orange, it is the same as not touching the white at all: missed base.

D. If the batter-base runner touches on all of or part of the orange base and a portion of the white, it is a legal touch, or, if the defensive player touches a portion of the white and a part of the orange, it is a legal touch.

E. Once a batter-base runner has attained first base, and time is called, he must use only the white portion of the base. This includes:

1. After over-running first base, or after rounding first base, if applicable, and the base runner decides not to advance further, he must return to the white portion.
2. After over-running first base, or after rounding first base, if applicable, and the base runner touches only the orange portion and decides to advance further, he need not retouch white portion.
3. When tagging up, the base runner must use the white portion.
4. When there is an attempted pick-off play, the base runner must return to the white portion.

EFFECT Sec.5 E 1-4 If the base runner uses only the orange portion at any time after the first attempt at first base and is not in contact with any part of the white portion, then he is considered to be out of contact with the base and is to be called out if tagged or leads off.

Sec.6 LEGALLY ADOPTED GLOVES may be worn by any fielder.

- . Players may wear a glove or mitt of any size, including a "trapper" style glove.
- . Multi-colored gloves are legal.

Sec.7 A 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 or replaceable cleats, provided they meet all the legal requirements. The use of shoes with metal cleats, exposed metal, or toe pieces is PROHIBITED. Shoe sole or heel projections other than the standard shoe plate are prohibited. The all purpose molded plastic cleat softball shoe is legal. Shoes must be worn-by all players. Sandals are not allowed

EFFECT Sec.7 If a player is found to be wearing illegal shoes, the player is removed until he can provide appropriate footwear

Sec.8 PROTECTIVE EQUIPMENT

A. MASKS: It is required that masks and body protectors be worn by catchers.

B. HELMETS: SPN strongly recommends that CSA approved protective headwear be used by all batters and base runners in any SPN sanctioned tournament or event.

NOTE: For safety reasons, it is strongly recommended that all protective equipment be worn by appropriate players.

Sec.9 UNIFORMS, It is HIGHLY recommended by the league that uniforms or shirts of the same color are worn by all members of a team

B. Refer to "Sanctioned Tournament Guidelines and Operating Rules" for uniform requirements for National Championships.

C. Jewellery such as: neck chains, watches, bracelets, earrings (including studs) and rings MAY NOT BE WORN during a game. A player may wear medical alert identification.

EFFECT Sec.9 C A player who enters the batter's box with jewellery on, other than medical alert identification will be an automatic out. If he refuses to remove the jewellery, he will be ejected from the game.

NOTE: A barrette worn to keep hair out of eyes should not be considered jewellery.

D. Exposed metal braces are prohibited. Casts are prohibited, even if covered. Metal braces worn as a preventative aid must be covered with soft, pliable material.

Sec.10 EQUIPMENT shall not be allowed to remain on the playing field, during the playing of the game, either on fair or foul territory.

RULE 3. - DEFINITIONS

Sec.1 ALTERED BAT is a bat that has had its physical structure changed in such a way to improve the distance factor or cause an unusual reaction on the ball. For example: replacing a metal bat handle with a wooden or other type of handle, inserting material inside the bat, wrapping more than two layers of tape around the grip of a bat, painting a bat on the grip or barrel area. A bat may be painted at the top or bottom or engraved on the barrel with the player's initials for identification purposes. Attaching a flare or cone grip to a bat is also considered altering a bat.

Sec.2 APPEAL PLAY is a live or dead ball play which the umpire cannot rule upon until a decision is requested by the defensive or offensive team. The appeal must be made before the next legal or illegal pitch, intentional walk, or

before all defensive players have left fair territory. Types of appeal plays include missing a base; leaving a base on a caught fly ball before the ball is first touched; batting out of order; illegal substitution; and illegal re-entry.

Sec.3 BALL is a pitched ball that does not enter the strike zone in flight, or conform to the legally delivered pitch rules, and is not struck at by the batter.

Sec.4 BASE is one of the four stations which must be touched by a runner, in accordance with the rules that follow, to legally score a run.

Sec.5 BASE ON BALLS permits a batter to gain first base, without liability to be put out and is awarded by the umpire when four pitches are called balls or an intentional walk is awarded.

Sec.6 BASE PATH is an imaginary line three feet to either side of a direct line between two bases.

Sec.7 BASERUNNER OR RUNNER is a player of the team at bat, who has hit a fair ball and obtained first base, or who has been awarded first base for any reason, before he is put out.

Sec.8 BATTED BALL is 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.

Sec.9 BATTER is the offensive player who takes a position in the batter's box for the purpose of hitting the ball.

Sec.10 BATTER-BASERUNNER is the term that identifies the offensive player who has just hit the ball, and applies until he is either put out prior to first base, or until the play on which he becomes a base runner is complete.

Sec.11 BATTER'S BOX is the area within which the batter takes his position when it is his turn to bat. Prior to the pitch, both feet must be in contact with the ground and completely within the lines of the batter's box.

Sec.12 BATTING ORDER is the official listing of offensive players in the order in which they must bat. Each player's surname, given name and uniform number, must also be listed.

Sec.13 BENCH OR DUGOUT is the seating facility reserved for team members in uniform when they are not actively participating in the game.

Sec.14 BLOCKED BALL is a batted or thrown ball that is touched, stopped or handled by a spectator or person not engaged in or a part of the game. or that touches any object which is not part of the legal official equipment, or playing field, or which hits or goes beyond a designated out of play area.

Sec.15 BOUNDING BALL is a ground ball.

Sec.16 BUNT is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

Sec.17 CALLED GAME is one whereby the umpire deems it necessary to terminate any further play.

Sec.18 CATCH is the act of a fielder receiving the ball, in flight, and having it securely in his possession, in his hand or glove. It is a legal catch provided he does not use his cap, mask, a pocket or any other part of his uniform, or the glove off the glove hand to stop or catch the ball, or he does not collide with a wall, fence, another person or fall down and as a result of any such collision, drop 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 and himself and that any

release of the ball by him was voluntary and intentional. Dropping the ball while attempting to throw it shall not invalidate the catch.

Sec.19 CATCHER'S BOX is that area within which the catcher must remain while and until a pitched ball has reached or passed home plate or is batted. If a catcher wishes to hold his glove forward and in the territory between the back lines of the batter's box and home plate, the glove must be held up in the air. If the glove is placed on the ground, one warning will be given. Any additional infractions will immediately be called an illegal pitch.

Sec.20 CHARGED CONFERENCES There are two types of charged conferences. They are defensive and offensive.

A. A defensive conference takes place when a member of the defensive team requests "TIME" and a representative (not on the playing field) of that team enters the playing field and gives the umpire reason to believe that he has delivered a message (by whatever means) to the pitcher. If the representative entering the playing field removes the pitcher from the pitching position, it is a charged conference against the pitcher being removed. A charged conference is not to be called if a representative from the dugout confers with a pitcher when time has been called by the umpire or an offensive conference is taking place, as long as the defensive players are all ready to play when "PLAY BALL" is called.

B. An offensive conference takes place when a member of the offensive team requests "TIME" to allow the Manager or other Team representative to give a message to the batter or base runner. It is not a charged conference if the batter or base runner is substituted for when "TIME" is called. It is not a charged conference when a pitcher gets on base and requests a warm-up jacket. It is not a charged conference if an umpire initiates the time out or if the defensive team is having a conference as long as the offensive team is ready to play when "PLAY BALL" is called. It is not a charged conference when a courtesy runner is put in for a runner on base.

Sec.21 CHOPPED BALL is a ball batted whereby the batter swings the bat downward with a chopping motion with the intent that the ball bounce high into the air.

Sec.22 COACH is a member of the team. One offensive coach only is permitted in each coach's box to direct the players of his own team while they are batting or running bases. A defensive coach **MUST** be positioned outside the field of play unless he is a player-coach.

Sec.23 COACHES' BOXES are the areas in which the offensive coaches must stay while coaching and directing the players of their team in batting and running the bases.

Sec.24 COMMITMENT LINE is a line drawn 20 feet from corner "1" (see diagram) of home plate (corner closest to third base) and perpendicular to the third base line and shall extend a minimum of 6' or more from the base line.

Sec.25 DEAD BALL is any ball not in play and does not become in play again until the umpire calls "PLAY BALL",

Sec.26 DEFENSIVE TEAM is the team whereby the players are stationed in the playing field.

Sec.27 DELAYED DEAD BALL is a game situation in which the ball remains alive until the conclusion of a play. When the entire play is completed, and "Time" is called, the umpire shall enforce the appropriate ruling.

Sec.28 DOUBLE BASE is the base used at first base with the white portion in fair territory and the orange portion in foul territory.

Sec.29 DOUBLE PLAY is a continuous play by the defensive team in which two offensive players are legally put out without an intervening play, or an error.

Sec.30 FAIR BALL is a legally batted ball that settles on fair territory between home plate and first base, or home plate and third base, or that is on or over fair territory, including any part of first or third bases when bounding to the outfield, or that first touches any base, 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 (i.e., over and beyond the field fence).

Sec.31 FAIR TERRITORY is that part of the playing area within and including the first and third base foul lines from home plate to the bottom of the extreme playing area fence and then extending perpendicularly upwards. (Home plate is in fair territory.)

Sec.32 FAKE TAG is an act performed by a fielder who carries out all the appropriate motions of making a tag but he does not have the ball. This will be considered obstruction and the offender may be ejected.

Sec.33 FIELDER is any player on the team that is in the field for the purpose of playing defensively.

Sec.34 FLY BALL is any ball batted into the air.

Sec.35 FORCE OUT occurs when a base runner is forced to advance to the next base due to the batter becoming a base runner. If the base runner (on or off the base) is tagged by a fielder with the ball or a fielder holds the ball on the base to which the base runner is forced to advance before he reaches that base and before any succeeding runner is put out, that base runner is considered to be forced out.

Sec.36 FOUL BALL is any legally batted ball that stops or settles on 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 an area in foul territory, or that first touches foul ground beyond first or third base.

Sec.37 FOUL TIP is a batted ball that goes straight back (no perceptible arc) to the catcher's hand or glove and is legally caught. The first contact of the ball after the bat must be the catcher's hand or glove.

Sec.38 FOUR BASE AWARD occurs when a fair batted fly ball is deflected over the home run fence by a defensive player.

Sec.39 HOME RUN is a fair batted fly ball that clears the home run fence before touching anything or anyone and which is not caught. This includes a ball that hits the top of the fence and bounces over.

Sec.40 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 toss of a coin. The home team shall be considered to be the last team at bat in each inning.

Sec.41 ILLEGAL BAT is a bat that does not meet specifications as outlined in Rule 2, Sec. 1. For example, a bat that is 37" long, a bat that weighs 40 ounces, a bat that is constructed of two pieces of hardwood, or a baseball bat. This includes bats that have flat spots, pronounced dents or cone handles.

Sec.42 ILLEGAL PITCH is called when the ball is pitched in such a manner that it does not conform to all of the requirements of a legally delivered pitched ball.

Sec.43 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.

Sec.44 ILLEGALLY CAUGHT BALL occurs when a fielder catches a batted or thrown ball with an illegal glove; or with a glove, mask, cap, or with any piece of clothing detached from its proper position on the fielder's body.

Sec.45 IN FLIGHT describes a batted, thrown or pitched ball which is in the air and has not yet touched the ground, or some object other than a fielder.

Sec.46 IN JEOPARDY is a term indicating that the ball is alive and in play and that an offensive player may be put out.

Sec.47 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.

Sec.48 INFIELD FLY is a fairly batted fly ball (not a line drive) which can be caught by an infielder with ordinary effort when first and second, or when first, second and third bases are occupied with less than two out. Any defensive player, who positions himself within the infield area, will be considered an infielder for the purpose of this rule.

NOTE: If a fairly batted ball is to be declared an infield fly the umpire shall call: "INFIELD FLY, IF FAIR, BATTER IS OUT" for the benefit of the runners. Failure to make the call does not preclude the batted ball from being an infield fly. The ball is alive and if the runners advance they do so at their own risk and are in jeopardy if the ball is caught. The ruling is the same as any other caught or dropped fly ball. A foul ball is not an infield fly and if the ball falls untouched to the ground in fair or foul territory prior to first or third base and subsequently rolls into foul territory, it is just a foul ball.

Sec.49 INNING is that portion of a game within which teams alternate on defense and offense and each half inning is terminated when 3 outs have been made.

Sec.50 INTENTIONAL WALK is given to a batter when the pitcher advises the plate umpire that he wants to walk the batter. The umpire will then award the batter first base. An intentional walk can be granted prior to a pitch having been thrown to a batter or at any time during the batter's turn at bat. In Coed ball, if a male batter is walked, intentionally or otherwise, he will be awarded two (2) bases, and the female batter following MUST bat.

Sec.51 INTERFERENCE is an act of an offensive player, team member or others which impedes, hinders or confuses a defensive player while he is attempting to execute a play.

- A.** Physical Interference - occurs when an offensive player physically interferes with, impedes or confuses a defensive player while he is attempting to make a play.
- B.** Verbal Interference - occurs when an offensive player uses vocal verbal actions that interfere with, impede or confuse a defensive player while he is attempting to make a play.
- C.** Spectator Interference - When a spectator interferes with a player's ability to make a play.

Sec.52 LEGAL CATCH is a fly ball caught in the glove or in the hand and is securely held, and the player is in control of the ball and himself.

Sec.53 LEGAL SWING is one whereby the batter has attempted to hit the ball directly out to the infield or the outfield by bringing the bat through in a forward motion with a follow through out towards the field area. A half

swing or a directional partial swing is a legal swing. The "level" or upward swinging of the bat at the ball determines the legality of the swing.

Sec.54 LINE DRIVE is a batted ball that goes in a straight line, sharply and directly into the playing field.

Sec.55 LIVE BALL is a ball that is alive and playable and remains so until for some reason the umpire is required to call TIME, at which time the ball becomes dead and is not playable.

Sec.56 MANAGER is a person appointed by the team to be responsible for the team's actions on the field, and to represent the team in communication with the umpire and the opposing team. A player may be designated as manager.

Sec.57 MERCY RULE is a rule, whereby, when one team is winning a game by a predetermined number of runs after the prescribed number of innings have been played. The game will be stopped based on the assumption that the losing team would not be able to attain the required number of runs to win the game in the time remaining.

Sec.58 OBSTRUCTION is the act of a fielder who is not in possession of the ball, or not in the act of fielding a batted ball, or not taking a proper position to receive a thrown ball (thrown ball must already be in flight) which impedes the progress of a base runner who is legally running the bases. The obstruction does not have to be intentional. Obstruction also includes the act of a defensive player who hinders the batter's ability to swing. VERBAL OBSTRUCTION occurs when any defensive players use vocal actions that impede or confuse a batter's ability to swing or confuse a runner.

Sec.59 OFFENSIVE TEAM is the team at bat.

Sec.60 ON DECK CIRCLE is the area in which the person, who is to bat next, must wait and warm-up.

Sec.61 OPTION PLAY is a play whereby the manager of the offensive team has the option of taking the result of the play or having the batter go back up to bat and assume the ball and strike count he had prior to the hit.

Sec.62 OUTFIELD is that portion of the field that is beyond the lines of the infield, extending to the furthest extremities of the playing field.

Sec.63 OVERSLIDE OR OVERSLIDING is the act of a base runner whose slide to a base is with such momentum that he loses contact with the base and thus is placed in jeopardy. This does not apply to the batter-base runner as he is first approaching first base.

Sec.64 OVERTHROW is a ball thrown from one fielder toward another and, for whatever reason, goes into "out of play territory". If this occurs, all base runners will be awarded two bases from the last base touched at time of the throw.

Sec.65 PITCHER/INFIELDER: The pitcher becomes an infielder when after pitching the ball towards the batter he has a reasonable opportunity to field a batted ball.

Sec.66 PITCHING ZONE is the area in which the pitcher must have one foot within, in order to be considered as being in the legal pitching position.

Sec.67 PIVOT FOOT is the foot which, when placed within the pitching zone by the pitcher, must maintain constant contact with until the pitched ball is released.

Sec.68 PLAY OR PLAY BALL is the term used by the umpire to indicate that play shall begin, or start up again after a dead ball situation.

Sec.69 PLAYING FIELD is the area within which the game of slo-pitch is played, as established by fenced boundaries and/or boundaries determined by the league or umpire(s) as required.

Sec.70 PROFANITY is the use of swear or curse words and/or severe words of contempt and disrespect.

Sec.71 QUICK PITCH is a pitch made by the pitcher with the obvious attempt to catch the batter off guard and/or 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.

Sec.72 RETOUCH is the act of a base runner who is returning to touch a base as legally required.

Sec.73 SACRIFICE FLY is any caught fly ball that permits a base runner to score a run after a caught fly ball is first touched.

Sec.74 SCORING LINE is a line drawn in foul territory starting at the corner of home plate closest to third base (corner "1" - see diagram) and would run parallel to first base if the first base line was extended at home plate. It shall extend a minimum of 6 feet or more from the base line

Sec.75 STRIKE ZONE is that space directly above home plate which is neither 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 a pitched ball that passes through any part of the strike zone shall be considered to be a strike.

Sec.76 SUSPENDED GAME is a game called before being completed, which is to be completed at a later time, normally within the same day.

Sec.77 TAG is the act of a fielder touching a base with any part of his body while holding the ball firmly and securely in his hand or glove or touching the base 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. A player may be tagged between the "Commitment Line" and the "Safe Line".

Sec.78 THREE FOOT LINE is the designated running area at the latter half of the home to first base base path, in which a batter-base runner must run, so as not to be called out for interfering with the first baseman's ability to receive a throw.

Sec.79 THROW is the series of motions performed by a fielder, who subsequently releases the ball from his hand, with the ball being directed towards another fielder.

Sec.80 TIEBREAKER is a method used to speed up the breaking of a tied game. The tiebreaker method starts in the top of the eighth (8th) inning and continues each inning thereafter. The offensive (at bat) team shall begin its half inning with one out and with the player whose name precedes the next legal batter in the batting order starting as a runner at second base. Regular substitution rule will apply to this runner. (Tiebreaker Rule). Tiebreaker rule is recommended for all Provincial Championship games and will be used in all National Championship games.

Sec.81 TIME or TIME OUT is the call made by an umpire when it is necessary to have the ball become dead and not in play.

Sec.82 TRAPPED BALL is a fly ball that is not legally caught as outlined in Rule 3, Sec.52. It is a fly ball which is held in the glove or in the hand, but is secured against the ground, and therefore is not a catch, but a ground ball.

Sec.83 TRIPLE PLAY is any continuous play made by the defensive team in which three runners are put out, provided there is no error made in between the outs.

Sec.84 TURN AT BAT starts when an offensive player first enters the batter's box and continues until he is put out or becomes a base runner.

Sec.85 UNLIMITED BATTING ORDER A team can use a batting order, which may include all active players on the official roster.

Sec.86 WALK is when first base is awarded after four pitches have been called "balls" or an intentional walk has been given.

Sec.87 WILD THROW is a thrown ball which remains in playable territory but is thrown in such a manner that a fielder is not able to receive it properly. The ball is alive and playable.

RULE 4. - THE GAME

Sec.1 THE CHOICE OF FIRST OR LAST BAT at the start of the game shall be decided by a toss of a coin.

Sec.3 THE START OF THE GAME is the point in time when the teams have exchanged line-ups and completed the toss of the coin.

Sec.4 A REGULATION GAME shall consist of nine innings, unless otherwise listed

B. Tie will be declared when there is insufficient light to play safely

E. The mercy rule (15 runs) is in effect after seven or more complete innings the outcome is declared any additional play is optional

Sec.5 THE WINNER OF THE GAME shall be the team that scores the most runs in a regulation game.

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

B. When the home team has scored the winning run during any incompleting inning after four, or the visiting team has scored more runs than the home team after the end of any completed inning after five complete innings.

NOTE: If the last batter in a game hits a homerun out of the playing field, or where a fence comes into play, the batter/base runner and all runners on base are permitted to score in accordance with base running preceding rules, and the game ends when the batter/base runner scores.

C. If a game is to be called and the home team has not scored more runs, or does not score as many or more runs in their half of the incompleting inning to tie or win the game, the game reverts to the last inning that was fully completed after five innings.

D. Games that are not considered regulation, or regulation tie games, shall be replayed from the beginning. Original line-ups may be changed when the game is replayed.

Sec.6 ONE RUN SHALL BE SCORED each time a base runner legally touches first, second, third and home plate, or the scoring line, where applicable, before the third out of an inning, unless the third out is the result of a force out, or the batter-base runner is out before reaching first base.

Sec.7 A RUN SHALL NOT BE SCORED if the third out of an inning is the result of:

- A. The batter-runner being put out legally before touching first base.
- B. A base runner forced out at any time.
- C. A base runner being called out for leaving a base too soon on a pitched ball.
- D. A preceding base runner being called out for failure to touch a base.

Sec.8 A BASERUNNER SHALL NOT SCORE A RUN ahead of a base runner preceding him in a team's batting order, if the preceding runner has not been put out.

EFFECT Sec.8 A preceding runner appealed out for missing a base does not affect the following runners on first or second out. However, no preceding runner crossing home plate may return to touch any missed base after the following runner has scored. If the fielding team appeals a preceding runner missing a base, and the appeal is upheld, the following runner's score is counted, unless the appealed out is the third out of the inning. If no appeal is made, then all runs scored are counted.

Sec.9 A FORFEITED GAME shall be declared by the home plate umpire in favor of the team not at fault in the following cases:

- A. If a team fails to appear upon the field, or being on the field refuses to begin the game for which it has been scheduled, at the time the game was assigned.
- B. If after a game has begun a team refuses to play or resume play as directed by the umpire.
- C. If a team uses tactics palpably designed to delay or hasten the playing of a game.
- D. If an ejected player does not leave the ball park area within one minute of being ordered to do so.
- E. If for any reason a team does not have the designated number of players to begin or continue the game.
- F. If, after warning by the umpire, any one of these rules is willfully violated.

EFFECT Sec.9 A-F The score will be 7-0 in favor of the team not at fault.

RULE 5. - THE PLAYERS, SUBSTITUTES AND RE-ENTRY

Sec.1 See Constitution.

Sec.2 PLAYERS' DEFENSIVE POSITIONS:

- 1) Pitcher 2) Catcher 3) First Baseman 4) Second Baseman 5) Third Baseman
 6) Shortstop 7) Left Fielder 8) Left Centre 9) Right Centre 10) Right Fielder

A. Other than the pitcher and catcher, players in the field may be stationed anywhere they choose on fair ground, as each pitch is delivered. No defensive player can stand no closer than 50' in fair territory as each pitch is delivered.

- (i) The pitcher, in delivering the ball, must be in legal position within the pitching zone.
- (ii) As each pitch is delivered, the catcher must be in the catcher's box.

Sec.3

- A. A TEAM must have a minimum of 9 players to start, throughout and complete a game.
- C. The batting order must remain constant and any 10 of the declared batting line-up may play defensively. The players playing defensively may be changed at any time as long as there are no more than 10 defensive players.

Note: Failure to list a player on the line-up card submitted to the umpire results in the player being ineligible to play in the game.

Sec.5 PREGNANCY RULE: If it is evident and/or confirmed to an official that a player is pregnant, then for reasons of safety, and for the possible detrimental effect that such participation may have on other players' performance, SPN will not knowingly allow a pregnant player to play.

EFFECT Sec.5 The player will be requested to remove herself from the game and if she refuses, the umpire will eject her.

Sec.6 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. No defensive player can stand no closer than 50' in fair territory as each pitch is delivered.

EFFECT Sec.6 The umpire shall first warn the offender, and then eject any player from the game who repeats the offense.

Sec.7 The following rules govern the substitution of players:

A. The Manager or team representative, of the team making the substitution, must immediately notify the plate umpire at the time a substitute enters the game.

EFFECT Sec.7 A Failure to notify the umpire is a violation and it is an illegal substitution and the player is immediately ejected from the game and said player is not allowed to participate in any capacity.

B. For purposes of the above rule (Rule 5, Sec. 7), a player shall be considered as being in the game:

- i)** If a batter, when he takes his place in the batter's box;
- ii)** If a fielder, when he takes the place of the fielder substituted for;
- iii)** If a runner, when the substitute takes the base of the runner he is substituting for;
- iv)** If a pitcher, when he takes his place within the pitching zone.
- v)** If a courtesy runner, when he takes the base of the person he is running for.

C. Any player may be substituted for at any time.

Sec.8 RE-ENTRY/SUBSTITUTIONS

A. The players in the starting line-up may be substituted for and may subsequently be re-entered once.

B. A starting player if re-entered must occupy the same position in the batting order.

C. The starting player and the substitute cannot be in the line-up at the same time.

EFFECT Sec.7 and 8

A. If an ILLEGAL SUBSTITUTION (a player who is eligible to be in the game but is entered in the wrong position) is appealed on while the player is playing offensively, the following penalties will be enforced.

1. If an ILLEGAL SUBSTITUTION is appealed on while he is at bat, he is ejected. Base runners will remain as they were because there would have been no advancement possible. The proper substitute batter resumes the ball and strike count of the ejected player.

2. If an ILLEGAL SUBSTITUTION is appealed on after the batter has completed his turn at bat and before the next pitch, the illegal player is ejected and any advance of base runners as a result of a walk or base hit by the illegal batter, is nullified. The proper substitute batter will then bat. If an out was made on the play, the "out" stands.

3. If an ILLEGAL SUBSTITUTION is appealed on after the batter has completed his turn at bat and after the next pitch, the illegal player is ejected and any advance by base runners while the illegal batter was at bat, is legal. The next batter is the one following the illegal substitute and, if applicable, other batters lose their turn at bat.

B. If an ILLEGAL RE-ENTRY (a player who is not eligible to be in the game) is appealed on while the player is playing offensively, the following penalties will be enforced:

1. If an ILLEGAL RE-ENTRY is appealed on while he is at bat, he is out and ejected. Base runners will remain as they were because there would have been no advancement possible.

2. If an ILLEGAL RE-ENTRY is appealed on after the batter has completed his turn at bat and before the next pitch, the illegal player is out and ejected, and any advance as a result of a walk or base hit by the illegal batter, is nullified.

3. If an ILLEGAL RE-ENTRY is appealed on after the batter has completed his turn at bat and after the next pitch, the illegal player is out and ejected and any advance by base runners while the illegal batter was at bat, is legal. Appeal cannot be made after the batter following the illegal batter has taken a pitch. The penalty for an offensive ILLEGAL RE-ENTRY is that the illegal player is out and ejected plus the manager/coach is ejected.

C. If an illegal substitution or illegal re-entry is appealed on while the player is playing defensively, the following penalties will be enforced:

1. If an illegal substitution or illegal re-entry is appealed on after he makes a play and before the next pitch, the offensive team has the option of taking the result of the play, or of having the last batter go back to bat, assuming the balls and strikes count the batter had prior to the discovery of the illegal player and having all base runners returning to the last base they held prior to the play. The illegal player is ejected.

2. If the illegal substitution or illegal re-entry player is appealed on after a pitch to the next batter, the illegal player is ejected and all play stands.

EFFECT Sec.8 C 1 & 2 1. The penalty for an illegal defensive is an out 2. The penalty for an illegal defensive substitution is that the illegal substitution is ejected from the game.

NOTE: Players ejected for illegal re-entry or illegal substitution may not remain on the bench.

Sec.9 BLOOD RULE: Injured or Bleeding Player

A. Any player who is injured or is bleeding from an injury and, is assumed to be able to continue to play in the game, will be given a reasonable amount of time to tend to his injury or the bleeding. A reasonable amount of time will be determined by the umpire.

B. A player who is bleeding must be immediately removed from the playing field to have the bleeding controlled, cleaned up and the wound completely covered. If there is blood on any of the players' clothing, then the clothing must be changed before a player is allowed to participate in the game again.

EFFECT Sec.9 If the player cannot return to the playing field in a reasonable amount of time, then a legal substitution or re-entry must take place when advised by the umpire that time is up. If this is not possible, the game will be forfeited, if the team has less than 10 players.

NOTE: The ruling regarding a bleeding injury also applies to umpires, coaches, managers, etc., in that, continued participation in the game will not be allowed if the bleeding is not controlled, covered and the applicable clothing changed.

Sec.10 THERE SHALL NOT be more than two coaches for the offensive team, to give words of assistance and directions to the members of their own team. One coach may be stationed in each coaching box at first and third bases. They must remain in the boxes.

RULE 6. - PITCHING

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

Sec.2 AT THE BEGINNING of each half of the first inning, five practice pitches will be allowed and then at the beginning of each subsequent inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than three practice pitches to the catcher, or some other teammate.

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

A. The batter is responsible to ensure that the pitcher is on the rubber to start their pitch. The batter can then step out of the box. The batter may then ask the pitcher to get on the rubber.

B. The Pitch will be a 4 to 10 foot arc.

EFFECT Sec.3 A If the pitcher continues to move forward in an attempt to distract the batter, an illegal pitch will be called and the pitcher will be given a warning that a second occurrence will result in his ejection from the game.

Sec.4 PITCHER'S LEGAL MOTIONS ALLOWED IN ACTUAL DELIVERY OF A PITCH:

- A.** After assuming the pitching position, the pitcher must hold the ball in front of his body (and be motionless for at least one second) in either one or both hands, before starting the delivery motions. The pitcher must face home plate when starting delivery of the pitch.
- B.** The pitcher may hold or grip the ball in any manner before delivery.
- C.** The pitcher may release the pitched ball in any manner when delivering the pitch, this includes any and all types of delivery. After the pitcher has come to his complete stop, he has 5 seconds in which he may use any wind-up or arm motion desired, either in front of his body, above his head, or behind his back including stops and pauses, before he must release the ball.
- D.** Only a definite underhand motion is permitted in the delivery of the pitch.
- E.** The pitcher may release the pitched ball with the hand above the hip in order to obtain the necessary arc.
- F.** Once a pitcher starts his pitching motion, the batter may not request time out.

Sec.5 LEGALLY DELIVERED PITCHES:

- A.** The batter is responsible to ensure that the pitcher is on the rubber to start their pitch. The batter can then step out of the box. The batter may then ask the pitcher to get on the rubber.
- B.** The pitcher delivering a pitch from off the rubber will be considered a ball.
- C.** The pitcher is responsible to tell the batter to get in the box. This can be drawn before the start of the game using the CLSP issued rubber mat as a measure). The pitcher does not pitch until the batter has both feet in the box. The batter stepping on the plate, the mat, or out of the box, and batting the ball into fair play will be called **OUT!**
- D.** The catcher shall return the ball directly to the pitcher after each pitch except after a strike out, or an out made by the catcher. The pitcher has 20 seconds to release the next pitch.

EFFECT Sec.5 A-D Failure to comply will constitute an illegally pitched ball and a ball will be awarded to the batter.

EFFECT Sec.5 A The catcher shall not place his glove on the ground in the area inside the batter's box before the ball has reached or passed home plate or has been batted.

EFFECT Sec.5 E A warning will be issued on the first offence. Any additional infractions will be called an illegal pitch and a ball will be awarded to the batter.

Sec.6 NO PITCH shall be declared immediately when:

- A.** The pitcher pitches during a dead ball interval.
- B.** A base runner is called out for leaving a base too soon.
- C.** A pitcher attempts to "quick pitch" a batter.
- D.** A ball exceeds 10 feet or does not reach 4 feet in the air.

Sec.7 ILLEGALLY PITCHED BALLS INCLUDE:

- A.** Any pitched ball that does not conform to all the requirements of a legally delivered pitched ball.
- B.** All pitches made by the pitcher, when not conforming to pitching restrictions.
- C.** Delivering a pitch from other than the pitching zone and pitcher's position.
- D.** The pitcher failing to face home plate on delivery of the pitch.
- E.** When the pitcher moves towards the batter after releasing the pitch.

EFFECT Sec.7 A-E In each case an illegally pitched ball shall be called immediately when it occurs and a ball will be awarded to the batter. The umpire, base or plate, will call the illegal pitch loud enough for the batter to hear. However, if the batter swings at any illegally pitched ball, the pitch will immediately become legal. The ball is alive and in play if hit by the batter.

Sec.8 ILLEGAL PITCHING ACTIONS INCLUDE:

- A.** The pitcher, after assuming the pitching position, holding the ball longer than five (5) seconds.

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

C. The pitcher failing to take a position within the pitching zone, in an attempt to delay the game.

EFFECT Sec.8 A-C The umpire shall immediately call "TIME" thus causing the play to be dead and award a ball to the batter.

Sec.9 APPEALING WHILE BALL IS ALIVE: Any fielder may appeal a runner once per base; the ball is alive and all runners may advance with liability of being put out.

NOTE: On appeal plays, the appeal must be made before the next pitch (legal or illegal) or before all defensive players have left fair territory.

Sec.10 APPEALING AFTER BALL IS DEAD/DEAD BALL APPEAL:

Once the ball has been returned to the infield and "TIME" has been called by the umpire, or the ball becomes dead, any infielder, including the pitcher or catcher, with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base prior to a ball being caught. The appropriate umpire must acknowledge the appeal and then make a decision on the play. Baserunners may not leave their bases during this appeal process as the ball remains dead until the umpire calls "PLAY BALL".

Sec.11 DEFENSIVE CHARGED CONFERENCE

There may only be one charged conference between the manager, or other team representative from the dugout area with each and every pitcher in an inning. The second charged conference will result in the removal of the pitcher from the pitching position. The pitcher may play any other position and may return to the pitching position any time after one pitch.

Sec.12 QUICK PITCH

A quick pitch is a pitch made by a pitcher with the intent of catching the batter off guard or off balance. This could be when the batter first takes his position or is off balance from the previous pitch.

EFFECT Sec.12 The ball is dead and "No Pitch" shall be called by the umpire.

RULE 7. - BATTING

Sec.1 UNLIMITED BATTING ORDER A team may bat as many players as they wish - maximum of 10 players on the field at any one time. If a player is removed from the game due to an injury, ejection, etc. the automatic out will be recorded each time that player is due to bat, if there is no substitute for them. A team must finish the game with at least 10 players in the line-up. Coed line-up must always contain an even number of males/females, except as allowed under Rule 13, Sec. 1. In coed, only the player who left the game due to an injury, ejection, etc., is removed from the game.

Sec.2 THE BATTING ORDER of each team must be listed and delivered to the OFFICIAL SCOREKEEPER, by the MANAGER or team representative. SHOULD an Official Scorekeeper not be assigned to the game, the BATTING ORDER must be delivered to the Plate Umpire prior to the starting time of the game. After each team has submitted its own batting order, both line-ups shall be made available to both teams, for their inspection and knowledge.

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

B. Each player, of the team at bat, shall become the batter and enter the batter's box in the order in which his name appears on the score sheet/line-up card.

C. The first batter in each succeeding 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 the third out of an inning is made before the batter has completed 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 cancelled.

EFFECT Sec.2 A-C Batting out of order is a dead ball appeal play situation.

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.

NOTE: In this situation, an appeal may be made by the offensive or defensive team.

2. If the mistake is discovered after the incorrect batter has completed his 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. If the appealed out was the third out then the next batter in the next inning is still the batter whose name follows that of the batter called out for failure to bat. An illegal batter is removed from base.

NOTE: In situation 2, only the defensive team can appeal.

3. If the mistake is not discovered until after a pitch is made to a next batter, the turn at bat of the incorrect batter is then legal. All bases advanced or runs scored are counted, and the next batter shall be the one whose name follows that of the incorrect batter who has 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 batting rotation.

NOTE: For purposes of interpretation, an intentional walk to a next batter or illegal pitcher's action shall be considered the same as a pitch delivered to a batter.

4. A base runner who has batted out of order will not be removed from the base he is occupying, to bat in his proper place. He misses his turn at bat with no penalty. The next legal batter will be the one who follows him in the batting order.

Sec.3 THE BATTER IS OUT IF:

A. He illegally hits the ball.

B. He enters the batter's box with an illegal bat.

C. He deliberately bunts or swings the bat downward and chops the ball down to the ground.

D. He hits a foul ball after two strikes.

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

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

G. Any member of his team (excluding base runners) interferes with a fielder attempting to make a play on a foul fly ball.

H. He hits a fair fly ball or line drive that a fielder or infielder intentionally drops, with a runner on first, first and second, first, second and third, or first and third, with less than two outs. (in cases of intentionally dropped ball, batter is out, runners are not eligible to advance and must return to their bases)

NOTE: A trapped ball that hits the ground is never ruled intentionally dropped.

I. He takes longer than 20 seconds to enter the batter's box when it becomes his turn to bat, or 10 seconds to re-enter the box after a called ball, strike or foul ball.

J. A preceding runner, who is not yet out, intentionally interferes with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play. The runner shall also be called out.

K. He hits a fair ball with his bat a second time in fair territory.

NOTE: If the batter drops the bat and the ball rolls to the bat, in fair territory, the batter is not out and the ball is alive and in play. However, if the bat rolls towards the ball and subsequently hits it in fair territory, the batter is out, the ball is dead.

L. There is spectator interference with any batted ball that clearly prevents a fielder from catching a fly ball within the defined playing area.

EFFECT Sec.3 A-L The ball is dead and the batter is out.

M. He enters the batter's box with an altered bat.

EFFECT Sec.3 M The ball is dead, the batter is out and is ejected from the game.

N. He enters the batter's box with jewellery on other than medical alert identification.

NOTE: A barrette worn to keep hair out of eyes should not be considered jewellery.

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

EFFECT Sec.3 O The batter is out, the ball remains alive and base runners are in jeopardy.

P. He has three strikes.

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

EFFECT Sec.3 Q The ball remains alive and in play, with runners in jeopardy.

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

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

R. He carries the bat to first base. If a batter, carrying a bat, legally reaches or touches first base, the batter is out.

S. The batter directs or utters profanities at an umpire, another player or participant, and/or utters profanities whereby the spectators can hear it; OR if he is the first batter up after a member of his team when playing defensively, was guilty of an infraction under the profanity rule, after both teams have received a mutual warning for the first occurrence of profanity by either team.

NOTE: 1. The first occurrence of profanity by any coach and/or player of either team will result in a warning to both teams.

NOTE 2. A second occurrence would result in the offending player being called out if he is a batter, batter-base runner or a base runner, OR the next batter on the offending team would be called out if the infraction was by a batter, batter-base runner, base runner, coach, a defensive player or by a non-participating player (player on the bench).

EFFECT Sec.3 S This is a delayed dead ball call. If the batter is put out as a result of the play, the out will be enforced with the following batter in the batting order. If the batter reaches base safely then he alone will be called out for the use of profanity when the umpire calls 'Time'.

T. He hits an over the fence homerun that is in excess of the number allowed in that category of play.

U. The pitcher is responsible to tell the batter to get in the box. This can be drawn before the start of the game using the CLSP issued rubber mat as a measure). The pitcher does not pitch until the batter has both feet in the box. The batter stepping on the plate, the mat, or out of the box, and batting the ball into fair play will be called OUT!

Sec.5 ON DECK BATTER:

A. The on deck batter is the person whose name is next on the line-up card after the batter.

B. The on deck batter must position himself within the lines of the on deck circle nearest his team's bench.

C. The on deck batter may leave the circle when he is to become the batter or when he is going to direct a base runner advancing towards home plate.

D. If the on deck batter interferes with a defensive player making a play on the ball, the runner closest to home plate at the time of the interference will be called out.

Sec.6 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.

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

C. For each batted ball striking the batter, while he is in the batter's box.

D. For each foul tip. (Batter is out if this is the third strike.)

E. For each foul ball not caught on the fly.

F. For leaving the batter's box after the pitcher starts his pitching motion.

EFFECT Sec.6 The ball is dead after any strike.

Sec.7 A BALL IS CALLED BY THE UMPIRE on each pitch not swung at by the 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.
NOTE: The ball is dead when the legal pitch has contacted the ground. A batter may not hit a ball that hits the ground prior to home plate.
- C. A pitched ball strikes any part of home plate.
- D. An illegally pitched ball is delivered but not struck at.
- E. There is an illegal pitcher action.
- F. When the catcher fails to return the ball directly to the pitcher except after a strike-out or put out by the catcher.

Sec.8 A FAIR BATTED BALL is a legally batted ball which is immediately in play. It is a legally batted ball which:

- A. Settles or is first touched on fair ground between home and first base or between home and third base.
- B. Bounds past first or third base while on or over fair territory.
- C. Touches first, second or third base.
- D. Touches the person or clothing of an umpire or player while on or over fair territory. E, Falls to the ground in foul territory, then rolls or bounces into fair territory before passing first or third bases, and without having touched some object other than the ground.
- F. First touches the ground in fair territory, then rolls into foul territory and then again rolls into fair territory, provided the ball did not touch anything while on or over foul territory, other than the ground.

Sec.9 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. It is a ball which:

- A. Settles on foul ground between home and first base or between home and third base.
- B. Goes past first or third base while on or over foul ground.
- C. First touches the ground in foul territory beyond first or third base.
- D. While on or over foul territory touches the person or clothing of an umpire, player or is blocked.

EFFECT Sec.9 A-D A strike is called on the batter unless he already has two strikes then a strike is called and the batter is out. Base runners must return to their bases unless it is a caught fly ball then the ball is alive and all base runners are in jeopardy.

NOTE: A fair or foul ball shall be judged according to the position of the ball, relative to the FOUL LINES including the FOUL POLE, and not whether the fielder is on or over either fair or foul territory, at the time the ball is first touched. (Foul Lines and Foul Poles are in fair territory.) When a batted ball passes out of the field over a fence, the umpire shall declare it fair or foul, according to the position of the ball, as it leaves the playing field. When a batted ball hits any object including a fielder and is ruled a fair ball under the above rules, it is always treated as a fair ball regardless of what happens to the ball, or where it may subsequently settle or land. A fly ball landing beyond first or third base is judged at point of the first contact.

Sec.10 FOUL TIP is a legally batted ball which goes directly from the bat, (no perceptible arc) to the catcher's hand or glove and is legally caught by the catcher.

EFFECT Sec.10 It is a foul tip only if it is legally caught and is then a strike and the ball is dead.

Sec.11 HOMERUN RULE will apply: Any undeflected ball hit over the fence will be considered as a homerun for the match plus Home Run Rule.

- A. When a fair fly ball is deflected over the homerun fence by a defensive player, the batter-base runner will be awarded four (4) bases. This will not be considered the same as an over the fence homerun.

B. Any ball that bounces one before going over the fence, goes under the fence, or is caught in the fence will be ruled a ground rule double

RULE 8. – BASERUNNING

Sec.1 A BASERUNNER WHILE ADVANCING OR RETURNING, MUST TOUCH EACH BASE IN LEGAL ORDER: (i.e. First, Second, Third and Home Base):

A. A base runner may 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 is forced to leave the base when the batter becomes a base runner.

B. When the ball is alive and a base runner must return to touch a base, he must touch all bases in reverse order.

EFFECT Sec.1 B The base runner is in jeopardy and could be put out.

Sec.2 THE BATTER BECOMES A BATTER-BASERUNNER AS SOON AS HE HITS THE BALL:

A. If the fair batted ball hits the umpire or base runner while off the base, 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.

B. When a fair ball strikes the person or clothing of an umpire while on foul ground.

EFFECT Sec.2 A-B The batter-base runner is immediately in jeopardy.

Sec.3 THE BATTER IS AWARDED FIRST BASE:

A. When four balls are called by the umpire.

B. When the pitcher tells the umpire to intentionally walk a batter, once the batter takes his position in the batter's box.

EFFECT Sec.3 A-B The batter is awarded first base only. The ball is dead. Base runners advance only if forced to do so.

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

D. If a fair batted ball strikes the umpire in fair territory, before passing a fielder, other than the pitcher, the ball is immediately dead and the batter is entitled to first base without liability to be put out.\

E. If the catcher or other fielder obstructs him or prevents him from striking at a pitched ball.

EFFECT Sec.3 E It is a delayed dead ball call and if called, the offensive manager has the option to accept the obstruction or take the result of the play EXCEPT that if the batter succeeds in hitting the pitch and reaches first base safely, and all preceding runners have advanced at least one base safely, the obstruction will be nullified. If the obstruction is nullified, the ball remains alive and in play and there is no option play.

Sec.4 BATTER-BASERUNNERS ARE OUT under the following circumstances.

A. When he is hit by his own batted ball in fair territory, after leaving the 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, providing no part of the fielder's body is touching in "out of play territory" at the time of the catch.

D. When, after a fair ball is hit, he is touched with the ball by a fielder prior to first base, while off the base.

E. When, after a fair ball is hit, a fielder holds the ball on first base before the batter-base runner touches or passes the base.

F. When, after reaching first base safely, he overruns or over slides that base, and then makes an attempt to start to second base and is tagged before returning to first base.

G. When he runs out of the three foot line and interferes with a fielder taking a throw, or making a play, at first base.

EFFECT Sec.4 G He is out and if the interference is deemed to be intentional the most advanced base runner is also out.

- H.** If between home and first base, he moves back toward home plate to avoid or delay being tagged.
EFFECT Sec.4 H The ball is dead and all base runners must return to the last base touched at the time of the interference.
- I.** If he interferes with a play at home plate in an attempt to prevent an obvious out.
EFFECT Sec.4 I The base runner is also out.
- J.** If he physically and/or verbally interferes with a fielder attempting to field a batted ball or intentionally interferes, physically and/or verbally, with a thrown ball.
EFFECT Sec.4 J If this interference is an obvious attempt to prevent a double play, the base runner closest to home plate shall also be called out.
- K.** If he carries the bat and legally reaches or touches first base with the bat still in his hand.
- L.** When a play is being made at first base, he touches only the white portion of the double base.
- M.** If he is called on the infraction of directing or uttering profanities at an umpire, another player or participant and/or utters profanities whereby the spectators can hear it, after a warning has been given to both teams for the first occurrence of profanity from either team.
- N.** If he physically passes a preceding base runner before that base runner has been put out.
EFFECT Sec.4 K-N The batter is out and the ball is alive, unless the act interferes with the play, then the batter is out and the ball is dead and all base runners must return to the last base touched at the time of the interference.

Sec.5 A BASERUNNER IS OUT under the following circumstances:

- A.** If he fails to keep contact with the base to which he is entitled, until a pitched ball has reached or passed or bounced in front of home plate or is batted.
EFFECT Sec.5 A No pitch is declared, the ball is dead and the runner is out.
- B.** If he physically and/or verbally interferes with a fielder attempting to field a batted ball, or intentionally interferes, physically and/or verbally, with a fielder catching a ball, throwing a ball, or with a thrown ball.
EFFECT Sec.5 B The ball is dead, the base runner is out and if the interference is deemed to be intentional, the next succeeding base runner is also out.
- C.** If he is struck by a fair batted ball on fair ground WHILE OFF HIS BASE and before it touches a fielder, or passes a fielder, excluding the pitcher, unless, of course, in the umpire's judgment, no infielder had a chance to play the ball.
- D.** If he runs bases in reverse order, other than what is allowed under what constitutes legal base running.
- E.** If he intentionally kicks a live ball, or intentionally interferes with a ball in play, whether or not the base runner is in contact with his base, and an infielder HAS HAD an opportunity to play the ball.
EFFECT Sec.5 C-E The ball is dead and the base runner is out.
- F.** When a coach physically holds or pushes a base runner, to assist him to return or to leave a base.
EFFECT Sec.5 F The Base runner is out, the ball is alive and all other base runners continue to be in jeopardy.
- G.** If he intentionally kicks a live ball, or intentionally interferes with a ball in play, whether or not the base runner is in contact with his base, and an infielder HAS NOT HAD an opportunity to play the ball.
- H.** If he has been put out and continues to run the bases, simulating a live base runner, and thereby draws a throw to retire him a second time.
- I.** When one or more members of the team at bat, stands, or collects at, or around a base toward which a base runner is advancing, thereby confusing the fielders.
- J.** When a coach intentionally interferes with a live batted or thrown ball.
- K.** When a coach runs in the direction of home base 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 drawing a throw in his direction.
- L.** If he is attempting to score and the next batter or other team members interfere with the attempted play.
EFFECT Sec.5 G-L Interference is called, the ball is dead and the MOST ADVANCED RUNNER IS ALSO CALLED OUT.

- M.** When, while the ball is in play, he is off the base and is legally touched with the ball.
- N.** When, on a force out, a fielder tags him with the ball or holds the ball on the base to which the base runner is forced to advance, before the base runner can reach that base.
- O.** When running toward any base, he runs more than three feet outside his established base path to avoid being tagged with the ball in the hands of a fielder.
- P.** If he physically passes a preceding base runner before that base runner has been put out.
- Q.** When he positions himself behind and not in contact with the base to get a running start on any fly ball.
EFFECT Sec.5 M-Q The ball remains alive and in play and all other base runners are in jeopardy.
- R.** When he positions himself behind and not in contact with the base to get a running start when the pitch has been released but has not yet reached or crossed home plate or been hit.
EFFECT Sec.5 R This is a lead off, the ball is dead, the base runner is out and all other base runners must return to the last base legally held at the time of the pitch. "No Pitch" will be called by the plate umpire.
- S.** If he fails to return to touch the base to which he is entitled when play is resumed after any suspension of play, if a fielder legally holds the ball on that base.
- T.** If he leaves his base to advance to the next base before a fly ball has been touched or touches some object, provided that if the flyball 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.
- U.** When he fails to touch an intervening base or bases, (including awarded 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.
EFFECT Sec.5 S-U 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 or illegal pitch, intentional walk, or illegal pitcher action or before all fielders have left fair territory.
- V** If in sliding or running at home plate, he misses the plate, and makes no attempt to return to the plate and a fielder holds the ball in his hand while touching home plate and appeals to the umpire. When running to the scoring line, doesn't cross the scoring line, and a fielder holds the ball in his hand while touching home plate and appeals to the umpire. Also runners attempting to score by touching the scoring line are out if they touch home plate or cross over home plate in fair territory, whether a play is made or not.
- 1.** Unless two are out, the status of a following runner is not affected by a preceding runner's violation or failure to comply.
 - 2.** If, on an appeal, the preceding runner is the THIRD OUT, no following runner shall be allowed to score.
 - 3.** If an appealed out is the THIRD OUT, and is the result of a force out, neither 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 a base runner being appealed out, who touch home plate or scoring line legally before completion of the THIRD APPEALED OUT shall be counted. Succeeding runners cannot score.
- W.** When a defensive player clearly has the ball and is waiting for the runner and the runner deliberately with great force crashes into the defensive player.
EFFECT Sec.5 W The offender is out and shall be ejected, the ball is dead and all other base runners must return to the last base touched at the time of the infraction.
- X.** If he is called on the infraction of directing or uttering profanities at an umpire, another player or participant, and/or utters profanities whereby the spectators can hear it, after a warning has been given to both teams for the first occurrence of profanity from either team.
EFFECT Sec.5 X The ball remains alive and all other base runners are in jeopardy.

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

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

EFFECT Sec.6 A — 1. The umpire shall call "TIME" when the base runners cease to try to advance and a fielder has control of the ball in the infield.

2. If a ball is no longer alive and in play as determined by the stoppage of play and the umpire having called "TIME", base runners must return to the last base touched and entitled to when all play stopped.

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

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

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

E. When a fair batted ball, or 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 The ball remains alive, with all base runners continuing to be in jeopardy.

EFFECT Sec.6 F The base runner who passes the preceding runner is out.

H. When a fielder, deliberately or otherwise, 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 It is a delayed dead ball call and

1. On a fair batted ball, or on a ball that may become fair, all base runners are entitled to advance 3 bases from the time of the pitch.

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

3. In both situations, the base runners may advance further than the bases to which they are awarded but they will be in jeopardy.

NOTE: If, in the opinion of the umpire, a fair batted ball would have cleared the outfield fence, had it not been interfered with, the batter shall be awarded a home run.

I. If a base runner dislodges a base from its proper position neither he nor any succeeding base runner, in the same series of plays, are obligated to run to a base that is unreasonably out of its proper place.

EFFECT Sec.6 I The ball is alive and base runners may advance with liability to be put out.

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

A. When a fair fly ball goes over the home run fence or into the stands in the established outfield "out of play territory", without touching the ground or a defensive player, the batter shall be entitled to a home run.

1. A fair ball that clears the fence before touching anything or anyone, and which is not caught, is a home run. This includes any ball that hits the top of the fence and goes over it.

2. When fair fly ball is deflected over the home run fence by a defensive player, the batter base runner will be awarded four (4) bases.

3. When a batted ball, either fair or foul, is legally caught on the fly, and the fielder has not yet touched any area outside the lines of the established playing area. The batter is out, but if the fielder's momentum causes him to touch or go into any part of the "out of play territory", the ball will be declared dead and all base runners will be awarded one base from the last base legally touched at the time of the catch. If the ball is intentionally carried into "out of play territory" the award will be a minimum of two bases.

B. When a fair batted ball bounds or rolls into the stands, over, under or through a fence or other boundary of the playing field whether or not the batted ball is first touched by a fielder.

EFFECT Sec.7 B The ball is dead, base runners are awarded two bases from the last base held at the time of the pitch.

C. When, while in contact with the base, the base runner is hit with a fair batted ball and it is deemed to be alive and it subsequently becomes blocked.

EFFECT Sec.7 C The ball is dead and the batter and all base runners will be awarded one base from the last base legally touched at the time the ball is blocked.

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

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

EFFECT Sec.7 E The obstructed base runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. The umpire shall also award the obstructed base runner all other bases he believes the base runner would have made, had no obstruction occurred. Any preceding base runners forced to advance to the next base due to the award, are not in jeopardy. If the base runner continues beyond the base he would have been awarded for the obstruction, he is in jeopardy. The ball remains alive with all other base runners also in jeopardy.

F. If a base runner is obstructed during a rundown, he will be awarded the base he was running toward at the time of the obstruction.

EFFECT Sec.7 F The runner is to be awarded the base he was RUNNING TOWARDS at the time of the obstruction. The obstruction is a delayed dead ball call and will be enforced at the completion of the play, or, if applicable, nullified while the play is still in progress.

G. If a batted ball, when played, is thrown wildly and goes into foul territory and is subsequently blocked.

EFFECT Sec.7 G When a blocked ball occurs on a thrown live ball, the ball is immediately dead. Each and every base runner is awarded two bases from the last base occupied at the time of the throw. The award is governed by the lead runner.

H. When an accident or incident occurs, that prevents a base runner from proceeding to a base to which he is entitled because of a home run or other awarded base, a substitute base runner shall be permitted to take his place and complete the play.

EFFECT Sec.7 A-H When a batter or base 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 base runner.

Sec.8 A BASERUNNER MAY BE PUT OUT IF:

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

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

C. If a fair ball is trapped.

Sec.9 BASERUNNERS 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. If a base runner abandons a base and enters his team area or leaves the field of play, the base runner shall be declared out immediately when he enters his team area or leaves the field of play.

EFFECT Sec.9 A

1. Base runners are in jeopardy, until they get back to their base when the ball is alive.

A base runner may not return to a preceding base, after the ball has been declared dead, if he has touched a succeeding base, or after a following base runner has scored.

3. A base runner may not return to retouch a missed base after a following runner has scored.

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

EFFECT Sec.9 B The first base 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 base runner may be put out by being tagged with the ball.

C. A base runner shall not run bases in reverse order so as to confuse the fielders, or to make a travesty of the game.

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

D. A base runner may not return to touch a missed base or one he had left illegally once he enters his team area or out of play territory.

EFFECT Sec.9 D Once a base runner, who has not yet been declared out, enters his team area or out of play territory and returns to the field of play in an attempt to touch a missed base, he is to be called out immediately.

Sec.10 BASERUNNERS MUST RETURN TO THEIR BASES:

- A.** If a foul ball is caught illegally.
- B.** When a ball is batted illegally.
- C.** When a batter or base runner causes interference, all base runners must return to the last base legally touched at the time of the interference.
- D.** 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.
- E.** When time out is called by the umpire.

EFFECT Sec.10 A-E

- 1.** The ball is immediately dead.
- 2.** Base runners may be forced to advance, if the batter is credited with a hit under pad "D" thus awarded first base.
- 3.** Base runners need not touch intervening bases, when required to return.
- 4.** Base runners must be allowed sufficient time to return, when required.

Sec.11 BASE STEALING OR ADVANCING IS NOT PERMITTED AS A RESULT OF ANY PITCHED BALL NOT HIT:

EFFECT Sec.11 If a base runner fails to keep contact with the base to which he is entitled until a pitched ball has bounced in front of, reached or passed home plate or is batted, the ball is immediately dead, "No Pitch" is called and the base runner is declared out. Base runners who have left the base legally (after a pitched ball has bounced in front of, reached or passed home plate) but the ball has not been hit, are not declared out but must immediately return to their base and the ball is dead.

Sec.12 BASERUNNERS 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 through or past a fielder, and no other fielder is in position to field the ball.
 - I.** When a base runner makes contact with a fielder not fielding the ball.
 - J.** When a base runner sliding into a base, dislodges the base from its proper position.
 - K.** When, while in contact with the base, a base runner is hit with a fair batted ball, unless the umpire rules that the ball was intentionally interfered with, or a fielder was interfered with, while attempting to field a ball.
- EFFECT Sec.12 K** The ball remains alive with all base runners continuing to be in jeopardy.
- L.** When a base runner is hit by a fair batted ball, after it is touched or touches any fielder, including the pitcher.

Sec. 14 COMMITMENT LINES/SCORING LINE - When applicable (with Commitment Line and Scoring Line There is to be no sliding while attempting to touch and/or cross the scoring line at any time

Sec.14-A A player is to be called out if he slides while attempting to touch and/or cross the scoring line, at home plate.

B. Sliding may occur at all other bases.

C. A base runner who touches the COMMITMENT LINE with one foot or places one foot on the ground past the COMMITMENT LINE, between third base and home plate must continue on towards the scoring line (at home plate).

EFFECT Sec.14-C A player, who has touched and/or crossed the commitment line, as described above and attempts to return to third base, shall be declared out.

D. A base runner may be tagged out between the commitment line and the scoring line.

E. All base runners attempting to score a run must do so by touching the SCORING LINE with one foot or by placing one foot on the ground past the SCORING LINE in foul territory, in order for it to be counted as a run.

EFFECT Sec.14-E Runners are out if they touch home plate or cross over home plate in fair territory, whether a play is made or not.

F. The base runner should avoid all collisions or be subject to ejection, based on the umpires judgment.

Sec. 15 COURTESY RUNNERS may be used (provided the batter has safely reached base) a maximum of three (3) times per game in all divisions except Masters and Seniors, who may use a maximum of seven (7) courtesy runners per game. When courtesy runners are used, in any division, the same runner cannot be used twice. Only players listed on the line-up card are eligible to be courtesy runners and a courtesy runner can be used for a courtesy runner.

Note: The use of a courtesy runner does not constitute a substitution.

Where a courtesy runner is used in coed categories, a male must be placed for a male, a female for a female, or a female for a male.

RULE 9. - BALL IN PLAY (ALIVE) AND DEAD BALL

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

A. At the start of the game and each half inning when the pitcher has the ball while standing in his pitching position and the plate umpire has called "PLAY BALL".

B. After every dead ball situation.

Sec.2 THE BALL IS DECLARED ALIVE AND IN PLAY:

A. When the pitcher has the ball in his possession within the pitching zone.

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

C. When the batter hits the pitched ball legally.

D. Whenever there is a play resulting from the legally batted ball.

E. When a live ball strikes a photographer, groundskeeper, policeman, etc., when they are assigned to the game. If they are within playable territory, they become part of the field.

F. When a fly ball is legally caught.

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

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

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

J. If thrown, it 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. If base runners have reached the base to which they are entitled when a fielder illegally touched or fielded a batted or thrown ball.

N. When a delayed obstruction call has been made and signaled but not yet enforced. O. When a base runner must return to a base in reverse order while the ball is alive 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 running more than three (3) feet outside the established base path in order to avoid a tag.
- T.** When a base runner is forced or tagged out.
- U.** When a "live ball" appeal play is involved or enforced.
- V.** When a player is called out under the profanity rule.
- W.** Whenever the ball is not "DEAD", as provided in Section 3 of this rule.
- X.** When a coach physically holds or pushes a base runner, to assist him to return or to leave a base.

Sec.3 THE BALL IS DEAD AND NOT IN PLAY:

- A.** When no pitch is declared.
- B.** When an illegal pitcher's action is declared.
- C.** When a base runner is called out for leaving a base too soon, on a pitched ball.
- D.** After each called "ball" or "strike".
- 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 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 the fly.
- J.** When a batter steps completely across the plate, with the pitcher standing within the pitching zone.

EFFECT Sec.3 A-J Ball is immediately dead. Base runners may not advance.

RULE 10

Sec. 1 POWERS AND DUTIES: Umpires are the representatives of the organization or league by which they have been engaged or assigned to a particular game, and as such are **AUTHORIZED AND REQUIRED** to enforce each and every section of these rules, from beginning to the end.

EFFECT Sec.1 Umpires have the power, and should use it with discretion, to order a manager, coach, captain or player to do or to omit to do any act which in their judgment is necessary to give force and effect to one and all of these rules, and to enforce penalties as herein prescribed. The plate umpire, in consultation with his fellow umpires, if appropriate, shall have the authority to make decisions on any situations not specifically covered in the rules.

Sec. 3 GENERAL INFORMATION & REGULATIONS FOR UMPIRES

- B.** The umpire should be sure of the date, time and location of the game. uniform (i.e. Both umpires shall wear shorts.) Umpires are to remove all jewellery items such as: neck chains, watches, bracelets and earrings.
- G.** The umpire(s) will introduce themselves to the official scorer and managers.
- H.** The umpire(s) shall request the scorer to obtain the official line-ups.
- I.** The umpire(s) must inspect the playing field and equipment, and supplement the rule book, when possible, with written game ground rules, indicating all out-of-play areas, or other exceptions to the rulebook, for both managers.
- J.** The umpire working behind the catcher, judging the pitched balls shall be designated as the Plate Umpire, with the umpire judging plays on the bases to be called the Base Umpire.
- K.** Neither umpire has the authority to set aside a decision made by the other umpire within the limits or scope of his respective duties as outlined in these rules.
- L.** Under no circumstances shall either umpire seek to reverse a decision made by his associate, nor shall either umpire criticize or interfere with the duties of his associate.

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

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

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

EFFECT Sec.3 O Unless appealed to, an umpire does not call a player out for having left a base too soon on a caught fly ball, or a touched and subsequently caught fly ball, failing to touch a base as required, batting out of order, or making an attempted start to go to second base after the batter-base runner has crossed first base, as provided in these rules. No appeal will be considered or allowed, after the next pitch is made to a batter.

P. An umpire, if first aid qualified, will only assist an injured person during a ball game if there is no other person present with the same or more qualifications than he has, and, if applicable, will release the care of the injured person, as soon as possible, to emergency personnel.

Q. Any participant (including players, managers, coaches and umpires) on the playing field with an open wound, who is bleeding, must be removed from the playing field until the wound has been tended to and properly covered. This includes the umpire removing himself from the game.

(Refer to Rule 5 Sec. 9)

Sec. 4 EITHER THE PLATE OR BASE UMPIRE SHALL HAVE EQUAL AUTHORITY TO:

- A.** Call illegal pitcher's actions or illegally delivered pitches.
- B.** Call a base runner out for leaving a base too soon.
- C.** Remove a manager, coach, player or team member for violating these rules.
- D.** Call "TIME" when play should be suspended.
- E.** Order field lights turned on.
- F.** Call illegally caught balls.

Sec. 5 SPECIFIC DUTIES TO THE PLATE UMPIRE:

- A.** He shall have full responsibility for the proper conduct of the game.
- B.** He shall take his initial position behind the catcher's position.
- C.** He shall call each pitch not hit, a ball or strike.
- D.** He shall call all batted balls fair or foul, and all illegally batted balls. Foul must be verbally signified and fair NOT
- E.** He shall call all caught fly balls.

EXCEPTION: When the base umpire has left his position to go out and call a trapped ball.

F. On plays which necessitate the base umpire leaving the infield, the plate umpire shall move out and assume the duties of the base umpire, such as runners touching the bases, obstruction, interference, etc.

G. He shall determine and declare if:

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

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

I. Inform the managers that the official scorer records is official and that they, the managers, are to advise the umpire of any rules, who will in turn, advise the official scorer.

J. Should a dispute arise during or immediately following the game, ensure that the scorer has the correct decision and score.

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

Sec. 6 SPECIFIC DUTIES OF THE BASE UMPIRE:

- A.** He shall assist and cooperate with the plate umpire in order to make all proper and correct decisions.
- B.** He shall take the appropriate positions on the field as outlined in the Umpires Manual.
- C.** He may and should be required to go into the outfield to call certain outfield decisions when the plate umpire would be at a great disadvantage making the call. Some of these plays would involve a trapped ball catch, fly ball hitting or clearing a fence, a legal catch when a fielder runs or falls into a fence or obstruction and drops the ball because of such a collision, and other plays, especially when light conditions are not of the best.

Sec. 7 THE RESPONSIBILITIES OF ONE UMPIRE ASSIGNED TO OFFICIATE BY HIMSELF extends to all parts of the field, his duties and jurisdiction encompass all those duties normally covered when more than one umpire is assigned.

Sec. 8 PLATE UMPIRES SHALL NOT BE CHANGED DURING THE PLAYING OF A GAME, unless they become incapacitated due to an injury or illness. (Tournament rule ONLY)

Sec. 9 UMPIRE'S JUDGEMENT DECISIONS MAY NOT BE APPEALED:

- A.** On a decision involving a ball or strike.
- B.** On whether or not a batted ball was fair or foul.
- C.** On a call of safe or out on a base runner.
- D.** When a game is called for darkness, rain, panic or other logical reasons.

EFFECT Sec.9 A- D No decision shall be reversed by the umpire, involving his judgment, except if he is convinced he was in error. This could come from consulting another umpire working with him, as a result of his own requested conference.

Sec. 10 UMPIRES SHALL ENFORCE ALL THESE RULES:

- A.** All rules governing the playing of the game are to be enforced.
- B.** If, after a person has received a warning, the infractions are repeated, the umpire shall eject the offender from the game. For major offenses, no warning shall be given, an immediate ejection shall be enforced.

NOTE: 1. Umpires should not necessarily penalize an entire team because of the actions of one or more individuals. Remove violators from the game.

2. Umpires may choose not to impose a penalty when the imposition of said penalty would work to the detriment of the non-offending team.

3. Umpires must work together and cooperate in every way to ensure correct decisions and fair rulings.

Sec. 12 SUSPENSION OF PLAY:

- A.** The umpire may suspend play when, in his judgment, any situation or condition justifies such action.
- B.** When in the opinion of the umpire all immediate play resulting from a batted ball is apparently completed, he shall call "Time".

EFFECT Sec.12 B It is not necessary to return the ball to the pitcher, after a batted ball, to stop base runners from advancing. When base runners have ceased to try to move forward, or to try for the next base, because a fielder has the ball in the infield area, the umpire shall call "TIME".

C. Play shall be suspended whenever the umpire leaves his proper position to brush the plate, or to perform other duties not directly connected with the calling of decisions.

D. The umpire shall suspend play whenever a batter or pitcher steps out of position for a legitimate reason.

- E.** The umpire shall not give a call or signal for "TIME" when a batter steps out of position after a pitcher has started his delivery motions.
- F.** In case of injury, or if some unforeseen incident occurs before a batter hits the ball, "TIME" shall be called. But, if the ball is hit, then all action continues until all plays in progress have been completed, or all base runners have stopped at their bases.
- G.** Umpires shall not suspend play for any reason, during live ball action, at the request of players, coaches or managers, until all probable actions have been completed.

RULE 11. - SCORING

Sec. 1 Each team will provide an official scorer to keep track of the scoring for their team

Sec. 2 THE BOX SCORE:

- A.** Each player's name and the position or positions he has played shall be listed in the order in which he batted or would have batted unless he is removed, or the game ends, before his turn to bat.
- C.** The score by innings for each team shall follow the tabulated batting and fielding records.

Sec. 3 THE SUMMARY:

- A.** The summary shall follow the score by innings.

Sec. 4 ALL INDIVIDUAL AND TEAM RECORDS OF ANY TIE OR FORFEITED GAME which has reached or exceeded legal length when added shall become a part of the official team averages except that no pitcher shall be credited with a victory nor charged with a defeat.

Sec. 5 A RUN BATTED IN is a run scored as a result of:

- A.** A base hit.
- B.** A sacrifice fly. (Even if a fielder drops what would have been a sacrifice fly.)
- C.** A foul fly caught.
- D.** An infield put-out or fielder's choice. (Unless the run scores during a successful double play or a double play attempt in which the receiving fielder drops the throw which would have completed a double play.)
- E.** A base runner forced home because of a base on balls or catcher's obstruction.
- F.** A home run and all runs batted in as a result.
- G.** A four base award and all runs batted in as a result.

Sec. 6 A BASE HIT is a batted ball that permits the batter-base runner to reach base safely. Give a base hit:

- A.** When a batter-runner reaches first base safely on a fair batted ball which is hit with such force, or such slowness, or which takes an unnatural bounce, making it impossible to field the ball with ORDINARY EFFORT.
- B.** When a fielder unsuccessfully attempts to retire a preceding runner and, in the scorer's judgment, the batter-runner would not have been retired at first base by ordinary effort.
- C.** When a base runner is called out for interference for being hit by a batted ball and the batter is awarded first base, credit the batter with a hit. (Ref. Rule 8, Sec.3.c)
- D.** When a four base award is signaled.

Sec. 7 A BASE HIT SHALL NOT BE SCORED in the following cases:

- A.** When a base runner is forced out by a batted ball, or would have been forced out, except for a fielding error.
- B.** When a player fielding a batted ball retires a preceding runner with ordinary effort.
- C.** When a fielder fails to retire a preceding runner, and in the scorer's judgment, the batter-runner could have been retired, at first base, with ordinary effort.

Sec. 8 THE LENGTH OF A BASE HIT:

- A.** Shall be determined by the number of bases the batter advances without the aid of an error, defensive indifference, or as the result of a play being made on another base runner (fielders choice). However, if the ball was batted over the fence or out of the park, a home run shall be credited. Note: When a batter, in attempting to stretch the length of a hit, over slides a base and is touched out, he is not credited with having made that base.
- B.** When the batter ends the game with a safe hit which drives in the winning run, he will be credited only with as many bases, on the hit, as are needed to score the winning run, unless it is an over the fence home run. NOTE: The batter must also gain, on the hit, as many bases as are necessary to score the winning run to qualify for an extra-base hit. (Ref. Rule 4 Sec 5)
- C.** When a fielder deliberately contacts or catches a batted ball with any part of the uniform or equipment detached from its proper place on the fielder and the batter is awarded three bases, credit a triple. (Ref. Rule 8, Sec.6 H Effect)
- D.** When a four base award is signaled, the batter shall be credited with a home run (awarded).

Sec. 9 A SACRIFICE FLY IS SCORED when, with less than two outs, the batter scores a runner on a fly ball which is caught, or when an error is committed on what would have been a sacrifice fly.

Sec. 15 A PITCHER SHALL BE CREDITED WITH A WIN in the following situations:

- A.** When he is the starting pitcher and has pitched at least FOUR innings and his TEAM was not only in the lead when he is replaced but remains in the lead the remainder of the game.
- B.** When a game is ended after FOUR innings of play and the starting pitcher has pitched at least three innings and his team scores more runs than the other when the game is terminated.
- C.** As a relief pitcher, if he is the pitcher of record when his team assumes the lead and the lead is maintained to the end of the game.

Sec. 16 A PITCHER SHALL BE CHARGED WITH A LOSS regardless of the number of innings he has pitched if he is replaced when his team is behind in the score, and his team thereafter fails to tie the score or to gain the lead.

Sec. 17 A STATISTICIAN MAY BE APPOINTED BY THE TOURNAMENT DIRECTOR who should maintain an accumulative record of all batting, fielding and pitching records specified for every player who appears in a championship game.

EFFECT Sec.17 The statistician should prepare a tabulated report at the end of the tournament and submit this report to the tournament director. This report should identify each player by his first name and surname, and position(s) played and should indicate as to each batter whether he bats right handed, left handed or both ways.