

2010 – 2013 RULE CHANGES

(In the order as they will appear in the Rule Book)

(Changes are in *bold and italics*)

Rule 1 Sec 2 APPEAL PLAY

A live or dead ball appeal is *a play or situation on which an umpire cannot make a decision unless requested by a manager, coach or player of the non-offending team. A coach or manager may only make a dead ball appeal and only after stepping onto the playing field.*

If made by a fielder, the fielder must be in the infield when making the appeal. The appeal may not be made after anyone of the following has occurred.

- a. A legal pitch has been thrown *or an illegal pitch has been called.*

EXCEPTION:

1. *An appeal for the use of an Illegal Substitute, Illegal Re-entry, a Replacement Player or Withdrawn Player (either leaving or returning to the line-up under the Replacement Player Rule) and not reporting to the umpire can be made anytime while such player is still in the game.*
2. *An appeal for runners switching positions on the bases they occupied may be made at anytime until all such runners are in the dugout or the half-inning is over.*

- b. The pitcher and all defensive players have left fair territory; or

- c. The umpires have left the field of play following the last play of the game.

These are the types of appeals:

1. Missing a base
2. Leaving a base on a caught fly ball before the ball is first touched
3. Batting out-of-order
4. Attempting to advance to second base after making a turn at first base
5. Illegal substitutions
6. The use of unannounced players under the Replacement Player Rule
7. Illegal re-entry
8. The use of unannounced players under the Designated Player Rule
9. **Runners switching positions on the bases they occupied.**

Rule 1 Section 6

Sec. 6 BASE ON BALLS

(FP and SP) A base on balls occurs when four pitches are judged by the plate umpire to be balls, including illegal pitches. The batter is awarded first base. This is sometimes referred to as a Walk (FP the ball is alive; SP the ball is dead)

Rule 1 Section 13

Sec. 13 BLOCKED BALL

A blocked ball is a batted, thrown or pitched ball that:

- a. *Becomes lodged in the fencing, or*
- b. *Is touched, stopped or handled by a person not engaged in the game, or*
- c. *Touches any object that is not part of the official equipment or playing area, or Is touched by a defensive player who is in contact with the ground that is not part of the playing area.*

Rule 1 Section 17 b

Sec. 17 CHARGED CONFERENCE

b Defensive Conference. The defensive team request a suspension of play to allow

1. A representative of the defensive team to enter the playing field to communicate with any defensive player
2. A fielder leaves his position and goes to the dugout and gives the umpire reason to believe that he received instructions.

Note: It is not a charged conference if the coach/manager notifies the plate umpire of a change of pitchers before or after speaking with the pitcher.

Rule 1 Section 20

Sec. 20. CROW HOP. (FP ONLY)

A Crow hop is defined as a pitcher who does not push off of the pitcher's plate to deliver the ball. The pitcher steps off from the plate and then establishes a second impetus (or starting point) and pushes off from the new starting point and completes the delivery. (THIS IS AN ILLEGAL ACT) NOTE: The pitcher may leap, from the pitching plate, land and with a continuous motion deliver the ball to the plate. The pivot foot may push off and/or follow through with this continuous action and this is not considered a crow hop.

Rule 1 Section 35

Sec. 35 FORCE OUT

A force-out is an out which can be made only when a runner loses the right to the base which he is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding runner has been put out. ***On an appeal play the force out is determined at the time the appeal is made; not at the time of the infraction.***

Rule 1 Section 45

Sec. 45 ILLEGAL PLAYER

An illegal player is a player who takes a position in the line-up, either on offensive or defense, who has not been reported to the plate umpire, including: These are the types of "Illegal Players"

- a. ***A REPLACEMENT PLAYER entering the game (under the Replacement Player rule) without reporting to the plate umpire.***
- b. ***A WITHDRAWN PLAYER (under the Replacement Player rule) returning to the game without reporting to the plate umpire.***

Rule 1 Section 46

Sec. 46 ILLEGAL RE-ENTRY

An Illegal Re-entry occurs when:

- a. A starting player returns to the game a second time after twice being substituted.
- b. A starting player returns to the game after being substituted but not in his original position in the offensive line-up.
- c. A substitute who has legally been in the game returns to the game after being replaced by either the original starting player or another substitute.
- d. The starting DP (FP Only) ***or his substitute*** is placed into the batting order in a position other than the DP original starting position
- e. ***A Flex player who is placed in the batting order in a position other than that of the starting DP.***

Rule 1 Section 58 (NEW)

Sec. 58 INTENTIONAL BASE ON BALLS

An intentional base on balls occurs when the defensive team desires to place the batter on first base without the requirement to deliver four pitched balls. This is referred to as an Intentional Walk. The ball is dead.

NOTE RENUMBER 2006-2009 Rule 1 Sections 58, 59, 60, 61, 62, 63, 64, 65 to Rule 1 Sections 59, 60, 61, 62, 63, 64, 65, 66.

Sec. 60. LEAPING (FP ONLY).

Leaping is the act of a pitcher, that causes him to be airborne on his initial move and push from the pitcher's plate. The momentum built by the forward movement of the pitcher causes the entire body, including both the pivot and stepping (non-pivot) foot to be in the air at the same time and moving towards home plate. The pitch is completed when the pitcher lands and with a continuous motion delivers the ball to the plate. The pivot foot may push off and/or follow through with this continuous action. Leaping is a legal act.

Rule 1 Section 67

Sec 67 OFFENSIVE PLAYER ONLY (NEW)

An Offensive Player Only (OPO) is a player in the batting order, other than the FLEX, for whom the DP is playing defense. The OPO continues to bat, but not play defense.

NOTE: RE-NUMBER 2006-2009 Rule 1 Section 66 as Rule 1 Section 68.

Rule

1 Section 69

Sec 69 OFFICIAL EQUIPMENT (NEW)

Official Equipment is considered to be any equipment (bats, gloves, helmets, etc.) in current use by the defensive or offensive team in the course of play. Defensive equipment (gloves for example) left on the field by the team playing offense would not be considered as Official Equipment.

RE-NUMBER 20065-2009 Rule 1 Section 67 through to Section 101 as Rule 1 Section 70 through to Section 104

Rule 2 Section 1 b

Sec. 1 THE PLAYING FIELD

a. Is the area within which the ball may be legally played and fielded.

Note: A ball is considered "outside the playing field" when it touches the ground, person on the ground or object outside the playing area.

b. Shall have a clear and unobstructed area within the minimum radius *as set out in the Distance Table.*

Rule 2 Section 3

Section 3 THE OFFICIAL DIAMOND SHALL HAVE BASE LINES AS SET OUT IN THE DISTANCE TABLE

Rule 2 Section 4 g

Section 4 DIAMOND LAYOUT

g THE PITCHER'S PLATE'S shall be of rubber 61 cm (24 in) long and 15.2 cm (6 in) wide.

1. The top of the plate shall be level with the ground

2. The front line of the pitcher's plate shall be *the distance from the back or point of home plate as set out in the Distance Table.*

Note: The lines that define an area are part of that area.

Rule 2 and all other Rules

All distances data to be displayed in metric first and imperial in brackets second. Example 14.02 m (46 ft).

Rule 2 Section 3

Pitching Distances

Girls Under 16 **12.19 m (40 ft)**

Rule 3 Section 1 a

Sec 1 THE OFFICIAL BAT (NEW)

c. Shall be of one-piece construction, multi-piece permanently assembled or two piece interchangeable construction. If the bat is designed with interchangeable components it must meet the following criteria:

1. *Mating components must have a unique locking key to prevent uncertified equipment combinations in the field.*
2. *All component combinations must meet the same standards as if it were a one-piece bat when combined or a portion of a one-piece bat if separated.*

NOTE RE-NUMBER 2006-2009 Rule 3 Section1 a through o to b through p

Rule 3 Section 1

Sec 1 THE OFFICIAL BAT

If metal and not made of one-piece construction with the barrel end closed, shall have a rubber or vinyl plastic or other material insert approved by the ISF Equipment Standards Commission, firmly secured in the large end of the bat.

1. *The insert of the end cap shall be firmly and permanently sealed so it cannot be removed by anyone other than the manufacturer without damaging or destroying the end cap or barrel.*
2. *The bat shall be free of rattles.*
3. *The bat shall not have signs of tampering.*

Note: A bat that is not free of rattles shall be considered an illegal bat. A bat that shows signs of tampering shall be considered an altered bat.

Rule 3 Section 4 b

Sec. 4 GLOVES & MITTS

b Gloves worn by any player may be any combination of colors, provided none of the colours (including the lacing) are the color of the ball.

Rule 3 Section Effect (NEW)

Section 5 Shoes

Effect: Section 5: Failure to comply with the provisions of Section 5, after a warning from the umpire, shall result in the ejection of the player from the game.

Rule 3 Section 7

Section 7 EQUIPMENT ON PLAYING FIELD

Equipment that is not part of the official equipment shall not be left lying on the playing field in either fair or foul territory.

Rule 3 Section 7 Effect:

Effect Section 7:

The ball is dead if it contacts equipment that is not part of the official equipment.

- a) For offensive equipment causing a blocked ball (and creating interference), the player being played on is out
- b) If no apparent play is obvious, no runner will be called out, but all runners will return to the last base touched at the time of the dead ball declaration
- c) **For defensive equipment causing a blocked ball, runners are awarded:**
 - i) **one base from the base last touched at the time of the pitch on a pitched ball,**
 - ii) **two bases from the base last touched at the time of the throw on a thrown ball, or**
 - iii) **two bases from the base last touched at the time of the pitch on a fair batted ball.**

Rule 4 Section 1 Effect Sec. 1b-f

Effect 1b-f

Any infraction shall result on a warning for the first occurrence. Any subsequent infraction by a coach/manager of the same team shall result in the ejection of that coach/manager.

NOTE ALL EXCEPTIONS THAT ALL SLOW PITCH TEAMS TO PLAY SHORTHANED (LESS THAN THE NORMAL COMPLIMENT OF PLAYERS)

a) Delete the two exceptions under Rule 4 Sec. 3 b

b) Delete the exception under Rule 4 Sec. 6 d

c) Delete the exception under Rule 12 Section 2 a Note 2.

d) Delete Rule 12 Section 4 b 10

e) Delete Rule 7 Section 6 j and renumber remainder of Section 6, k to j; l to k; m to l; and n to m.

Rule 4 Section 5 g

Sec. 5 DESIGNATED PLAYER (FP ONLY)

g. The DP may play defence at any position. Should the DP play defence for a player other than the FLEX, that player will continue to bat, but not play defence, and is not considered to have left the game. **This player is referred to as the Offensive Player Only (OPO).**

Rule 4 Section 5 Effect g-i

Effect 5 g-i

The provisions of Rule 4 Section 8 and penalties for violations apply. Placing the FLEX in a position in the batting order other than that of the starting DP, results in the ejection of both the manager/coach (whose name appears on the line-up card) and the FLEX, or his substitute.

NOTE – DELETE THE EXCEPTION IN Rule 4 Section 7 c

Rule 4 Section 8 Effect 8g Effect Sections 2-4 Note 2

Effect Sections 2-4

Note 1 – Effect Sec 2-4

Should an Ineligible Player return to the game, it is declared a forfeit in favor of the team not at fault.

Rule 4 Section 10

Section 10 DUGOUT CONDUCT

- a. *Coaches, players, substitutes or other bench personnel shall not be outside the designated dugout area, except when the rules allow or when considered justified by the umpire.*

Note: This includes players other than the on-deck batter (who must remain in the on-deck circle) at the start of the game, between innings, or when a pitcher is warming up

- d. *There shall be no smoking in the designated dugout area.*

Effect – Sec. 10

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

Rule 5 Section 5 a 1

Sec. 5 RUN AHEAD RULE

- a. A run ahead rule shall be used at all ISF Championships
1, (FP ONLY) Fifteen (15) runs after three (3) innings; ten (10) runs after four (4) innings or seven (7) runs after (5) innings.

Rule 5 Section 7 b

Sec. 7 SCORING OF RUNS

- b A run shall not be scored if the *third and/or last* out of an inning is the result of:
1. The batter-runner being put out before legally touching first base.
 2. A runner being forced out (including on an appeal play) due to the batter becoming a batter-runner
 3. (FP ONLY) The runner fails to keep contact with the base to which he is entitled until a pitch is released.
 4. (SP ONLY) The runner fails to keep contact with the base to which he is entitled until a pitch is batted or reached home plate
 5. A preceding runner being declared out

Rule 5 Section 7 c New

Sec 7 SCORING OF RUNS

- c Additional out appeals may be made after the third out to remove a run(s).

Rule 5 Section 8 b Note 2

Sec 8 CHARGED CONFERENCES

Note

- 2 *Should a coach/manager notify the plate umpire of a change of pitchers, either before or after speaking with the pitcher, it is not a charged conference.*

Rule 6 Sections 1-3

Rule 6 Pitching Regulations (Fast Pitch Only)

NB The Effect for all Sections 1-7 follows at the end of Section 7

Sec. 1. PRELIMINARIES.

Before commencing the delivery (pitch), the pitcher

- a. May not take the pitching position on or near the pitcher's plate without having the ball in his possession.
- b. Shall not be considered in the pitching position unless the catcher is in position to receive the pitch.

- c. Must have both feet on the ground within the **61.0cm** (24 in) length of the pitcher's plate. The hips shall be in line with first and third bases and both feet must be in contact with the pitcher's plate.
- d. Must, while standing on the plate and with the ball in either the glove or the pitching hand, take the signal, or appear to be taking a signal, from the catcher with the hands separated.
- e. Must, after taking the signal, bring his whole body to a full and complete stop with the ball held ***in the hand or glove with both held together*** in front of the body. This position must be held for ***not less than*** two (2) seconds and not more than ***five (5) seconds*** before releasing the ball.
NOTE: Holding the ball in both hands to the side of the body is considered in front of the body.

Sec. 2. STARTING THE PITCH.

- a. The pitch starts ***when one hand is taken off the ball or the pitcher makes any motion that is part of his wind-up.***

Sec. 3. LEGAL DELIVERY.

- a. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- b. The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, he removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.
- c. The pitcher must not use a windup in which there is a stop, or reversal, of the forward motion.
- d. The pitcher must not make two revolutions of the arm on the windmill pitch. However, he may drop his arm to the side and to the rear before starting the windmill motion. This allows the arm to pass the hip twice.
- e. The delivery must be an underhanded motion, with the hand below the hip and the wrist not farther from the body than the elbow.
- f. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
- g. Both feet must remain in contact with the **pitcher's** plate ***and the pivot foot must remain motionless at all times before the start of the pitch.***
- h. ***The pivot foot must remain in contact with the pitcher's plate at all times before the forward drag, leap or hop.***
- i. In the act of delivering the ball, the pitcher ***may take one step with the leading, non-pivot foot*** simultaneous with the release of the ball. The step must be forward toward the batter and within the 61.0cm (24 in) length of the pitcher's plate.
NOTE: (h-1) It is not a step if the pitcher slides his foot across the pitcher's plate, provided contact is maintained with the pitcher's plate and there is no movement backwards of the non-pivot foot. Lifting the pivot foot off the pitcher's plate and returning it to the plate, creating a rocking motion, is an illegal act.
- j. ***The pivot foot must remain in contact with the pitcher's plate, or push off and drag away from the pitcher's plate or be airborne prior to the stepping (non-pivot) foot touching the ground.***
Note: It is legal to drag, leap or hop and then land and throw as long as the original push starts from the pitcher's plate. It is not legal to step off with the pivot foot and then drag, leap or hop and throw.
- k. ***The pitcher shall not push off from a place other than the pitcher's plate prior to separating his hands.***
- l. The pitcher must not continue to wind up after releasing the ball.
- m. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- n. The pitcher has twenty (20) seconds to release the next pitch after receiving the ball, or after the umpire indicates, "Play Ball."
Effect – 3n: An additional ball is awarded the batter.

Rule 6 Section 7 EFFECT

THE FOLLOWING IS THE EFFECT FOR ALL SECTIONS 1-7 ABOVE

Effect – Section 1-7:

Any infraction of Section 1-7 is an Illegal Pitch. (**EXCEPTION: Rule 6, Sec. 3n and Sec. 6b**)

Rule 6 Section 8

Sec. 8 INTENTIONAL BASE ON BALLS.

If the defensive team desires to have an intentional base on balls awarded to a batter, either the pitcher, catcher or coach may notify the plate umpire who shall award the batter first base.

This notification to the umpire shall be considered a pitch. The ball is dead

Rule 6 Section 12 FP

Rule 6 Section 12 MP

Rule 6 Section 11 SP

EFFECT - Sec. 12 FP and MP; Section 11 SP:

If the Illegal Pitcher has returned and has thrown one pitch, either legal or illegal, he is ejected from the game. If he is discovered prior to the next pitch, the manager of the offensive team has the option of

1. Taking the result of the play, or
2. Having the play nullified, with runners returning to the last base held at the time of the play.

EXCEPTION to EFFECT Sec. 12 (2): If the play was the result of the completion of the batter's turn at bat, and the option is taken to nullify the play, that batter resumes batting, assuming the ball and strike count he had prior to completing his turn at bat and runners are returned to the base held at the time of the pitch.

Rule 8 Section 1 Letter c Number 4 EXCEPTION

4. (CO-ED SP ONLY) The ball is dead and any walk to a male batter, intentional or otherwise, will result in a two base award. The next batter, a female, will bat.

EXCEPTION: With two outs, the female batter has the option to walk or bat. ***If the option is taken, then once the batter enters the batter's box, or reaches first base, the option selected cannot be changed.***

NOTE: Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period.

Rule 8 Section 2 Letter g Number 7

Sec. 2 BATTER-RUNNER IS OUT

g. When he

1. Runs outside the one meter (3 ft) line and, in the umpire's judgment, interferes with
 - (a) The fielder taking the throw at first base, or
 - (b) The thrown ball, preventing a fielder from making a play at first base.

NOTE: A thrown ball striking a batter-runner does not necessarily constitute interference.

2. Interferes with a fielder attempting to field a batted ball.

NOTE: The batter-runner may run outside the one-meter line to avoid a fielder attempting to field the batted ball.

3. Interferes with a fielder attempting to throw a ball.
4. Intentionally interferes with a thrown ball.
5. Interferes with a fair-batted ball (out of the batter's box) before reaching first base.
6. (FP ONLY) Interferes with a dropped third strike.

7. Throws his bat, after batting the ball, in such a manner as to cause interference with a fielder's opportunity to make an out.

NOTE - Sec. 2g (1-7): If this interference is, in the umpire's judgment, an obvious attempt to prevent a double play, the runner closest to home plate at the time of the interference shall also be called out.

Rule 8 Section 2 k

Sec. 2 THE BATTER IS OUT:

k. When a member of the team at bat, who is not a batter, batter-runner, runner or on-deck batter, interferes with a fielder attempting to catch a batted foul fly ball or with a foul fly ball that a fielder is attempting to catch.

EXCEPTION:

If this interference occurs while there are runners on base, then the runner closest to home at the time of the interference is out.

NOTE: In this case the batter-runner returns to bat with an additional strike on the foul ball, provided the count prior to hitting the ball was less than two strikes.

- (a) (FP ONLY) If this interference is the third out, the batter-runner will return to bat as the lead off batter in the next inning, with the original ball and strike count cancelled.
- (b) (SP ONLY) If this is the third strike, the batter-runner is also out, unless the third out of the inning was the runner interference call, in which case the batter-runner shall be considered to have completed his turn at bat.

Rule 8 Section 9 Letter a-e

Sec. 9 THE RUNNER IS OUT

e When anyone, other than another runner, physically assists him while the ball is in play **or when the ball becomes dead after a home run or an award of bases.**

NOTE: If a fly ball is caught on the play, the batter-runner will also be out.

EFFECT - Sec. 9 a-e: The ball remains in play

EXCEPTION to Effect Sec. 9 e: When the runner is assisted after a home run or award of bases, the ball remains dead.

Rule 8 Section 9 Letter f EXCEPTION

EFFECT -Sec. 9f: The ball remains in play

EXCEPTION: When the runner passes a preceding runner during a dead ball play, the ball will remain dead. **If the ball becomes an uncaught fly foul ball, the runner who passed is not out.**

Rule 8 Section 9 n (New_

Sec 9 THE RUNNER IS OUT

n.. When he interferes with a fielder attempting to catch a foul fly ball or with a foul fly ball that a fielder is attempting to catch, in which case the batter-runner returns to bat with an additional strike on the foul ball, provided the count prior to batting the ball was less than two strikes.

- (i) (FP ONLY) If this interference is the third out, the batter-runner will return to bat as the lead off batter in the next inning, with the original ball and strike count cancelled.
- (ii) (SP ONLY) If this is the third strike, the batter-runner is also out, unless the third out of the inning was the runner interference call, in which case the batter-runner shall be deemed to have completed his turn at bat.

NOTE RENUMBER 2006-2009 Rule 8 Section 9 n-z to Rule 8 Section 9 m-aa

Rule 8 Section 9 s

s. When he runs bases in reverse order, **or off the base line, while not attempting to advance, in an attempt** to either confuse the fielders or to make a travesty of the game.

Rule 8 Section 9 aa

aa When runners switch positions on the bases.

EFFECT – Sec. 9 aa

This is an appeal play. When properly appealed, each runner discovered to have switched positions on the bases shall be declared out and the Head Coach shall be ejected for unsportsmanlike conduct.

NOTE: The appeal can be made any time until all runners, who switched positions are in the dugout or the inning is over. If one of the runners who switched bases is on a base, both he and all runners who had switched bases will be out, even if they had scored, and any run(s) scored by improper runners will be nullified.

Rule 8 Section 10 o Exception to Effect Sec. 10 o 2

Sec. 10 THE RUNNER IS NOT OUT

EFFECT – Sec. 10o:

The manager of the offended team has the option of

1. Taking the result of the play, or
2. Having the entire play nullified, with runners returning to the last base held at the time of the play.

EXCEPTION to EFFECT Sec. 10 o (2): If the play was the result of the completion of the batter's turn at bat, and the option is taken to nullify the play, that batter resumes batting, assuming the ball and strike count he had prior to completing his turn at bat, and runners are returned to the bases held at the time of the pitch.

Rule 8 Section 10 p (NEW)

Sec. 10 THE RUNNER IS NOT OUT

p. A coach intentionally interferes with a thrown ball or batted fair ball while in the coaches box.

Rule 9 Section 1 n

Sec. 1 The ball is dead

n. When the runner runs the bases in reverse order, or ***off the base line, while not attempting to advance***, in an attempt to either confuse the fielders or to make a travesty of the game.

Rule 10 Section 1 m Note.

Note: Unless appealed to, the umpire does not call a player out ***or penalize him*** for having failed to touch a base, leaving a base too soon on a caught fly ball, batting out of order, being an unreported substitute, being an Illegal Re-entry, being the replacement player or returning withdrawn player who does not report, ***being a runner who switched position on bases with another runner***, or making an attempt to go to second base after reaching first base, as provided in these rules.

Rule 10 Section 1 Letter l

1. The plate umpire or base umpire shall have equal authority to
1. Call a runner out for leaving a base too soon.
2. Call "TIME" for suspension of play.
3. Remove, or eject, a player, coach or manager from the game for violation of rules.
4. Call all illegal pitches.
5. ***Call an infield fly***

Rule 10 Section 2 d

Sec. 2 THE PLATE UMPIRE

- d. Shall determine and declare whether*
- 1. A batter bunts, or chops, a ball.*
- 2. A batted ball touches the person, or clothing, of the batter.*