

INDEPENDENT SOFTBALL ASSOCIATION



Official Rule Book

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ISA General Information

BY-LAWS OF THE INDEPENDENT SOFTBALL ASSOCIATION

Organization Name- The name of the organization shall be The Independent Softball Association (hereafter referred to as ISA or The Association). The Association shall also do business as Independent Softball Association, Inc.

Mission Statement- Develop, direct and promote the sport of amateur softball through a coordinated effort. Seek to enrich the quality of life for the participants we serve by providing safe, accessible, diversified programs for all in an effective, efficient, equitable, and responsive manner.

Objectives-

- A. To promote amateur softball for all persons regardless of race, age, color, creed, religion, sex or national origin.
- B. To establish uniform softball rules and regulations
- C. To encourage the union of all eligible teams and organizations or groups into separate associations with active membership in ISA.
- D. To promote and conduct all types of Tournaments, World or National Championship Tournaments and management of Softball Leagues.

Boundaries- The 50 United States, Canada, Mexico, Puerto Rico as well as any area that the President's Advisory Council (hereafter, referred to as the PAC) may determine as proper and beneficial to the overall program. The boundaries of all regions shall be on file in the National Office and signed by the Regional Vice Presidents.

- A. Any re-alignment of the regions must be approved by 75% of the PAC.
- B. Regional Vice-Presidents shall have the authority to appoint and terminate all State Directors within their respective territory, with approval of the CEO / Executive Director.
- C. State Directors shall be appointed on a probationary status for a period of two (2) years. After two years, the appointment may be considered permanent at the discretion of the CEO/Executive Director.

Officers and Directors- All Association Officers, Region and State Directors shall be appointed by the CEO/Executive Director on a probationary status for a period of two (2) years. After two years, the appointment may be considered permanent subject to the approval of the CEO/Executive Director. Upon approval and appointment as a permanent Officer or Director, an Officer or Director may be terminated only for "Just Cause."

Just Cause is defined as follows:

- A. Failure to submit required paperwork in a correct, timely and organized manner.
- B. Failure to collect and transfer all fees and associated paperwork to the ISA National Office within the prescribed timelines.
- C. Any act that brings discredit to the ISA, or that is detrimental to the advancement, continued growth well being or reputation of the ISA.
- D. Reduction in the number of ISA sanctioned teams and/or ISA sanctioned tournaments in a Director's area of authority for two or more consecutive years. Area or Tournament Directors may be appointed by their ISA State Director subject to approval of the CEO/ Executive Director under the same conditions as listed in the preceding paragraph for Regional and State Directors. Any ISA Officer or Director serving during their two (2) year probationary period may be terminated at any time for any reason if termination is approved by the CEO/Executive Director. Appeals may be made to the CEO/Executive Director whose decision shall be binding and final. Appeal must be made within 10 day of termination, must be in writing, and must be received by the ISA National Office within 15 days of notice of termination. Failure to make written appeal within the ten (10) day period will result in forfeiture of all rights for appeal.
- E. In the event of termination of any permanent ISA Officer or Director, that Officer or Director shall have the right to appeal to the CEO/Executive Director as stated above, and if not satisfied with his decision, may then appeal the CEO/Executive Director decision to the PAC. This appeal must also be in writing and must be received in the ISA National Office within fifteen (15) days from date of CEO/Executive Director's decision or ruling. Failure to comply with this requirement will result in the forfeiture of any right to appeal.
- F. If the Officer or Director being terminated is also a PAC member, then they will be replaced by another Officer or Director as selected by the CEO/Executive Director for the appeal hearing. The CEO/Executive Director shall preside over the appeal hearing, but have no vote. In the event a terminated ISA Officer or Director brings litigation or suite against the ISA or CEO/Executive Director for any reason, they agree to be held responsible and pay all legal fees and expenses including those fees incurred by the ISA or Executive Director if the ISA wins the lawsuit brought against them. Terminated Officers and Directors will have no authority to represent the ISA or accept any fees on behalf of ISA during the time their appeal is pending, under penalty of criminal prosecution.

CEO / Executive Director- The CEO/Executive Director shall be a full time salaried officer in charge of the Association. They shall be required to reside in the vicinity of the Association's National Headquarters. They shall act as the spokesperson for the Association at all public gatherings or

designate an alternated from members of the PAC. They have the authority to call a meeting of the PAC at any time provided each member is given adequate notice of such meeting. The CEO/Executive Director has the authority to negotiate and execute all contracts and agreements on behalf of the Association. The CEO/Executive Director shall make the final decision on the interpretation on any of the By-Laws.

President- The National President shall be the majority owner of the Association. They shall serve on the PAC. They shall also, when asked by the CEO/Executive Director represent the Association at public gatherings. The National President shall be given a financial statement of the Association quarterly.

Regional Vice Presidents- The position is the principal liaison between the State Directors in their respective region and the National Office. The Region Vice President is responsible for promoting ISA softball throughout their region. The Region Vice President shall have the authority to recruit qualified directors within their region for the purpose of organizing a strong and wholesome program. They will have the authority to terminate any director within their region for just cause with approval of the CEO/Executive Director. They shall be responsible to ensure that State Directors within their region are operating in accordance with the By-Laws of the Association, the Official Rule Book and National Policies. They shall be responsible to ensure that all required sanction paperwork and fees for states within their region have been forwarded to the National Office. They will be responsible to ensure that internet updates from their region have been submitted in a timely manner. They will be responsible to ensure that officials are being trained properly and are uniformed in accordance with National Directives. As members of the Executive Board they will be required to attend all board meetings and national meetings. Travel, lodging and ground transportation will be funded by the National Office for required meetings. Compensation for this position will be determined by the CEO/Executive Director and approved by the Executive Board.

National President of Fast Pitch- The National President of Fast Pitch will serve as the chair person of the Fast-Pitch Council, will work tandem with the Fast-Pitch National Director's Committee to implement a sound marketing program of ISA Fast-Pitch. They have the authority to appoint Fast-Pitch State Directors in any state that did not conduct a Fast-Pitch state tournament in the previous calendar year. This position will report directly to the CEO.

Vice President of Specialty Programs- The Vice President of Senior and Master shall sit on the Executive Board. They shall work with the ISA CEO to implement sound marketing and expansion programs for Senior and Master teams. They have the authority to appoint Senior and Master State Directors in any state that did not have ISA sanctioned play during the previous calendar year with approval of the CEO. They may also schedule and conduct a Senior or Master tournament in any state that did not have

participation during the previous calendar year. This position will report directly to the CEO.

National Umpire in Chief- The National Umpire in Chief shall sit on the Playing Rules Committee. They are responsible for helping train new umpires and handle rule changes pertaining to their programs in the rule book. They shall make rule clarifications if needed. The National UIC will travel to different areas and hold clinics if needed.

Region Umpire Representative- The Region Umpire Representative shall sit on the Playing Rules Committee. They shall help recruit and train umpires in their region. The Region Umpire Representatives do not have authority over the State Umpire in Chief.

Rule Interpretations- Definitions of basic terms used in softball, such as batter, fielders, base runners, infield fly, etc will be generally the same as defined in other major softball associations. If any agreement cannot be reached upon definition or rule interpretation in ISA play, then the Tournament Director and UIC will make a decision concerning the definition or rule interpretation in question. In the event the Tournament Director cannot reach a decision, then they may appeal to the Area or State ISA Director and UIC for a decision. Should there be no ISA Director present, then the Tournament Director may confer with the ISA/Executive Director or Region Umpire Representative. If none of the above is present, then the Tournament Director will meet with all of the ISA umpires who are present at the time of the disagreement and then make a decision. Decisions reached by the method listed above concerning rule and definition interpretations will be binding and final for that particular tournament. In no event will a team be awarded a favorable decision on a protest where that team has used trickery, deception or wrongful interpretation of a rule by an umpire, ISA Official or Tournament Director.

Under no circumstances will any ISA Director who has any interest whatsoever (such as being a team member, coach, sponsor, etc) in any team involved in a protest or ruling have any authority or say in the decision.

Player Suspension and Appeal Process- A State or Regional Director may issue a maximum suspension of one year from the date of incident. Suspension must be sent by registered mail to address on the Official Team Roster. Suspension beyond one year must be ruled on by the PAC.

A player may reveal their suspension to Region Vice President if issued by the State Director. If a suspension is issued by a Region Vice President, it can be appealed to the Executive Director. Appeal must be in writing and received within fifteen (15) days of appellant receiving notice in writing. Appeal letter must be sent by registered mail to the ISA National Office.

Appeal must be ruled on within seven (7) calendar days and appellant notified of decision by registered mail at address listed on Official Team Roster. If not satisfied the appellant may file a final appeal to be ruled on by the PAC at the next scheduled PAC meeting. The appeal must be sent to the ISA National Office within fifteen (15) days of ruling. The appellant shall be notified of time and location of meeting by registered mail within seven (7) days of ISA National Office receiving the final appeal. At least thirty (30) days shall be given to the appellant, unless the next scheduled PAC meeting is scheduled for less than thirty (30) days at which time the appellant may waive the thirty (30) day requirement and have his case heard at the next PAC meeting.

All suspensions or disbarments for over one (1) year period must be issued by the ISA PAC and participant has the right to appear to provide evidence on their behalf. Participants appealing a suspension on their behalf are responsible for all personal costs incurred for attending said meeting. After conclusion of the final appeal hearing, the appellant will be notified within fifteen (15) days of the decision. This is the final judgment.

If at any time in the appeal process the appellant or Association fails to meet proper time notification deadlines the appeal process is ended and participant accepts last judgment rendered if at fault or decision will be rendered in favor of appellant if association fails to comply.

State or Region Directors may issue an indefinite suspension for players or teams who fail to meet financial responsibilities for participation in the ISA program.

Acts of Disbarment-

- A. Submitting a check that cannot be negotiated for payment
- B. Physical attack on an umpire, tournament official, or director of the association during, preceding or immediately after a game.
- C. Verbal abuse or threatening an umpire, tournament official or director of the association.
- D. Fighting, using unsportsmanlike conduct or derogatory acts that are detrimental and not in the best interest of the association.
- E. Destruction of property or abuse of hotel or motel property or failure to pay hotel or motel bills.
- F. By participating in, or permitting a fraudulent act to be perpetrated.
- G. By knowingly competing with suspended or ineligible players.

Hall of Fame- Each year at the National Meeting an election will be held to elect two (2) qualified individuals to the ISA Hall of Fame. Eligible electors will be all ISA directors in attendance. A simple majority will decide the election. The player category will be voted on annually. The manager, umpire, director and special category will be voted on a rotating basis. Hall of Fame inductees will receive travel expenses, Hall of Fame ring, and Hall of Fame plaque at their induction ceremony.

Qualifications for Hall of Fame-

- A. Player Category- Candidates must have demonstrated outstanding playing ability during their playing years in ISA sanctioned events. Must be at least 40 years of age when nominated. Must have played in at least seven (7) world or national tournaments and must have been named to the all-world or the all-national teams at least five (5) times.
- B. Manager Category- Managers must have managed in at least seven (7) world or national tournaments. Must have finished in the top five (5) at least five (5) times. Must be at least 40 years of age when nominated.
- C. Umpire Category- Must be at least 40 years of age when nominated and have at least ten (10) years of service at ISA state, national or world tournaments.
- D. Director Category- Must have at least ten (10) years of service with the ISA as a director when nominated. Must have demonstrated exceptional leadership abilities and exemplary concern for the ISA.
- E. Special Category- Must have sponsored an ISA sanctioned team or contributed to the ISA in a way that helped promote or assisted in the growth of the association. Must have exhibited a minimum of ten (10) years of sponsorship or contribution.

Television and Radio Broadcasts-

- A. All television, internet and/or radio programs or broadcasts or movie films involving ISA sanctioned play must be approved in writing from the ISA National Office and signed by the ISA CEO/Executive Director.
- B. Movie filming, television and/or radio broadcast rights of all ISA sanctioned play either live, taped or delayed are exclusively those of the ISA. Failure to obtain written permission from the CEO/Executive Director for the filming or broadcast of any ISA sanctioned play could lead to a team suspension for offending teams and possible litigation from the ISA against either/or both the offending teams, and the movie, TV or radio networks involved for the damages or recovery of lost revenues from the broadcast or filming in question.
- C. The ISA reserves the right to distribute team shares or portions of revenue generated from movie or broadcast revenues in whatever way it deems fair and appropriate. This share or portion will be paid to the team sponsor only.

ISA Rule Changes for 2010

Rule 4, Section 3H- Any ball supplied by the teams must have the cor and compression legibly stamped on the ball. The umpire has the final determination on whether or not the cor/compression is legible

Rule 4 Section 7A. Offensive players may wear a catcher's protective gear provided:

1. The equipment is not exposed.
2. It is not deemed to be a safety hazard by the umpire.

Batting helmets may be worn by slow pitch players at any time

Rule 5 Section 3 Effect The coach of the offending team shall be ejected for the remainder of the game.

After one half-inning of being in the game, the unannounced substitute is considered legally in the game, and no ejections shall occur.

Rule 8 Note: IMPORTANT NOTE- ISA Slow Pitch has a 3 ball and 2 strike pitch count, and does allow 1 extra foul

Note: After taking a position in the batter's box, a batter will be declared out when he does not swing

at a 2nd strike, or fouls the second strike and the next pitch is called a strike or a foul ball

Note: Foul balls will be live with runners being able to tag and advance with liability to be put out.

Exception: Any foul ball hit after the batter has used his courtesy foul will be considered dead. The batter will be declared out and runners may not advance.

Rule 9 Section 2 B. When a safety base is present and the runner does not touch the orange portion of the base on the initial play if the defense is making a play on the batter runner

Rule 12 Section 3 A-2. Pitchers can be either male or female, but catchers must be the opposite sex.

Fast Pitch

Rule 3 Section 6 - Section 6 - A COURTESY RUNNER will be allowed for the pitcher and catcher only. The runner must be the last completed batter of the previous inning. If in the first inning of play, the last player on the line-up card will be the runner.

A. The courtesy runner may run a second time if the team bats around in the batting order and they are running for the same player in the same position.

B. If the courtesy runner's turn at bat comes while they are on base, their at bat will declared an out.

C. If the batter listed in front of the courtesy runner is walked, either intentionally or not, the courtesy runner's time at bat will be skipped and the proceeding batter will be the next legal batter.

Rule 1- DEFINITIONS

ALTERED BAT- A bat is considered altered when the physical structure of a legal softball bat has been changed. Vising, rolling or any other process that exerts more pressure on the bat other than the typical bat and ball collision is considered altering a bat.

APPEAL PLAY- A play in which an umpire may not make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch, or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the dugout area. On the last play of the game, an appeal can be made until the umpires leave the field of play.

BASE ON BALLS- permits a batter to gain first base without liability to be put out and is awarded by the umpire when four (4) pitches in FP or three (3) pitches in SP have been judged to be balls by the umpire.

BASE BURGLAR / BASE BANDIT-

- A. Shall be designated before the game, and listed on the line-up card.
- B. Shall not be a position player or EP.
- C. Is eligible to run multiple times per half-inning for the same batter that they ran for the first time.
- D. May be utilized as a regular substitute; however, that team loses the base burglar option for the remainder of that game.
- E. In co-ed play, teams may have a male and female base burglar. Males can run for males and females can run for males or females.

BASE PATH- An imaginary line, three (3) feet on either side of a direct line between the bases and the player or a direct line between a base and the runner's position at the time a defensive player is attempting (or is about to attempt) to tag the runner.

BASE RUNNER- An offensive player that has reached first base, but has not yet scored or been put out.

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

BATTER'S BOX- The batter's box is the 3 foot by 7 foot area to which the batter is restricted. The lines are considered as being within the batter's box.

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

BATTING ORDER- The official listing on the lineup card of offensive players by name, defensive position and uniform number in the order in which member of that team must come to bat.

BLOCKED BALL- A batted or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches any object that is not part of the official equipment or official playing area.

BLOOD RULE-

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

Procedural Note 1: If a base runner needs to leave the game to cover a wound, then the player making the last out will take his position on the base. If no outs have been recorded, then the batter listed closest behind the injured player in the line-up (but not currently on base) shall take his place on the base.

Procedural Note 2: If the Base Burglar takes the place of an injured runner, standard Base Burglar rules would apply.

Procedural Note 3: If the injury is to a defensive player, and they are already playing with ten (10) or fewer, then teams must wait until first aid has been completed.

Procedural Note 4: Any player that leaves the game for first aid must return to the field of play as soon as aid has been given.

BUNT- Legal in FP play only, a bunt is a fair ball in which the batter does not swing to hit the ball, but holds the bat in such a manner in the path of the ball, to tap the ball slowly to the infield.

CATCH- A catch is a legally caught ball which occurs when the fielder catches a batted, pitched or thrown ball with the hand or glove. In establishing a valid catch, the fielder shall hold the ball long enough to prove that he has complete control of it or that his release of the ball is voluntary and intentional. If a player drops the ball after reaching into his glove to remove it or while in the act of throwing, it is a valid catch. If the ball is merely held in the fielder's arm or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand or glove. It is not a catch if a fielder, after he contacts the ball, collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground. A ball which strikes anything other than a defensive player while it is in flight, is ruled the same as if it struck the ground. An illegally caught ball occurs when a fielder catches a thrown or batted ball with anything other than his hand or glove in its proper place.

CATCHER'S BOX- The area defined by lines which are considered within the catcher's box. The catcher's body and equipment are considered within the box unless touching the ground outside of the box. The catcher must

remain in the box until the pitched ball is batted, touches the ground or plate or reaches the catcher's box.

CHARGED CONFERENCE- A charged conference takes place when:

- A. Defensive Conference. The defensive team requests a suspension of play for any reason, and a representative (not already on the field) enters the playing field and gives the umpire cause to believe that he has delivered a message (by any means) to the pitcher. When the representative crosses into foul territory on the return to the dugout, the conference is over.
- B. Offensive Conference. The offensive team requests a suspension of play to allow the manager or other team representative to confer with the batter and/or base runners.

CHOPPED BALL- Legal in FP only, a chopped ball occurs when the batter strikes downward with a chopping motion of the bat.

COACH- A base coach is a member of the team at bat who takes his place within one of the two coach's boxes on the field to direct the players of his team in running the bases. One coach is allowed at first base, and the other is allowed at third base. One coach can have in his possession a score book, pen or pencil and an indicator. All of which shall be used for score keeping or record keeping.

CROW HOP- occurs in FP play, and is the act of a pitcher replanting the pivot foot, and pushing off from a spot other than the pitcher's plate. This is considered an illegal pitch.

DEAD BALL- The term that is used for a ball that has crossed over the dead ball line, touched a player or object not involved in the game, and/or the umpire has ruled it dead.

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

DISLODGED BASE- A dislodged base is a base displaced from its proper position on the field.

DOUBLE PLAY- A play by the defense resulting in two offensive players being legally put out.

EJECTION- The result of an incident that requires removal from the game by the umpire, whereby the ejected player or coach can no longer participate or remain within sight or sound of the playing area for the duration of the game. Any ejected player discovered participating will constitute a forfeit. Failure to leave the playing area will result in a forfeiture of the game.

In FP play, the ejected player or coach must also sit out the next game.

FAIR BALL- A fair ball is a batted ball that

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

Note: A batted ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball.

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

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

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

FLY BALL- A fly ball is any fair or foul ball batted into the air.

FORCE OUT- A force out is an out which can be made only when the base runner loses the right to the base they are occupying because the batter becomes a batter-runner, and before the batter-runner or succeeding runner has been put out.

FOUL BALL- Is a batted ball that:

- A. Settles or is touched on or over foul territory between home and first base or home and third base.
- B. Bounds or rolls past first or third base on or over foul territory
- C. While over foul territory, touches the person, attached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
- D. First hits the ground or is touched over foul territory beyond first or third base. A caught fly ball is not a foul ball.
- E. Touches the batter or bat in the batter's hands a second time while the batter is still inside the confines of the batter's box.

FOUL TIP- In FP, a foul tip is a batted ball which goes directly from the bat, not higher than the batter's head to the catcher's hands or glove and is legally caught by the catcher.

Note: A foul tip that is legally caught by the catcher remains a live ball.

HOME TEAM- The home team shall be designated by mutual agreement or by a flip of a coin, unless otherwise stated in the rules of the organization which the schedule of the games is being played.

ILLEGAL BAT- An illegal bat is any bat that does not meet requirements of the ISA rules.

ILLEGALLY BATTED BALL- An illegally batted ball occurs when:

- A. A batter's entire foot is completely out of the box, on the ground, when the batter hits the ball fair or foul.
- B. Any part of the batter's foot is touching home plate when they hit the ball.
- C. The batter hits the ball with an altered or illegal bat.

ILLEGALLY CAUGHT BALL- An illegally caught ball occurs when a fielder catches a batted or thrown ball with their cap, illegal glove or any part of the uniform or equipment detached from its proper place.

ILLEGAL PITCHER- An illegal pitcher is a player legally in the game, but one who may not pitch as a result of being previously removed from the pitching position.

INELIGIBLE PLAYER- is one who does not meet the requirements of the ISA. The determination of eligibility is the responsibility of the tournament director. The use of an ineligible player will constitute a forfeit if properly protested.

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

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

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

INFIELD FLY- An infield fly ball is a fair ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second or first, second and third are occupied with less than two (2) are out. Any defensive player who positions himself in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule.

The infield fly is ruled when the ball reaches the highest point based on the position of the closes infielder regardless of who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "Infield Fly. The batter is out if fair."

Note: The ball is live and runners may advance at the risk of being called out. The runner can tag up and advance once the batted ball is touched (prior to catching) the same as any fly ball. If a declared infield fly ball becomes a foul ball, it is treated the same as any foul ball.

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

INNING ENDING OUT- Occurs when the offensive team has exceeded their home run limit for the game. The home run which puts the team over the home run limit will end the inning no matter how many outs are left.

INTERFERENCE- Interference is the act of an offensive player or team member that impedes or confuses a defensive player while attempting to execute a play.

LEAP PITCH- Occurs in fast pitch when the pitcher releases the ball with both feet off of the ground. This is treated as an illegal pitch.

LEGAL TOUCH- A legal touch occurs when a runner or batter-runner who, is not touching a base, is touched by the ball, while the ball is held securely in the fielder's hand.

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

LINE-UP CARD- Shall consist of the batting order, including the DH & EP(s) if used. Also, the BB, and the DEFO (FP only) shall be listed and noted at the end of the line-up card, along with all potential substitutes.

OBSTRUCTION- Obstruction is the act of

- A. A defensive player or team member who hinders or prevents a batter from striking or hitting a pitched ball.
- B. A fielder, while not in possession of the ball, the act of fielding a batted ball, impedes the progress of a base runner who is legally running the bases.
- C. The act may be intentional or unintentional, physical or verbal

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

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

OUTFIELD- The outfield is that portion of the field in fair territory that is not normally covered by an infielder.

OVER-SLIDE- An over-slide is the act of the offensive player sliding over and beyond a base they are attempting to reach. This is usually caused when their momentum causes them to lose contact with the base, which then causes the batter-runner to be in jeopardy. The batter-runner may over-slide first base without being in jeopardy, if they immediately return to that base.

OVERTHROW- An overthrow occurs when a thrown ball from a fielder goes beyond the boundary lines of the playing field (dead ball territory) or becomes a blocked ball.

PASSED BALL- A pitched ball that the catcher fails to stop or control with ordinary effort, enabling a runner(s) to advance.

PIVOT FOOT- in FP is the pitcher's foot that must be in contact with the pitcher's plate or ground until the pitcher's foot which the pitcher steps toward home plate with, touches the ground.

PLAY BALL- is the term used by the umpire to indicate that play shall start. It shall not be declared until all defensive players are in fair territory except the catcher, who must be in the catcher's box.

PROTESTS- There are four (4) types of protests:

- A. Misinterpretation of a playing rule; must be made before the next pitch, or if on the last play of the game, before the umpire leaves the playing field.
- B. Illegal substitute or re-entry; must be made while the player is in the game and before the umpire's leave the field.
- C. Ineligible player; can be made at any time during the game under the following guidelines
 - a. if a starting player, must be made before the completion of the third inning,
 - b. if a substitute player, must be made before the completion of the inning in which that player entered the game.
- D. Illegal equipment protest can be made at any time during the tournament.

Note: The protest fee is \$125, and must be paid to the tournament director in cash at the time the protest is raised.

QUICK PITCH- A quick pitch is made by the pitcher with an obvious attempt to catch the batter off balance. This would occur before the batter takes a position in the batter's box or while they are still off balance as a result of the previous pitch. It could also be used to catch a base runner off a base that he is returning to.

SACRIFICE- Occurs when a batter is credited with a sacrifice when, with not more than one out, a bunt or fly ball enables a runner to score. In either case, the batter-runner would be put out before reaching first base, or would have been put out if the hit would have been fielded without an error.

STEALING - The act of a runner attempting to advance to the next base without the aid of a base hit, put out or fielding error (including batter error).

- A. SP; runners are permitted to steal once the ball hits the ground, hits home plate or crosses home plate. Runners cannot attempt to steal if the ball comes into contact with the batter, or if the batter swings at the pitch, or in the umpire's judgment make any motion that disconcerts the catcher. The ball is also dead if the umpire handles the ball, or if the ball lodges in the umpire's clothing. The ball merely bouncing off the umpire does not constitute a dead ball.
- B. FP; runners are permitted to steal once the ball is released by the pitcher (stealing is not permitted in the 8 & Under division)

STRIKE- Is called when a legally pitched ball crosses through the strike zone of a batter.

STRIKE ZONE- When the batter assumes a natural batting stance, the strike zone is the space over any part of home plate between the:

- A. SP; back shoulder and front knee
- B. FP; chest and knee

TRAPPED BALL- A trapped ball is

- A. A batted fly ball or line drive which hits the ground or a fence prior to being caught.
- B. A thrown ball to any base for a force out which is caught with the glove over the ball on the ground rather than under the ball.

THREE FOOT LINE- The three foot line is a line parallel to and three feet from the base line starting at a point halfway between home plate and first base. The batter-runner is declared out when they run outside the three foot line, and in the judgment of the umpire interferes with the fielder attempting to field a batted or thrown ball.

TIME- The term used by the umpire to order the suspension of play

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

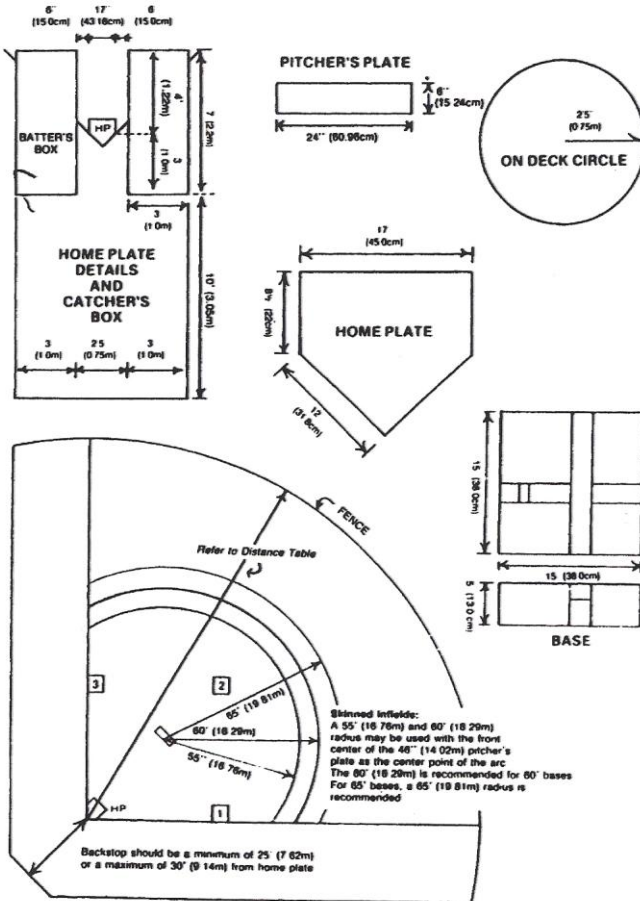
UNSPORTSMANLIKE ACT OR CONDUCT

Coaches, players, team members will not make disparaging or insulting remarks to or about opposing coaches, players officials or other spectators or commit other acts such as fighting or throwing objects.

Note: The coach of the team will be given a warning. If further acts occur, the Tournament or Site Director will be called and if in their opinion, the act warrants, the coach, player, team member and/or spectator will be removed from the complex for the remainder of the game or tournament, depending on the severity of the act. Failure to comply will warrant forfeiture of the game.

WILD PITCH- Occurs when a pitch cannot be handled by the catcher with ordinary effort.

Rule 2- The Playing Field



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

All fence distances are suggested

ADULT	DIVISION	BASES	PITCHING	MIN. FENCE	MAX. FENCE
Elite	Slow Pitch	70 ft	50-56 ft	300 ft	325 ft
Men	Slow Pitch	70 ft	50-56 ft	275 ft	300 ft
Co-Ed	Slow Pitch	70 ft	50-56 ft	275 ft	300 ft
Women	Slow Pitch	70 ft	50-56 ft	275 ft	300 ft

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

Rule 3- Altered Equipment

Section 1; Altered Bats Defined

Altered bats are bats that have been cosmetically changed in such a manner to mask the true identity of the bat, have been changed in any way from the original manufactured product such as plug removed, end load changed, walls thinned or has anything foreign added to the bat other than a legal safety grip device or tape at the handle.

- A. Vising, rolling or any other process that exerts more pressure on the bat other than the typical bat and ball collision is considered altering a bat.
- B. Bats that have been worn due to normal usage but still retain the legal markings are approved of use as long as the appropriate marks are legible.
- C. Cracked or damaged bats that cannot be identified are not altered bats but shall be removed from play by the umpire or director. A player returning with a bat removed from play shall receive the same penalty as if using an altered bat.

Section 2; Altered Bat Appeal

- A. To appeal an altered bat during the game, the defensive team must file a proper protest with the umpire.
- B. If, through onsite inspection, the director is able confirm that the bat has been altered, the penalty shall take immediate effect.
- C. If the director must confiscate the bat for further testing the game shall resume and penalties (if any) will be implemented at the time of determination.
- D. The accused player must voluntarily allow the bat inspection by the ISA director or by any means determined acceptable by the

ISA. This includes on the spot, field testing or, return to the manufacturer for determination.

- E. The director shall remove the tape or rubber grip on the handle, and write down the ID number and give it to the player as a receipt. The bat shall then be sent to the ISA National Office for testing.

Section 3; Altered Bat Policy

- A. In addition to the altered bat protest procedure stated in section 2 above, the ISA will confiscate the bat and ball when a player is struck directly by a batted ball.

Section 4; Altered Bat Penalty

Any player the either knowingly or unknowingly uses an altered bat in ISA sanctioned play will be subject to the following penalties.

- A. If the player refuses to hand the bat over to the director, he will immediately be ejected from the game/tournament and receive a lifetime suspension from ISA play. The team will also be ejected from the tournament, placed last in the standings and shall not receive a refund of their entry fee.
- B. If the player turns the bat over and onsite testing confirms that the bat has been altered, he will be ejected from the game/tournament and receive a five (5) year suspension from ISA play. The team will also be ejected from the tournament, placed last in the standings and shall not receive a refund of their entry fee.
- C. If the player turns the bat over and onsite testing is inconclusive, the bat will be sent to the ISA National Office for additional testing. The player will be allowed to continue playing until test process is completed.
- D. If the bat is deemed to have been altered after the game was completed, the results of the game shall stand.
 - 1. If this occurs after the loser's bracket final or championship game, the following will result.
 - 2. Discovery after the championship game and the offending player was on the winning team, the championship shall be declared vacant, with all other teams holding their position in the standings.
 - 3. Discovery after loser's bracket final (3rd place game), then the lone undefeated team will be declared the champion.

Rule 4- Equipment

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

Section 1; Official Bat

- A. Shall be wood, metal, graphite, carbon, magnesium, fiberglass, ceramic or any other composite material approved by the ISA. Any new composite construction bat must be reviewed and approved by the ISA. All non-wood bats must meet a 1.20 or less bat performance factor as measured using the ASTM standard 1890 test for softball bat performance factor with the following conditions; Bats will be tested at three spots at distances two inches apart from the center of percussion. This must be permanently marked by the manufacturer. Bats that would meet the requirement of 1.20 BPF, but were manufactured prior to 1995 may be used at the sole discretion of the umpire.
- B. A laminated bat must contain only wood or adhesive and have a clear finish, if applied to it.
- C. Shall be smooth, and if the barrel end has a knurled finish, the maximum surface roughness is no more than 4/1000 if measured by a spectrograph.
- D. Shall not be more than 34 inches long, nor exceed 38 ounces in weight
- E. Shall not be more than 2.25 inches in diameter at the largest part. A tolerance of 1/32' is permitted to allow for expansion on a round bat.
- F. Shall have no exposed rivets, pins, rough or sharp edge or any form of exterior fastener that would present a hazard. Metal bats shall be free of burrs, cracks or pronounced dents.
- G. Shall have a safety grip of cork, tape (no smooth or plastic tape), or composition material. The safety grip shall not exceed 15 inches from the small end of the bat, and will be no less than 10 inches. Any molded finger-formed grip made by the bat manufacturer, if used, must be permanently attached to the bat or attached to the bat with safety tape, and must be approved by the ISA. Resin, pine tar or spray substances placed on the safety grip are permissible on the grip only. Safety tape applied to any bat must continuously spiral. It does not have to be a solid layer of tape.
- H. If metal, and not made of one piece construction with the barrel end closed, shall have an ISA approved material insert firmly secured at the large end of the bat. Any two piece bat must meet the manufacturer specifications and safety requirements, on all inter-changeable bats. Must be designed in a way to prevent uncertified equipment alterations.
- I. Shall have a safety knob with a minimum .25 inches protruding at a 90 degree angle from the handle. It may be molded, lathed, welded or permanently fastened. A flare or cone grip attached to the bat is considered legal. The knob may be taped if there is no violation of this section.
- J. Shall be marked OFFICIAL SOFTBALL by the manufacturer. If the words OFFICIAL SOFTBALL cannot be read due to wear and tear on the bat, but it is legal in all other aspects, it should be

declared legal. Bats used in ISA play must be pre-approved by the ISA National Office.

- K. Manufacturers must submit all new design bats to the ISA National Office.
- L. Bats that were manufactured and/or marketed to a specific group of players can only be used in that division of play.
 - 1. Baseball bats cannot be used in ISA fast pitch or slow pitch play.
 - 2. Fast pitch bats cannot be used in adult slow pitch play
 - 3. Senior bats cannot be used in fast pitch or adult slow pitch play.
 - 4. Women's bats cannot be used in men's slow pitch play, nor can they be used by men in co-ed play.

Section 2; Warm-Up Bats

No more than two (2) official softball bats, one ISA approved warm-up bat or a combination of the two may be used by the on deck batter in the on deck area.

No attachments are allowed on an official bat except the ISA approved Pow'r Wrap warm-up attachment. Specifically excluded from use are fans, weighted donuts and bat rings.

Section 3; Official Softball

- A. All softballs must meet the standards set forth below, and include an external stamp with the ISA logo and the cor and compression
- B. Shall be a regular, smooth-seamed, flat-surfaced, pebble-textured or dimple textured ball with concealed stitches.
- C. Shall have a center core made of either #1 quality long fiber kapok, a mixture of cork and rubber, a polyurethane mixture, or other materials approved by ISA.
- D. May be hand or machine wound with a fine quality twisted yarn and covered with latex rubber cement.
- E. Shall have a cover cemented to the ball by application of cement to the underside of the cover, sewn with waxed thread of cotton or linen. If the cover is molded, it may be bonded to the core or be of the same composition as the core. Either molded type must have an authentic facsimile of stitching as approved by the ISA.
- F. Shall have a cover of chrome-tanned, top-grained horsehide or cowhide, synthetic material or other material approved by the ISA.
- G. Softballs used in ISA play shall be in accordance with the chart below.
- H. Any ball supplied by the teams must have the cor and compression legibly stamped on the ball. The umpire has the final determination on whether or not the cor/compression is legible
- I. All softballs must meet the standards set forth above, and include the ISA or base burglar logo.

	SOFTBALL	THREAD COLOR	DIAMETER RANGE	WEIGHT RANGE	MAX CORE /COMP	LOGO / MARKING
Men's	12" Slow Pitch	Yellow Green White	11 7/8 in to 12 1/8 in	6 1/4 oz to 7 oz	44/375	ISA or Base Burglar
Women's	11" Slow Pitch	Green White	10 7/8 in to 11 1/8 in	5 7/8 oz to 6 1/8 oz	44/375	ISA or Base Burglar

Section 4; Gloves

- A. Gloves or mitts may be worn by any player.
- B. The height of the glove measured from the bottom edge across the center of the palm to a line even with the highest point of the glove/mitt shall be a minimum of eight (8) inches and may be increased by either $\frac{1}{2}$ or 1 inch to reach a maximum height of fourteen (14) inches
- C. Width of the glove measured from the bottom edge of the webbing farthest from the thumb in a horizontal line to the outside edge of the little finger shall be eight (8) inches.
- D. The webbing across the glove shall be measured parallel to the top end and shall be $5 \frac{3}{4}$ inches.
- E. Gloves worn by the pitcher must be uniform in color and may not be any color combination or pattern intended to disguise the ball.

Section 5; Shoes

Shoes must be worn by all players and coaches. A shoe shall be made with either canvas or leather uppers or similar materials. The sole may be either smooth or have soft or hard rubber or polyurethane cleats.

- A. Metal cleats are not permitted in adult slow pitch.
- B. Metal cleats are approved for the 16u and 18u fast pitch divisions only.

Section 5; Uniforms

All players on a team shall properly wear uniforms that are alike in base color, trim and style. If, because of the blood rule, a change is required and the uniform part does not match, the player will not be penalized.

- A. Pitchers are not permitted to wear any item on the pitching hand, wrist, arm or thigh which could be distracting to the batter. Players may wear solid colored undergarments beneath their uniform shirts or shorts.
- B. Ball caps or visors must be alike and must be worn properly. Caps and visors are not mandatory, but if worn by one or more players and/or coaches, they must be identical and must be a team cap or visor (no hard visors of any kind are allowed).
- C. Numbers must be worn on all uniforms. No players on the same team may wear identical numbers. If this occurs, the umpire will ensure that it is corrected immediately.

- D. Casts, prosthesis and metal braces may be worn; however, any part of the brace or support must be covered by soft material and taped.
- E. Exposed jewelry, which is judged by the umpire to be dangerous must be removed, and may not be worn during the game.

Note: Medical alert bracelets or necklaces are not considered jewelry. If worn, they should be taped to the body so as to remain visible.

Section 6; Protective Equipment

Batting Helmets bearing the NOSCAE stamp with approved face mask are mandatory in all fast pitch programs. Each batter, on deck batter, runner, player and youth coach in the coach's box must wear an approved helmet that includes extended ear flaps that cover both ears and the temple.

Although not required, it is recommended that all helmets have chin straps. **Effect:** The umpire in chief will issue a team warning if any player is found to be non-compliant. All subsequent violations of the warned team will result in an ejection of the player not in compliance with this rule.

Note: When an umpire detects a batter-runner or runner deliberately removing their batting helmet during play, a dead ball will immediately be called. The violator will be immediately declared out, and if a force play was in order at the time of the pitched ball, the runner closest to home plate will also be called out, with runners returning to the base occupied at the time of the pitch. No runner shall score a run when a batter-runner or runner has been declared the third out of the inning for deliberately removing their batting helmet.

Section 7; Catcher's Protective Equipment

In fast pitch play, the catcher shall wear an approved head protector, a protective mask, chest protector and softball or baseball shin guards. Any player warming up a pitcher at any location within the confines of the ball park shall wear an approved head protector and approved mask. All protective equipment must conform to established standards.

A. Offensive players may wear catcher's protective gear provided:

1. The equipment is not exposed.
2. It is not deemed to be a safety hazard by the umpire.
3. Batting helmets may be worn by slow pitch players at any time.

Effect: Any player taking the field in an offensive capacity, with exposed protective gear shall be declared out by the umpire. This is a safety issue, and as such, protest by the defensive team is not necessary.

Rule 5- Players and Substitutes

Section 1; Players

- A. A team must have the required number of players present in the team area to start or continue a game. Players listed in the starting line-up and not available at game time may be substituted for and re-entered later.

1. Official line-up cards are to be completed and submitted to the official scorer or umpire before the start of each game. The line-up shall contain the name, position and uniform number of each player.

Note: If a wrong number is on the line-up card, correct it and continue playing with no penalty.

2. All available substitutes should be listed in the designated place by name and uniform number.
 3. Eligible roster members may be added to the available substitution list at any time during the game.
- B. Male rosters shall include only male players and female rosters shall include only female players.
- C. A team shall consist of these players
1. Slow Pitch; 10 defensive players, plus a maximum of 2 EH's
 2. Coed; 10 defensive players, plus a maximum of 2 EH's
 3. Fast Pitch; 9 defensive players, plus a maximum of 2 EH's and 1 DEFO
- D. Short-Handed Rule-
1. If a team starts with 10, 11 or 12 players (as defined in section C above) and a player gets injured, ejected or unexpectedly leaves the game, the team may continue to play as long as 9 players remain in the line-up. However, an out will be declared whenever the missing player(s) turn at bat come around in the batting order.

Note: No out shall be declared on the missing batter if the batter immediately prior in the batting order is walked, whether intentional or not. No out will be declared and the batting position will be skipped and the following batter shall take their turn at bat. The game may end on an automatic out.

2. If the player leaving the game for any reason is a runner, and out shall be declared if there is no replacement for the runner.
3. A player that has left the game for the blood rule may return. A player leaving the game for any other reason may not return unless eligible for re-entry.
4. Under no circumstances will a team be permitted to play or continue a game with less than nine (9) players.
5. In the event a team does not have ten (10) or more players present at game time, the team may start with nine (9) players, of which one must be a pitcher, and another the catcher. The remaining player positions are as desired, on the field of play.

Note: No out will be declared against a team for a missing player in the batting line-up when a team starts with only 9 players; the 10th player may be put in the defensive line-up immediately upon appearing at the ball field, and is placed in the 10th batting position.

Section 2; Extra Player

- A. The use of 1 or 2 extra player(s) (EP) is optional, but if used, it must be made known prior to the start of the game, and be listed on the line-up card.

- B. When an EP is used, all players on the line-up card must bat, and any 10 players may play defense. Defensive positions may be changed at any time. Batting positions must remain constant throughout the game.

Section 3; Substitutions

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

- A. The coach or team representative of the team making the substitution shall immediately notify the plate umpire at the time of the substitute enters. The umpire shall then report the change to the scorer and the other team. A substitute is not officially in the game until a pitch has been thrown or a play has been made.
- B. If a substitute player enters the game without reporting, and after one legal or illegal pitch has been thrown, or after a play has been made, the use of an unreported substitute must be brought to the attention of the umpire by the offended team.
- C. If the coach or player in violation informs the umpire prior to the team bringing this violation to the attention of the umpire, there is no violation. All action prior to the discovery is legal.

Effect: The coach of the offending team shall be ejected for the remainder of the game. After one half-inning of being in the game, the unannounced substitute is considered legally in the game, and no ejections shall occur.

- D. Any player may be removed from the game during any dead ball.
- E. Illegal player protests must be filed by the offended team during actual game play and before the completion of the third inning unless the illegal player has been inserted after completion of the third inning.
- F. If a player eligibility protest is filed during ISA tournament play and cannot be settled at the time the protest is made, the game shall be completed. If the eligibility protest cannot be settled until the tournament is completed, and it is later found that the player in question was indeed illegal the following shall occur:

Note: The illegal player will be suspended from ISA sanctioned play for the remainder of the year. The offending team with which he played will forfeit games won by them during that tournament, and any State, Regional or National berths won by that team during that tournament or any previous ISA tournaments that season.

Section 4; Re-entry

- A. Any of the starting players and substitutes, may be substituted and re-entered once, provided players occupy the same batting positions whenever in the line-up. The player and the substitutes may not be in the line-up at the same time.
- B. Violation of the re-entry rule is handled as a protest when brought to the attention of the umpire by the offended team, and may be made any time during the game. The protest need not be made prior to the next pitch.

Effect: Both the manager and illegal player are ejected. All play that occurred while the illegal re-entry was in the game will stand.

Note: If the re-entry violation also violates the unreported substitute ruling, those penalties would also be in effect.

- C. A starting player removed from the pitching position by the umpire and substituted for, can re-enter the game at another position, but cannot return to the pitching position.

Effect: If an illegal pitcher returns to the pitching position and has thrown one pitch, he is ejected from the game.

Note: This is not considered a re-entry violation, so the manager is not ejected.

Section 5; Base Burglar

- A. Shall be designated before the game, and listed on the line-up card.
- B. Shall not be a position player or EP.
- C. Is eligible to run multiple times per half-inning for the same batter that they ran for the first time.
- D. May be utilized as a regular substitute; however, that team loses the base burglar option for the remainder of that game.
- E. In co-ed play, teams may have a male and female base burglar. Males can run for males and females can run for males or females.

Section 6; Ejected Player

An ejection is the result of an incident that requires removal from the game by the umpire, whereby the ejected player or coach can no longer participate or remain within sight or sound of the playing area for the duration of the game. Any ejected player discovered participating will constitute a forfeit. Failure to leave the playing area will result in a forfeiture of the game.

In FP play, the ejected player or coach must also sit out the next game.

Section 7; Blood Rule

A player, coach or umpire who is bleeding or has blood on the uniform, shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical treatment is administered in a reasonable length of time (as determined by the umpire) the player will not have to leave the game. Uniform violations occurring as a result of the blood rule will not be enforced.

Procedural Note 1: If a base runner needs to leave the game to cover a wound, then the player making the last out will take his position on the base. If no outs have been recorded, then the batter listed closest behind the injured player in the line-up (but not currently on base) shall take his place on the base.

Procedural Note 2: If the Base Burglar takes the place of an injured runner, standard Base Burglar rules would apply.

Procedural Note 3: If the injury is to a defensive player, and they are already playing with ten (10) or fewer, then teams must wait until first aid has been completed.

Procedural Note 4: Any player that leaves the game for first aid must return to the field of play as soon as aid has been given.

RULE 6- The Game

Section 1; Home Team

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

Section 2; Fitness of the Ground

The fitness of the ground shall be decided solely by the home plate umpire.

Section 3; Time

- A. After a batted ball or an unintentional walk, when the ball is in possession of an infielder within the baselines and all play ceases, the umpire shall call time.
- B. Any injured player that in the umpire's judgment requires immediate attention, the umpire shall call "Dead Ball" and allow or seek aid. Any runners will be awarded the base(s) that they would have reached in the umpire's judgment.
- C. Time may be called when a ball that has been batted or thrown is touched, stopped or handled by a person not engaged in the game, or which touches any object that is not part of the official equipment or playing area. The umpire may call time for any blocked ball.

Section 4; Regulation Game

- A. An inning is that portion of a game within which the teams alternate from offense to defense, and in which there are three (3) outs for each team. A new inning begins immediately after the final out of the previous inning.
- B. A regulation game shall consist of seven innings. A full seven innings need not be played if one team has met the requirements of the pre-determined run rule as covered in the chart below.
- C. ISA tournament directors have the right to modify the game in the event of inclement weather, or field availability issues in any manner deemed necessary, provided that the teams were informed before the start of the game.
- D. Tournament games that are not considered regulation shall be resumed at the exact point where they were stopped.
- E. A pre-determined run rule in ISA will award a win to a team in all games, as follows:

Division	After 3 innings of play	After 4 innings of play	After 5 innings of play
Men's Elite	20 runs	15 runs	10 runs
Men's C, D, E	15 runs	12 runs	10 runs
Women	15 runs	12 runs	10 runs
Co-Ed	15 runs	12 runs	10 runs

- F. An umpire has the right to call a game at any time because of darkness, rain, fire, panic or other causes which place the players or patrons in peril.
- G. A regulation tie game shall be declared if the score is equal when the game is called at the end of three and ½ innings, and the home team is ahead.
- H. Games that are regulation tie games shall be resumed at the exact point where they were stopped.

Section 5; Extra Innings / International Tie Breaker

If after completion of seven innings of play, the score is tied, the following will take place:

- A. Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the last batter of the previous inning being placed on second base.
- B. Teams shall continue playing additional innings until one side has scored more runs than the other at the end of a complete inning, or until the home team has scored more runs in their half of the inning, before the third out is made.

Section 6; Forfeited Games

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following case(s)

- A. If the umpire is physically attacked by any team member and/or spectator.
- B. If a team fails to appear on the field, or being on the field, refuses to begin a game for which it is scheduled or assigned within the time set for forfeiture by the organization which the team represents.

- C. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- D. If after play has been suspended by the umpire, one side fails to resume playing within two minutes after "Play Ball" has been declared by the umpire.
- E. If a team employs tactics noticeably designed to delay or hasten the game.
- F. If, after a warning by the umpire, any one of the rules of the game is willfully violated.
- G. If the order for the ejection of a player is not obeyed within one (1) minute.
- H. If the ejection of a player or players from a game results in fewer than the required number of players to continue the game.
- I. ISA Directors may declare a game a forfeit in the event of unsportsmanlike conduct by any team, team member or fans of the team. Umpires shall warn the offending team to control the actions of its fans. If the team is unable to do so, then the umpire or tournament director can declare a forfeit.

Note: If deemed necessary, ISA Tournament Directors may allow a grace period before declaring a forfeit during the first round of play. After the first round of play has been completed, whether by play or by forfeit, each team will be responsible for being at the correct field, at the correct scheduled time.

Section 7; Scoring Runs

- A. One run shall be scored each time a runner legally touches all bases before the third out of an inning is recorded.
- B. In all classes, a batter hitting a home run or earning a four base award is not required to touch any base. Runners on base at the time of the home run / four base award are not required to touch the next base either. This is known as the "Hit and Sit" rule.
- C. No run shall be scored if the third out of an inning is the result of:
 - 1. A batter-runner being called out prior to reaching first base or if any other runner is forced out due to the batter becoming a batter-runner.
 - 2. A runner being put out by a tag or live ball appeal prior to the runner touching home plate.
 - 3. A preceding runner is declared out on an appeal play.

Note: An appeal can be made after the third out of an inning to nullify a run.

Section 8; Game Winner

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

- A. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team has scored an equal number or more than the first team at bat in the incomplete inning.
- B. The score of a regulation tie game shall be the tie score when the game was terminated.
- C. The score of a forfeited game shall be 7 to 0 in favor of the team not at fault.

Section 9; Charged Conference

- A. Offensive Conference- There shall be only one (1) charged conference between the manager and/or bench representative with each play on the field in an inning.
- B. Defensive Conference- There shall be only two (2) charged conferences between the manager or other bench representative with any defensive player in a game:

Effect: All conferences with any defensive player, beginning with the third conference shall result in the removal of the pitcher from that position for the remainder of the game. If that pitcher returns to the pitcher’s position at any time during the remainder of the game, it will cause an immediate ejection of that player. The removed pitcher can play any other position on defense.

Section 10; Home Run Limits / Penalty

A limit of over the fence home runs will be used in the program on the following chart. All balls hit over the fence by a team in excess of the following limitations per game will be ruled on as shown on the chart.

Note: For the purpose of this rule, a home run will be defined as an unaided ball over the fence in fair territory. All home runs will be considered a home run even if there is an out recorded by appeal or any other reason. Any fair fly ball that is touched by a defensive player and goes over the fence in fair territory will be declared a four base aware and shall not be included in the total of over the fence home runs.

Class	HRs Allowed	Penalty for Exceeding
Men’s Elite	8 HRs	Outs
Men’s C	4 HRs	Inning Ending Outs
Men’s D	2 HRs	Inning Ending Outs

Men's E	1 HRs	Inning Ending Outs and Offensive Ejections
Women's Major	6 HRs	Inning Ending Outs
Women's Competitive	3 HRs	Inning Ending Outs
Women's Recreational	0 HRs	Inning Ending Outs

- A. Batters hitting a home run, or earning a four base award do not have to touch a base. Runners on base at the time of the home run / four base award are also not required to touch a base.
- B. Inning Ending Out- per the chart, when the offensive team has exceeded its home run limit, the home run which puts the team over the limit will end that half of the inning, no matter how many outs are left.
- C. Offensive Ejection- Per the chart, for class "E" after the first home run, whenever an additional home run is hit, in addition to the Inning Ending Out, there will be an offensive ejection and that position in the lineup shall be declared an automatic out each time it occurs during the remainder of the game. The player may remain in the game for defensive purposes only. This applies to any substitute that batting position.

Note: An out will not be declared on the offensively ejected batter if the batter immediately prior is walked, whether intentional or not. No out will be declared and the slot will be skipped and the following batter will take their turn at bat.

Exception: If two (2) or more consecutive batters have been offensively ejected during the course of the game, and the first batter is skipped due to a prior batter being walked, the 2nd offensively ejected batter does not also walk. That batter is declared out.

- D. The game may end on an automatic out.

RULE 7; Pitching Regulations (slow pitch)

Section 1; Preliminaries

- A. When starting the game and at each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver 3 warm-up pitches. Play is suspended during this time.
- B. No warm-up pitches shall be thrown with excessive speed.

Effect: The pitcher shall be warned. If the act is repeated, the pitcher shall be removed from the pitching position.

Section 2; Legal Delivery

A pitcher's box consisting of the area from the front of the pitcher's plate, 50 feet from home plate, and extending back 6 feet perpendicular to the pitcher's plate shall be used. One foot must remain in contact with the pitcher's plate/box with the pitch is released with an underhand motion. A step simultaneous with the release of the ball may be taken in any direction with the free foot. This area should be chalked off. The pitcher's box allows the pitcher to release the ball from 50 to 56 feet from home plate.

The catcher shall remain within the lines of the catcher's box until the pitched ball is batted, touches the ground, touches home plate, or reaches the catcher's box.

- A. The pitch starts when the pitcher makes any motion that is part of the wind-up after the required stop. Any type of wind-up may be used. The ball shall be delivered toward home plate below the hip, from the pitching hand, at a moderate speed, which is left entirely up to the judgment of the umpire. The umpire shall warn a pitcher who delivers a pitch with excessive speed. If the act is repeated, the pitcher will be removed from the pitching position for the remainder of the game.
- B. The ball must be released within 5 seconds of the start of the wind-up or the umpire says "Play Ball."

Effect: Section 2 A-B, the ball is dead, and a ball is awarded to the batter.

- C. The pitch must have a perceptible arch, having a minimum height of 4 feet, and a maximum of 10 feet from the ground, in the umpire's judgment.

Note: If a batter swings at a pitch, after it hits the ground or the plate, the batter is out and ejected from the game.

- D. A pitcher, nor any other player shall be allowed to use a foreign substance on the ball, pitching hand or fingers. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. Batting gloves may not be worn on the pitching hand. A non-distractive color bandage may be worn on the pitching hand, for injury only.

Section 3; Illegal Delivery

Any pitchers action that does not conform to the ISA pitching regulations will be illegal, resulting in a ball being awarded to the batter. If the batter swings at any illegal pitch other than one hitting the ground or the plate, the play shall stand on the result of the swing.

Section 4; Quick Pitch

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

Effect: The ball is dead and a ball is awarded to the batter.

Section 5; Defensive Positioning

No defensive player shall take a position in the batter's line of vision with deliberate unsportsmanlike intent, or act in a manner to distract the batter. A pitch does not have to be released.

Effect: The offending team shall get 1 warning per game with additional offenses resulting in an ejection.

Section 6; No Pitch

No pitch shall be declared when:

- A. A pitch is thrown during suspension of play.
- B. A runner is called out for leaving a base before the pitched ball hits the ground, hits home plate or crosses home plate.
- C. A pitch is thrown before a runner has retouched a base after a foul ball has been declared and the ball was dead.
- D. A member of the offensive team at bat requests time, employs any other word or phrase or commits any act while the ball is in play, for the obvious purpose of trying to make the pitcher commit an illegal act.

Note: A warning shall be issued to the offending team. Any repeat act by any member of the team warned shall result in the offender being ejected from the game.

Effect: Section 7 A-D: The ball is dead and all subsequent action as a result of the pitch is canceled.

Section 7; Illegal Pitcher

An illegal pitcher is a player legally in the game, but one who may not pitch as a result of being removed from the pitching position by the umpire.

Effect: The illegal pitcher who returns to the pitching position and throws one legal or illegal pitch shall be ejected.

Section 8; Questioning of Balls and Strikes

No questioning, commenting or gestures of balls or strikes called by the umpire will be tolerated. One warning will be given per team. On the second offense the offending player or member of the team shall be ejected.

RULE 8- Batting

Rule 8 Note: IMPORTANT NOTE- ISA Slow Pitch has a 3 ball and 2 strike pitch count, and does allow 1 extra foul.

Note: After taking a position in the batter's box, a batter will be declared out when he does not swing

at a 2nd strike, or fouls the second strike and the next pitch is called a strike or a foul ball

Note: Foul balls will be live with runners being able to tag and advance with liability to be put out.

Exception: Any foul ball hit after the batter has used his courtesy foul will be considered dead. The batter will be declared out and runners may not advance.

Section 1; On-Deck Batter

- A. The on-deck batter is the offensive player whose name follows the name of the person currently batting.
- B. The on-deck batter may loosen up with no more than 2 official softball bats, and approved warm-up bat, or combination not to exceed 2. Any detachable piece placed on the bat must be approved by the ISA.
- C. The on-deck batter may not interfere with the defensive player's opportunity to make a play:
 1. If it involves a runner, the runner closest to home at the time of the interference shall be called out.
 2. If it with the defensive player fielding a fly ball, the batter is declared out.

Section 2; Batting Order

- A. The batting order of each team showing the players name, uniform number and position must be on the line-up card and must be delivered to the umpire or scorekeeper before the game begins.
- B. The batting order must be followed throughout the game unless a starting player is replaced by a substitute. When this occurs, the substitute must take the place of the removed player in the batting order.
- C. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the previous inning.
- D. Each player on the side at bat shall become the batter and enter the batter's box in the order in which that batters name appears on the score sheet. This begins the batter's turn at bat, and it

continues until the batter is put out, becomes a batter-runner or is substituted for while at bat.

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

Section 3; Batting out of Order

Except for a wrong batter at bat, batting out of order is an appeal play which may be made only by the defensive team. The defensive team forfeits its right to appeal batting out of order when one legal or illegal pitch has been made to the following batter, or when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the dugout area.

- A. If an incorrect batter is discovered before the batter completes the turn at bat, the correct batter may take its proper place, assuming any accumulated balls and strikes with no penalty.
- B. If the mistake is discovered after the incorrect batter has completed his turn at bat, and before a pitch has been made to the next 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 the failure to bat.
- C. If the mistake is not discovered until after a pitch is made to the next batter, then the turn at bat of the incorrect batter is deemed 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 turn at bat. No one is called out for failure to bat. The batter merely misses the turn at bat with no penalty. The batter following in the batting order becomes the legal batter.
- D. No runner shall be removed from the bases that a runner is occupying, except the batter-runner who has been taken off base by the umpire as in the case of section E-2 above. The batter merely misses the turn at bat with no penalty. The batter following in the batting order becomes the legal batter.

Section 4; Batting Position

- A. The batter must have both feet completely on, or within the lines of the batter's box prior to the start of the pitch.
- B. The batter must take a position in the batter's box, within 5 seconds of the umpire declaring "play ball."

Effect: The umpire will call a strike when a batter fails to get into the box in the allotted time. No pitch needs to be thrown, and the ball remains dead.

C. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher is in position to pitch.

Effect: The batter is declared out and no runners may advance on the play.

D. The batter must request time from the home plate umpire before stepping out of the batter's box. Granting time is at the discretion of the umpire.

Section 5; Strike is Called by the Umpire

A. For each legally pitched ball entering the strike zone before touching the ground, not struck at by the batter.

Note: The umpire should not let the batter's position, either in the front or the rear part of the batter's box, be of influence in calling strikes. Each pitch should be judged according to the height of any part of the ball as it is crossing only above or over any part of home plate.

1. The strike zone is only that part of area over home plate that is lower than the top of the batter's back shoulder and higher than the bottom of the front knee.

B. For each legally pitched ball swung at and missed by the batter.

C. For each pitched ball swung at and missed which touches any part of the batter.

D. When any part of the batter's person or clothing is hit with the batter's own batted ball when the batter is in the batter's box, and has fewer than two strikes.

E. When a pitched ball hits the batter while he is in the strike zone.

F. If the batter does not take a position within the batter's box within five (5) seconds after the umpire declares "play ball."

G. For each foul ball not caught on the fly, with less than two (2) strikes.

Effect: Section 5 B-G: The ball is dead, and all runners must return to their base without liability of being put out.

Section 6; Ball is Called by the Umpire

A. For each legally pitched ball which does not enter the strike zone, touches the ground before reaching home plate, or touches home plate, and the batter does not swing.

B. When a pitched ball hits the batter or is touched by the batter outside of the strike zone.

Effect: The ball is dead

C. When any illegally delivered pitch is made and not swung at.

- D. When there is an illegal pitching action.

Section 7; The Batter is Out

- A. When the third strike is swung at and:
 - 1. And missed.
 - 2. Tipped and goes directly from the bat, higher than the batter's head, to the catcher's hands or glove and is legally caught by the catcher.
- B. When a batter enters the batter's box with, or is discovered using an altered bat. The batter is also ejected from the game.
- C. When the batter enters the batter's box with, or is discovered using an illegal bat which does not meet the requirements of ISA rules.

Note: An illegal bat shall be removed from the game, and any other player discovered using that bat will be ejected from the game.

- D. When the batter has illegally batted a ball either fair or foul:
 - 1. And the batter's entire foot is completely outside the lines of the batter's box, and on the ground at the time the ball is struck by the bat.
 - 2. And any part of the foot is touching home plate at the time the ball is struck by the bat.
- E. When, in SP, the batter intentionally bunts the ball, either fair or foul, without swinging.
- F. When, in SP, the batter strikes the ball downward with a chopping motion of the bat.
- G. When the batter hits a fair ball with the bat a second time in fair territory.

Exception: If the batter is standing in the batter's box and contact is made while the bat is in the batter's hand, a foul ball is ruled, even if the ball is hit a second time over fair territory.

Note: If the batter drops the bat and the ball rolls against the bat in fair territory, and in the umpire's judgment, there was no intention to interfere with the course of the ball, the batter is not declared out, and the ball is live.

Effect: Section 7 A-G: the ball is dead and each runner must return the base legally held at the time of the pitch.

- H. When the batter hits a fair fly ball, which can be caught by an infielder with ordinary effort, when first and second bases or first, second and third base are occupied before two are out.

Note: Any defensive player who positions himself in the infield area at the start of the pitch shall be considered an infielder for the purpose of this rule. The ball remains live at all times during the infield fly rule.

- I. When the batter hits a line drive that an infielder intentionally lets drop with any of the bases occupied before two are out.

Effect: the ball is dead, and all runners must return to the base occupied at the time of the pitch.

J. When the batter hits a fly ball that is legally caught.

Effect: The ball is live and in play. Runners may advance with liability to be put out.

Exception: The ball is dead if it is caught after the first foul ball after one (1) strike and one (1) foul.

K. If the catcher is attempting to make a play on a base runner, the batter shall not hinder the catcher from catching or throwing the ball by stepping out of the batter's box, or intentionally hindering the batter's box.

Effect: The ball is dead and the batter is declared out. Each runner must return to the last base that, in the judgment of the umpire, was last touched at the time of the interference.

L. Any batter-runner who carries the bat during a live ball and legally touches or passes first base while still holding the bat will be declared out. Should this be the third out of the inning, no preceding runner shall score.

M. When the batter hits a home run and that team has already hit their limit of home runs in that particular classification.

Note: Refer to the home run / penalty chart as additional penalties may apply.

N. When the batter swings at a pitched ball after it hits the ground or home plate.

Effect: The ball is dead and the batter is also ejected.

O. When the batter hits the first foul ball after one (1) strike and one (1) foul.

Effect: The ball is dead and runners may not advance.

P. The batter shall not wave the bat or make any motion with an obvious intention of interfering with the catcher receiving the pitch. The second offense by the same batter in the same at bat shall cause the batter to be declared out.

Effect: The ball is dead and all base runners shall return to the base occupied at the time of the pitch.

Q. When the batter is hit by a fair batted ball while outside the batter's box and advancing.

Rule 9- Batter-Runner and Runner

Section 1; Batter-Runner

The batter becomes a batter-runner:

- A. After finishing a turn at bat, but has not yet been put out, or touched a base.
- B. As soon as the batter legally hits a fair ball.
- C. When three balls (SP) or four balls (FP) have been declared by the umpire

Effect: The ball is live and the batter-runner is awarded first base without liability to be put out.

- D. In SP, if the defense desires to walk a batter intentionally, they may do so by notifying the umpire, who shall award the base to the batter without having to take a place in the batter's box. In FP, the pitcher must actually deliver the required number of pitches to the batter.
- E. When the catcher obstructs, hinders or prevents the batter from striking or hitting a pitched ball.

Effect: The ball is dead and the batter-runner is awarded first base. All other runners move up one base, if forced as a result of the batter becoming a batter-runner.

- F. When the catcher obstructs and the ball is hit
 - 1. The umpire shall give a delayed dead ball signal
 - 2. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, catcher's obstruction is canceled. All action as a result of the batted ball stands. No option is given.

Note: Once the runner has passed a base, his considered to have reached that base and not option is given.

- 3. If the manager does not take the result of the play, the obstruction is enforced by awarding the batter first base and advancing all other runners if forced.
- G. When a ball is caught with an illegal glove in any manner.
- H. When an untouched batted ball strikes the person, attached equipment or clothing of a runner while in fair territory and in contact with a base.

Effect: Section 1, G-H: the ball is dead and the batter-runner is awarded first base. All other runners move up one base, only if forced.

Section 2; Batter-Runner is Out

- A. When the batter-runner fails to advance to first base and enters the team area after a fair batted ball or a base on balls.
- B. When a safety base is present and the runner does not touch the orange portion of the base on the initial play if the defense is making a play on the batter runner

Effect: The ball is dead and runner(s) must return to the last legally touched base at the time the batter-runner becomes out.

- C. When the batter-runner runs outside of the three-foot line and in the judgment of the umpire, interferes with the fielder taking the throw or making a play at first base.

Note: The batter-runner may run outside of the three-foot line to avoid a fielder attempting to field a batted ball.

- D. When the batter-runner interferes with a fielder attempting to field a batted ball, interferes with a fielder attempting to throw a ball, intentionally interferes with a thrown ball or makes contact with a fair batted ball before reaching first base. If this interference, in the umpire's judgment is an obvious attempt to prevent a double play, the runner closest to home shall be called out.

Note: A batter-runner being hit with a thrown ball does not necessarily constitute interference.

- E. When the batter-runner interferes with a play at home plate in an attempt to prevent an obvious out at home plate.

Effect: The ball is dead and the runner is also out.

- F. When the batter-runner moves back toward home plate to avoid or delay a tag by a fielder, or flagrantly gives up the right to first base by entering dead ball territory.

Effect: Section 2 B-E: The ball is dead and all runners must return to the last legally touched base at the time of the interference.

- G. When the immediate preceding runner, who is not yet out, intentionally interferes with a fielder who is attempting to catch a thrown ball, or throw a ball in an attempt to complete the play.
- H. When, after hitting a fair ball, the batter-runner is touched with the ball by a fielder while the batter-runner is off base.
- I. When, after hitting a fair ball, a fielder holds the ball on first base before the batter-runner touches or passes that base.
- J. When the batter-runner impedes or confuses a defensive player attempting to execute a play.

Section 3; Touching Bases in Legal Order

- A. When a runner must return to a base while the base is in play, the runner must touch the base(s) in reverse order.
- B. When a batter-runner acquires the right to a base by touching it before being put out, they are entitled to hold the base until they have legally touched the next base, or are forced to vacate it for a succeeding runner.
- C. When a runner dislodges a base from its proper position, neither that runner, nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position.

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

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

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

- E. Two (2) runners may not simultaneously occupy the same base.

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

- F. Failure of a preceding runner to touch a base or to legally tag up on a caught fly ball and who is declared out, does not affect the status of the succeeding runner who touches the bases in proper order. If the failure to touch a base, touch bases in proper order, or to legally tag up on a caught fly ball is the third out of the inning, no succeeding runner shall score a run.
- G. No runner may return to touch a missed base or one that the runner had left soon after a following runner has scored, or once that runner leaves the field if play.
- H. Bases left too soon on a caught fly ball must be retouched prior to advancing onto other bases.
- I. Awarded base must be touched in legal order.

Section 4; Runners are Entitled to Advance with Liability to be Put Out

- A. On a thrown ball or fair batted ball that is not blocked.
- B. On a thrown ball that hits an umpire.
- C. When a legally caught fly ball is first touched.
- D. If a fair ball strikes an umpire or runner after having passed an infielder other than the pitcher, and provided no other infielder had a chance to make an out, or when a fair batted ball has been touched by an infielder, including the pitcher.
- E. When a runner attempts to advance after a pitch to the batter, in which the ball hits the ground, hits home plate or crosses home plate.
- F. When a live ball strikes a photographer, grounds keeper, policeman, etc when they are assigned to the field as part of the game.

Note: Section 4; A-F: The ball remains live and in play.

Section 5; Runners Forfeit Their Exemption from Liability to be Put Out

- A. If the runner fails to touch a base before advancing to the next base while the ball is in play, or on awarded bases.
- B. If the runner attempts to continue to second base after over-running first base.

- C. If a runner attempts to continue to the next base after dislodging a base.

Section 6; Runners are Entitled to Advance without Liability to be Put Out

- A. When forced to vacate a base because the batter was awarded an unintentional base on balls. All runners affected are entitled to one base and may advance farther at their own risk.

Note: The ball is live.

- B. When a fielder, not in possession of the ball, not in the act of fielding a batted ball impedes the progress of a runner or batter-runner that is legally running the bases.

Note: Obstructed runners are still required to touch all bases in proper order or they could be called out on a proper appeal by the defensive team.

1. If the obstructed runner is put out prior to reaching the base the runner would have reached had there not been an obstruction, a dead ball is called and the obstructed runner and any other runner affected by the obstruction will be awarded the base or bases they would have reached in the judgment of the umpire had there not been an obstruction. An obstructed runner may never be called out between the two bases where an obstruction occurred. This runner would either be advanced, or return to the last base touched. Should an act of interference occur following any obstruction call, the enforcement of the interference penalty would take priority.
2. If the obstructed runner is put out after passing the base the runner would have reached had there not been an obstruction, the obstructed runner will be called out.

Note: The ball remains live.

3. When a runner, while advancing or returning to a base is obstructed by a fielder who neither has the ball, nor is attempting to field a batter ball, or a fielder who fakes a tag without the ball, the obstructed runner and any other runner affected by the obstruction, will always be awarded the base or bases the runner would have reached, in the umpire's judgment, had there been no obstruction.

Note: If the umpire feels there is justification, a defensive player making a fake tag may be ejected from the game.

4. If a defensive player is fielding a thrown ball and the flight carries or draws him into the path of the runner, this would not constitute obstruction.

5. If the ball, runner and defensive player all arrive at the same time and contact is made, the umpire should not invoke a collision rule (interference or obstruction) as this is considered incidental contact.
- C. When forced to vacate a base because the batter was awarded first base.
 - D. When a fielder intentionally contacts or catches a fair batted or thrown ball with a cap, helmet, mask, protector, pocket, detached glove or any part of their uniform which is detached from its proper place on their person.

Effect: The runners would be entitled to 3 bases from the time of the pitch if a batted ball, or 2 bases from the time of the throw. If a thrown ball, and in either case, they may advance farther at their own risk. If the illegal catch or touch is made on a fair batted ball, which in the judgment of the umpire, would have cleared the outfield fence in flight, the batter-runner shall be awarded a four base award.

- E. When the ball is in play and is thrown beyond the boundary lines of the field or becomes blocked.

Effect: The ball is dead and all runners will be awarded 2 bases, and the award will be governed by the position of the runners when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner.

EXCEPTION:

1. When a fielder loses possession of the ball, such as on an attempted tag and the ball enters dead ball territory, or becomes blocked, each runner is awarded 1 base from the last base touched at the time the ball entered dead ball territory or became blocked.
 2. If the runner touches the next base and returns to the original base, the original base the runner left is considered the last base touched for the purpose of an overthrow award.
 3. If the ball becomes blocked due to offensive equipment not involved in the game, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making a play, the runner being played on is called out.
- F. When a fair batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without touching the ground or going through the fence. The batter is awarded a home run unless it passes out of the field of play at a distance less than the prescribed distance from home plate, in which case the batter would be entitled to only 2 bases.

- G. When a fair ball deflects off of a defensive player and goes out of play in foul territory, deflects off of a runner or umpire after having passed an infielder (excluding the pitcher) and provided no other infielder had a chance to make an out.

Effect: The ball is dead and all runners are awarded 2 bases from the time of the pitch.

- H. When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory.

Effect: The ball is dead and each runner is awarded 1 base from the last base touched at the time the fielder entered dead ball territory.

Note: A fielder carrying a live ball into the dugout area to tag a player is considered to have unintentionally carried it there.

- I. If, in the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory.

Effect: The ball is dead and each runner is awarded 2 bases from the last base touched at the time the fielder entered, or the ball was kicked, pushed or thrown into dead ball territory.

Section 7; Runners Must Return to Their Base

- A. When a batted ball is foul
- B. When an illegally batted ball is declared by the umpire
- C. When a batter, batter-runner or runner is called out for interference. All other runners shall return to the last base which, in the umpire's judgment was legally touched by the runner at the time of the interference.
- D. Runners must immediately return to their base or continue to the next base, after each pitched ball is returned to the pitcher. Any kind of cat and mouse action by the runner is illegal.

Effect: After a team warning, the runner will be called out.

In FP play, no warning is given, this will be governed by the look back rule

Section 8; The Runner is Out

- A. When running to any base in regular or reverse order, the runner runs out of the base path to avoid be touched by the ball while in the hand(s) of the fielder.
- B. When the ball is in play, and while not in contact with the base, the runner is legally touched with the ball in the hand(s) of a fielder.
- C. When, on a force play a fielder contacts the base while holding the ball, touches the ball to the base or tags the runner before the he reaches the base.

- D. When the runner fails to return to touch the base previously occupied or missed and is properly appealed.
- E. When the runner physically passes the lead runner before that runner has been put out.

Effect: Section 8 A-E: The ball is in play and the runner is out.

- F. When the runner leaves the base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to that base and is properly appealed.
- G. When the runner fails to touch the intervening base or bases in regular or reverse order and the ball is returned to that base and is properly appealed.
- H. When the batter-runner legally over-runs first base, attempts to run to second base, and is touched with the ball while not in contact with a base.
- I. When running or sliding into home plate and the runner fails to touch it, makes no attempt to return to it, and a fielder while touching the plate properly appeals to the umpire for a decision.
- J. When the runner interferes with a fielder attempting to field a batted ball, interferes with a fielder attempting to throw a ball, or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire is an obvious attempt to prevent a double play and occurs before the runner is put out, the immediate succeeding runner shall be called out

Note: If a ball ricochets off of one defensive player and another player has the opportunity to make an out, the runner will be called out if the runner interferes with the second fielder.

- K. When the runner is struck with a fair, untouched batted ball while not in contact with a base.

Effect: The ball is dead and runners return to the last base touched at the time of the pitch.

- L. When a base runner leaves the base to advance to the next base before a fly ball has been touched by a defender, or touches some object, provided that the ball is caught and legally held on the base left, or if a fielder touches the runner with the ball before the runner returns to retouch the original base.
- M. When a batter-runner fails to touch an intervening base or bases in regular or reverse order while the ball is in play, and the ball is legally held on the missed base, or the runner is touched with the ball while off the base.
- N. When a base runner jumps over a defensive player waiting to tag the runner out.

Note: If the feet go over waist high, or if the defensive player is kneeling, and the base runner's feet go over the head.

Effect: The runner is declared out, and may be ejected from the game.

Effect: Section 8; K-N: When runners are called out for interference, the batter-runner is awarded first base and credited with a base hit.

- O. When the runner intentionally kicks a ball which an infielder has missed.
- P. When anyone other than another runner physically assists the runner while the ball is in play. If the assistance occurs prior to a caught, batted fly ball, regardless of whether the ball is fair or foul, a delayed dead ball call will be made, after which time the runner will be declared out.
- Q. When the coach near third base runs in the direction of home plate on or near the third base foul line while a defender is attempting to make a play on a batted or thrown ball, and thereby draws a throw to home plate, the runner closest to home will be declared out.
- R. When one or more members of the offensive team stand or collect around a base to which a runner is advancing, thereby confusing the fielder and adding to the difficulty of making the play.

Note: Members of the team include a bat boy or any other people authorized to sit on the team's bench.

- S. When a coach intentionally interferes with the defensive team's opportunity to make a play on a runner. The runner closest to home plate at the time of the interference shall be declared out.

Effect: Section 8; O-S: The ball is dead and the runner is out. Each other runner must return to the last base legally touched at the time of the interference.

- T. When, after being declared out or after scoring, a runner interferes with a defensive players opportunity to make a play on another runner.

Effect: The runner closest to home plate at the time of the interference shall be declared out.

- U. When a defensive player has the ball and the runner remains on his feet and deliberately, with great force crashes into the defensive player.

Effect: The runner is out and ejected from the game. The ball also becomes dead, and all runners must return to the last base occupied at the time of the interference.

- V. When the runner fails to keep contact with the base to which the runner is entitled until a pitched ball touches the ground, passes home plate, or his batted.

Effect: The ball is dead.

- W. When the runner abandons a base and enters the team area or leaves the field of play.

- X. If a base runner does not return to the base and be in contact with the base at the time that pitcher releases a legally pitched ball to the batter.

Note: Each team shall receive one warning per game for this infraction, before the runner is called out.

In FP play, no warning is given.

- Y. When, in SP play the runner fails to keep contact with the base to which he is entitled until a pitched ball touches the ground, reaches home plate or is batted.

Note: No warning is given.

- Z. When a runner legitimately of his base after a pitch or as a result of a batter competing his turn at bat, and while the pitcher has the ball on the pitcher's plate / box he must immediately return to his base or attempt to advance to the next base.
 - 1. Failure to immediately return to the base or proceed to the next base once the pitcher has the ball on the pitcher's plate/box will result in the runner being declared out.
 - 2. Once the runner returns to the base for any reason, he will be declared out if he leaves the base unless a play is made on him or another runner and the pitcher no longer has possession of the ball or the pitcher releases the ball on a pitch to the batter.

Section 9; The Runner is Not Out

- A. When he runs behind or in front of the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.
- B. When he does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in his possession.
- C. When more than one fielder attempts to field a batted ball and the runner comes into contact with the one who, in the judgment of the umpire, could not have made an out.
- D. When he is hit with a fair, untouched batted ball over foul territory that no fielder, in the umpire's judgment had a chance to make an out.
- E. When he is touched with a ball that is not securely held by a fielder.
- F. When the defensive team does not request the umpire's decision on an appeal play until after the next legal or illegal pitch, or until after the pitcher and all infielders have clearly left fair territory on their way to the bench or dugout area.
- G. When a batter-runner over runs first base after touching it and returns to the base.

- H. When he is not given sufficient time to return to a base he will not be called out for being off base before the pitcher releases the ball.

Effect: No Pitch shall be declared by the umpire.

- I. When he has legally started to advance, he may not be stopped by the pitcher receiving the ball while on the pitching plate, nor by the pitcher stepping on the plate with the ball in his possession.
- J. When he holds his base until a fly ball touches a fielder then attempts to advance.
- K. When hit by a batted ball when in contact with a base unless he intentionally interferes with the ball or fielder making a play.
- L. When he slides into a base and dislodges it from its original position. The base is considered to have followed the runner.

Effect: A runner reaching a base safely will not be out for being off that base when it becomes dislodged. He may return without liability to be put out when the base has been replaced. A runner forfeits this exemption if he attempts to advance beyond the dislodged base before it is again in proper position.

Section 10; Verbal Interference

- A. Any vocal distraction to the fielder attempting to complete a play, or vocal act that might cause injury

Effect: The ball is dead and runners must return to the last base occupied at the time of the interference. The offending player or the runner closest to home is declared out. The offending player may be ejected in the event of an injury.

Section 11; Unsportsmanlike Conduct

Managers, coaches, players or any other person affiliated with a team shall not:

- A. Incite, or try to incite by word, sign or demonstration either opponents or spectators or other team members.
- B. Use abusive language, which will in any manner refer to or reflect upon opposing players, umpires, tournament officials or spectators.
- C. Commit any act that could be considered unsportsmanlike conduct.

Effect: Section 11; A-C: Any action, deemed by the umpire to be unsportsmanlike, shall result in either a player warning or ejection from the game. All flagrant offenses will result in immediate ejection, with no warning given. Ejected players must leave the sight and sound of the field they were ejection from, in a reasonable amount of time, or a forfeit will be declared by the umpire, tournament UIC, or tournament

When umpires suffer continued harassment from a team's bench and are unable to detect the person(s) responsible, the umpire shall first warn the members of the offending bench. If the harassment continues, the umpire shall have the right to eject all members of the bench or dugout including the manager. Failure of those ejected to leave the playing area will call for the team to forfeit.

Rule 10- Live Ball and Dead Ball

A. The ball is legally put in play by the umpire

1. At the start of the game when the pitcher has the ball while standing at the initial pitcher's position, on the pitcher's plate / box, the batter in the batter's box, and the umpire calls "Play Ball."
2. In each instance thereafter when the ball becomes dead and the above procedure is followed.

B. The ball is declared live and in play

1. When the pitcher has the ball in his possession at the pitcher's box.
2. When the pitcher delivers the ball towards home plate.
3. When the batter legally hits a pitched ball.
4. As long as there is a play resulting from a legally batted ball.
5. When a live ball strikes a photographer, groundskeeper, policeman, when they are assigned to the field as part of the game.
6. When a fly ball is legally caught (unless the caught fly ball is a foul ball caught when the batter had not extra foul remaining).
7. At all times during enforcement of the infield fly rule.
8. When any thrown ball goes into foul territory and is not blocked.
9. When a batted or thrown live ball accidentally strikes a coach.
10. When a batted or thrown ball strikes an umpire or offensive player.
11. When a fair ball strikes an umpire or base-runner after touching a fielder, or passing any fielder including the pitcher/infielder.
12. When a fair ball strikes the umpire or offensive player on foul ground.
13. When base runners have reached the base to which they are entitled because the fielder illegally touched or fielded a batted or thrown ball.

14. When obstruction is called, but the obstructed runner cannot be put out until he reaches the base to which he is entitled because of the obstruction.
15. When a base runner must return to a base in reverse order while the ball is live and in play.
16. When a base runner is called out for passing a preceding runner.
17. When a base runner acquires the right to a base by legally touching it before being put out.
18. When a base is dislodged while base runners are progressing around the bases.
19. When a base runner is called out for being out of the base lines.
20. When a base runner is forced out, or tagged out.
21. When an appeal play is involved or enforced.
22. When a batted fair ball hits an umpire regardless of whether touched by a defensive player or not.
23. When a pitched or thrown ball hits an umpire regardless of whether touched by a defensive player or not.
24. When a batter is awarded an unintentional base on balls.

C. The ball is dead and not in play

1. When no pitch is declared.
2. When a base runner is called out for leaving a base too soon on a pitched ball.
3. When an illegal pitcher's action is declared.
4. When, in SP play a batter swings at a pitched ball and fails to make contact.
5. When a pitched ball touches any part of a batter's person or clothing.
6. When a batter bats illegally or hits with an illegal play.
7. When, in SP play a batter bunts or intentionally chops downward on the ball.
8. When the batter is hit by his batted ball when outside of the batter's box.
9. When a foul ball is not caught on the fly.
10. When a batter steps completely across the plate while the pitcher is in the pitching position.
11. Intentionally dropped fair fly ball or line drive by an infielder.
12. When, in SP the batter hits an additional foul ball after having already used their extra foul.
13. When an offensive team member causes interference.
14. When the base runner deliberately crashes into a defensive player who is waiting or attempting to make a tag.

15. When a base runner is off base and is hit by a fair batted ball before the ball is touched by or passes through infielders.
16. When a blocked ball occurs.
17. When the ball gets outside of the established limits of the playing field.
18. When a coach intentionally interferes with a thrown or batted ball.
19. When a ball is caught with an illegal glove in any manner.
20. When a spectator or other person not in the game causes interference.
21. When a pitched ball is intentionally touched by an umpire or accidentally lodges on his person.
22. When "time" is called by the umpire for any reason.
23. When there is interference with the batter, which is enforced.
24. The ball is dead on an intentional walk.

Rule 11- Protests

Section 1; Types of Protest

- A. Misinterpretation of a playing rule, which must be made before the next legal or illegal pitch, or if on the last play of the game, before the umpires have left the field of play.
- B. Illegal substitute or re-entry must be made while the player(s) are in the game, and before the umpires have left the field of play.
- C. Ineligible player can be made before completion of the third inning if protesting a starting player, or before completion of the inning in which an ineligible substitute entered the game, if protesting a substitute player.
- D. Protest of Altered Equipment can be made at any time.

Section 2; Protests Not to be Considered

- A. Protests will not be received or considered if they are based on a decision involving the judgment of an umpire.

Section 3; Protest Procedure

- A. The manager, acting manager or captain of the protesting team shall immediately notify the home plate umpire that the game is being played under protest. The umpire shall then notify the opposing manager, scorekeeper and tournament director before the next pitch. After a pitch has been thrown, no protest is allowed on that particular play or rule interpretation.

- B. To aid in correct determination of the issue, all interested parties shall take notice of the information, details and conditions surrounding the decision that is being protested.
- C. A protest fee in the amount of \$125 shall be put up by the protesting team. If the protest is upheld, the fee will be returned.

Section 4; Protest Decision

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

- A. The protest is considered invalid and the game continues.
- B. When a protest for ineligibility is determined to be valid, the offending team shall forfeit the game being played, or the game last played by the offending team.
- C. In tournament play, when an ineligible player is discovered during the game, the offending team shall forfeit the game, be ejected from the tournament, and placed last in the standings. If the ineligible player is discovered after the game but before the next scheduled game for either team, the same penalties as above apply and the proper team will be placed in the bracket. If the next scheduled game for either team has already begun, the game shall stand as played but the offending team shall be ejected from the tournament and placed last in the standings.

Rule 12- Specialty Rules

: Co-Ed Program

With the following exceptions, the rules established for ISA Men's play will govern the Women's program.

Section 1; Divisions of Play

Teams participating in the ISA Women's program will be classified into three (3) divisions.

- A. Major
 - 1. Men who play class "C" or above are required to play in the Co-Ed Major division.
 - 2. Women who play class "C" or above are required to play in the Co-Ed Major division.
- B. Competitive
 - 1. Men who play class "D" are required to play in the Co-Ed Competitive division, or higher.
 - 2. Women who play class "D" are required to play in the Co-Ed Competitive division, or higher.
- C. Recreational

1. Men who play class “E” are permitted to play in any Co-Ed division.
2. Women who play class “E” are permitted to play in any Co-Ed division.

Note: The ISA reserves the right to move Co-Ed team to a different division any time it feels a team is not playing in the ISA class that it should. If the team in question refuses to play in the class as instructed by the ISA Tournament or Area Director, then that team will forfeit out of the tournament and shall not receive a refund of its sanction fee or entry fee.

Section 2; Team Roster Rules

- A. A legal team consists of five (5) male and five (5) female players. If using the EH, teams may have six (6) male and six (6) female players.
- B. It will be permissible to have more female players in the line-up than male players, but never more males than females.

Exception: A team may start a game with a minimum of five (5) female players. If a female player gets injured, ejected or unexpectedly leaves the game the team may continue to play as long as four (4) female players remain in the line-up. At no time will six (6) males be permitted to play defense at the same time.

- C. Teams participating in the Women’s Competitive division shall have no more than two (2) players that have play Class C or higher in any other organization.

Section 3; Defensive Positioning

- A. Teams can have a maximum of ten (10) defensive players on the field at one time.
 1. At no time will more than five (5) male players be permitted on the field at the same time.
 2. Pitchers can be either male or female, but catchers must be the opposite sex.
- B. Any defensive player considered to be an infielder shall remain in their normal defensive position until the female batter has actually hit the pitched ball.

Effect: The penalty for violating this rule by a defensive player shall result in the female player being awarded first base. Runners already on base return to the last base occupied at the time of the pitch, unless forced as a result of the awarded base.

Note: This is a judgment call by the umpire, who shall immediately declare a “dead ball” when the violation occurs (no appeal is necessary).

Section 4; Batting Order

- A. The lead-off batter may either be male or female.
- B. The batting order in Co-Ed play must always alternate between the sexes.
- C. Two (2) female players may bat back-to-back, but male players may never bat back-to back.
- D. If a player leaves the game due to injury and no substitute is available, an out will be declared each time that batting position comes up provided that the preceding batter was not walked.
- E. The game may end on an automatic out.

Section 5; Walk Rule

- A. Any male batter that receives a base on balls, whether intentional or unintentional, will be awarded second base.
- B. Runners on base at the time of the walk will advance only if forced.
- C. The female batter following the walked male batter has the option of taking her normal at bat, or accepting a walk.

Section 6; Base Burglar

- A. Teams are permitted the use of one (1) male and one (1) female base burglar, provided that they are designated at the start of the game.
- B. Male base burglars can run for male runners.
- C. Female base burglars can run for male or female runners.

Section 6; Official Ball and Ball Rotation

- A. Males will hit the 12" ISA 44/375 ball.
- B. Females will hit the 11" 44/375 ball.

Effect: If the pitcher throws the wrong size ball to the batter, the offensive team will have the option to keep the result of the play, or re-hit, whether the ball was put hit or not. Only the preceding pitch will be nullified, and the batter shall assume the count as it was before that pitch.

Section 7; Home Run Limits

The following Home Run Limits shall be played used in the Co-Ed Program:

Co-Ed Major	6 HRs	Inning Ending Outs
Co-Ed Competitive	3 HRs	Inning Ending Outs
Co-Ed Recreational	0 HRs	Inning Ending Outs

- Women's Program

With the following exceptions, the rules established for ISA Men's play will govern the Women's program.

Section 1; Divisions of Play

Teams participating in the ISA Women's program will be classified into three (3) divisions.

- A. Major
- B. Competitive
- C. Recreational

Section 2; Team Roster Rules

- A. Any player who plays on a Class C or higher with any other softball organization must play in the ISA Major or Competitive division. Under no circumstances will these players be allowed to play in the ISA Recreational division.
- B. Teams participating in the Women's Competitive division shall have no more than two (2) players that have play Class C or higher in any other organization.

Section 3; Run-Spotting

In an effort to grow the overall program, ISA State, Tournament and League Directors reserve the right to equalize teams through run-spotting at any event where it is deemed appropriate. The equalization standard for such tournaments will be set by the respective State Director or Women's Program Representative.

Section 4; Official Ball

The official ball for ISA Women's play shall be an 11" ball with a maximum COR/Compression of 44/375.

Section 5; Home Run Limits

The following Home Run Limits shall be played used in the Women's Program:

Women's Major	4 HRs	Inning Ending Outs
Women's Competitive	2 HRs	Inning Ending Outs
Women's Recreational	0 HRs	Inning Ending Outs

Church Program

With the following exceptions, the rules established for ISA Men's play will govern the Church program.

Section 1; Divisions of Play

Teams participating in the ISA Church program will be classified into three (3) divisions.

- A. Major
- B. Competitive
- C. Recreational

Section 2; Religious Affiliation

- A. A team may legally compete in the ISA Church program if members of the organization have regularly scheduled religious services, and the roster is signed by a priest, minister, pastor, or rabbi.
- B. Church teams must register with, and use the name of their church during Church competition. Church teams may have additional sponsors, and are welcome to display those sponsors on their uniforms.

Section 3; Team Roster Rules

- A. Any player who participates in the Church World Tournament must have played previously in their state church program during the current season.
- B. Any player who plays on ISA Elite or at the Major, A or B level with any other softball organization must play at the Major or Competitive division. Under no circumstances will these players be allowed to play in the Recreational division.
- C. Teams participating in the Church Competitive division shall have no more than two (2) players that have played at the Elite, Major, A or B level in regular men's ball

Section 4; Run-Spotting

In an effort to grow the overall program, ISA State, Tournament and League Directors reserve the right to equalize teams through run-spotting at any event where it is deemed appropriate. The equalization standard for such tournaments will be set by the respective State Director or Church Program Representative.

Section 5; Home Run Limits

The following Home Run Limits shall be played used in the Church Program:

Church Major	4 HRs	Inning Ending Outs
Church Competitive	2 HRs	Inning Ending Outs
Church Recreational	1 HRs	Inning Ending Outs

Men's Masters Program

With the following exceptions, the rules established for ISA Men's play will govern the Men's Masters Program.

Section 1; Divisions of Play

Teams participating in the ISA Masters program will be classified into two (2) divisions.

- A. Competitive
- B. Recreational

Section 2; Age Certification

- A. December 31 is the official cut-off date. Any player who turns 35, 40 or 45 in that calendar year is eligible to participate.

Example: A 34 year old may compete in the 35 & over program if he will turn 35 during that calendar year.

- B. Players must provide proof of age and identity when requested by a tournament official. Any player that is not able to provide this information will be declared ineligible until proof of age is furnished.

Section 3; Team Roster Rules

Any player who plays on an ISA Elite team or at the Major, A, B or C level with any other softball organization must play in the Competitive division. Under no circumstances will these players be allowed to play in the Recreational division.

Section 4; Run-Spotting

In an effort to grow the overall program, ISA State, Tournament and League Directors reserve the right to equalize teams through run-spotting at any event where run spotting is deemed appropriate. The equalization standard for such tournaments will be set by the respective State Director or Masters Program Representative.

Section 5; Courtesy Runners

Courtesy runners will be allowed in all Masters Programs. Only one courtesy runner per team, per inning may be used. The courtesy runner and the base burglar can be used in the same inning but the same person can not be both the courtesy runner and the base burglar

Section 6; Home Run Limits

The following Home Run Limits shall be played used in the Masters Program:

Masters Competitive	6 HRs	Inning Ending Outs
Masters Recreational	3 HRs	Inning Ending Outs

Black American / Native American

With the following exceptions, the rules established for ISA Men’s play will govern the Black American and Native American Programs.

Section 1; Divisions of Play

Teams participating in the Black American / Native American program will be classified into two (2) divisions.

- A. Competitive
- B. Recreational

Section 2; Team Roster Rules

- A. Any player who plays on an ISA Elite team or at the Major, A, B or C level with any other softball organization must play in the Competitive division. Under no circumstances will these players be allowed to play in the Recreational division.
- B. No more than three (3) “non” Black American / Native American players may be in the game at any given time.

Section 3; Run-Spotting

In an effort to grow the overall program, ISA State, Tournament and League Directors reserve the right to equalize teams through run-spotting at any event where run spotting is deemed appropriate. The equalization standard for such tournaments will be set by the respective State Director or Specialty division program representative.

Section 4, Home Run Limits

The following Home Run Limits shall be played used in the Black American / Native American Division:

Competitive	8 HRs	Outs
Recreational	3 HRs	Inning Ending Outs

Senior Program

The ISA Senior Program will follow the Senior Softball USA rule book. If any variations should exist, they will be posted at the pre-tournament manager meeting and tournament site.

Youth Slow Pitch Program

Section 1; ISA Youth Program

With the following exceptions, the rules established for ISA Men’s play will govern the Youth Slow Pitch Program.

Section 2; The Playing Field

Age Group	Pitching Distance	Base Distance	Fence Distance
6 & Under	35 ft.	60 ft.	200 ft.
8 & Under	35 ft.	60 ft.	200 ft.
10 & Under	40 ft.	60 ft.	200 ft.
12 & Under	46 ft.	65 ft.	200 ft.
14 & Under	50 ft.	65 ft.	250 ft.
16 & Under	50 ft.	65 ft.	250 ft.
19 & Under	50 ft.	65 ft.	250 ft.

Section 3; Team Rosters

Teams will have a maximum of 22 players on their roster.

Section 4; Age Grouping

- A. December 31 is the determination date for a player’s age.

Example: If a player is 8 years old at any point in the calendar year, they are legal to play in the 8 year old division all year long.

- B. Coaches must be able to present ISA Tournament Officials with proof of age (a birth certificate) for all players on their roster.
- C. Players may participate with an older age group, but cannot play in a lower age group.

Section 5; Protective Gear

- A. The catcher must wear a mask and protective helmet, and it is strongly recommended that they wear a chest protector.
- B. All players must wear a protective helmet while batting, running, or on deck. It is recommended that chin straps are also worn

Section 6; Base Stealing

Base stealing is permitted in the 10u group and older.

Section 7; Infield Fly

- A. The infield fly rule is not in effect for the 10u age group and below.
- B. The infield fly rule is in effect for the 12u age group and above.

Section 8; Official Ball

- A. All 8u and 10u divisions will use the 11" ball with a maximum COR/Compression of 44/375.
- B. All remaining girls divisions (12u – 19u) will use the 11" ball with a maximum COR/Compression of 44/375.
- C. All remaining boys divisions (12u – 19u) will use the 12" ball with a maximum COR/Compression of 44/375.

Section 9; Regulation Game

- A. A regulation game shall consist of seven (7) innings.
- B. ISA recommends a 70 minute time limit.
- C. Time limits will not be used in the championship game of the tournament.

Note: For the 10u age group and below, six (6) innings will constitute a regulation game.

Section 10; Run Rule

The game will end after the required number of innings has been played, or after:

- A. One side is 15 or more runs ahead after three (3) innings of play
- B. One side is 10 or more runs ahead after five (5) innings of play

Section 11; Courtesy Runner

- A. A courtesy runner can be used only one time per inning.
- B. The courtesy runner may be any player on the team's roster.
- C. The courtesy runner may be in the batting order.
- D. The courtesy runner may be entered at any time.
- E. Once the courtesy runner takes a position on the base, they cannot be substituted for. If they become injured while on base, an out shall be declared.

Note: If the courtesy runner is on base when it is his turn at bat, he must remain on base, lose their time at bat, and an out will be declared on that batting position.

Section 12; Base Stealing Rules for the 10 & Under Age Group

- A. The ball must stay within the catcher's reach for a runner to steal a base.
- B. If the ball goes past the catcher or if the batter swings, the runner cannot advance to the next base.
- C. Coaches cannot encourage catchers to intentionally miss the ball. If the umpire feels that this may be happening, he is to warn the head coach. If after being warned, it occurs again, the coach shall be removed from the game. If it continues to happen, the umpire may declare a forfeit.
- D. Runners are entitled to advance only one (1) base at a time. No runner will be allowed to steal home. The only way for the runner to go home is on a batted ball, walk or overthrow from the field after the ball is hit.
- E. If there is an overthrow due to base stealing, the base runner is only permitted to take one (1) base. If an overthrow is from the field, the runner can continue to run as long as the ball is in play.

Fast Pitch

ABIDE BY OFFICIAL ISA RULES, IF NOT SPECIFICALLY COVERED IN FAST PITCH RULES OUTLINES. THE FAST PITCH AND MODIFIED PROGRAM WILL

The provisions of the General ISA Guidelines of this Rule Book apply to the Fast Pitch and Modified Fast Pitch programs. Additions or differences in Modified Fast Pitch are indicated with "MP" preceding text. In the event an

occurrence arises that is not covered under the official ISA Rules, or the Fast Pitch rules as listed, then good, common sense and judgment pertaining to fairness to both teams involved will be used by tournament officials. All teams will abide by their decision or forfeit the game and their entry fee.

NOTE 1: All teams entering any ISA sanctioned tournament will be required to pay the tournament entry fee unless that team withdraws from the tournament before the tournament schedule is drawn up. Any team that does not pay the tournament entry fee after entering will be suspended from ISA play until it pays that entry fee.

NOTE 2: The ISA accepts no responsibility and disclaims all liability for any bodily injury or property damage to ball players, fans, or other members of the public which arise from ISA sanctioned game play or any actions (whether physical or administrative) of ISA Directors or Umpires whether intentional or by accident.

NOTE 3: The ISA has been formed in order to try and provide a fair, impartial association for governing softball. We want everyone involved in our program to be treated fairly. If for any reason you feel your team is being treated unfairly by an ISA State or Area Director, please contact the ISA National Office immediately.

NOTE 4: AGE/SUGGESTED PITCHING DISTANCE/BASE PATH DISTANCE/FIELD RADIUS DISTANCE

	Pitching Distance	Base Path	Field Radius
8 & Under	35 ft	60 ft	200 ft
10 & Under	35 ft	60 ft	200 ft
12 & Under	40 ft	60 ft	200 ft
14 & Under	40 ft	60 ft	200 ft
16 & Under	43 ft	60 ft	250 ft
18 & Under	43 ft	60 ft	250 ft
19 & Over	43 ft	60 ft	250 ft

Modified	46 ft	60 ft	290 ft
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NOTE 5: The fast pitch program will be divided into two divisions of play in each age group except 19 & over. Those divisions shall be class “A” and class “B”.

MP: The Modified fast pitch program will be divided into five divisions of play. Those divisions shall be 9 Man Major, 9 Man “A”, 10 Man Major, 10 Man “A”, and 10 Man “B”.

NOTE 6: ISA reserves the right to move any team from the Class “B” division to the Class “A” division at any time the ISA State Director feels that the team is too strong to play in the Class “B” division.

NOTE 7: A player may be released from a team upon notification to the state director, or appointed designee, using the approved ISA Player Release Form with the parent/guardian’s signature under the player’s name. A player shall be released immediately at the time the manager signs. If the manager does not sign, a player is released to play on another team after the release has been approved by the State Director or appointed designee. A player may only be released 2 times during normal qualifying season leading up to the ISA World Series. NOTE: The receiving coach must provide the player release form they have received from another team and keep it with the player’s birth certificate for review as needed.

Rule 1- The Playing Field

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

Section 2; The playing field dimensions for ISA Fast Pitch Softball Program are described on page 22.

Section 3; Ground rules or special rules establishing the limits of the playing field may be agreed upon by leagues or opposing teams whenever backstops, fences, stands, vehicles, spectators or other obstructions are within the prescribed area.

Section 4; The playing field layout should include, in addition to marking for foul lines, the following:

- A. The base-runners path is drawn parallel to and three feet from the baseline, starting at a point halfway between home plate and first base.
- B. The batter's on deck circle is a 5 foot circle placed between home plate and first base and between home plate and third base.
- C. The batter's box, one in each side of home plate, shall measure 3 feet by 7 feet. The inside lines of the batter's box shall be 6 inches from home plate. The front line shall be 4 feet in front of the center of the plate. The lines are considered as being in the batter's box.
- D. The catcher's box shall be 10 feet in length from the rear outside corners of the batter's boxes, and shall be 8 feet 5 inches wide.
- E. The catcher's box is behind a line 15 feet long drawn outside the diamond. The line is parallel to and 8 feet from the foul lines, extending from the bases towards home plate.
MP: There shall be a 16 foot circle drawn around the pitcher's plate, 8 feet in radius.

Section 5; If during the course of any game the base distance or pitching distance is found to be in error, the error should be corrected and the game should continue. This is not a point to be protested, and any corrections must be made when a full inning is completed. NOTE: There shall be a 16 foot circle drawn around the pitcher's plate, 8 feet in radius. When the ball is in possession of the pitcher within the 16 foot circle, any runners between the bases must immediately advance to the next base or return to the last base touched, with liability of being put out. If the runner fails to return or advance immediately, the runner will be declared out. This will also apply to a batter-runner who has been awarded a base on balls.

Section 6; The double base is optional for first base. If the double base is used, the white portion is where first base normally would be and the colored portion in foul territory. A batter-runner must touch the colored portion in foul territory. A batter-runner must touch the colored portion on the initial play to the base.

After the initial play, the base runner must always use the white portion of the base. A runner in contact with the colored portion is considered to be off base. NOTE: Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white, no appeal can be made.

Rule 2 - Equipment and Uniform Rules – refer to page 25

Rule 3 - Player Substitutions

Section 1; Lineups shall consist of a minimum of 8 and a maximum of 14 players (maximum of 11 batters), if the designated hitter, Base Bandit, and legal 2 extra players and 2 defensive players are used. All other rostered players should be included on the line-up. Effect: Any player not listed on the line-up would be considered an illegal player and be removed from the game if protested by the offense, on defense, after an illegal player makes a play and before the next pitch, legal or illegal, or before the defense leaves the field, and before the umpires leave the field, the illegal player is disqualified, and the offense has the following options:

1. Take the result of the play.
2. Having the last batter return and assume the ball and strike count that batter had prior to the last pitch.
3. Disqualification of the illegal player. Each runner would return to the base occupied prior to the play.
4. After the next pitch legal or illegal, the illegal player is disqualified and all play stands.

If the illegal player is discovered by the defense:

1. While the illegal player is at bat, the illegal player is disqualified, and a replacement shall assume the ball and strike count, any advancement of runners while the illegal player is at bat shall be legal.
 2. After the illegal player has completed a turn at bat and before the next pitch legal or illegal, the illegal player would be called out and all players return to the last occupied base. After the next legal or illegal pitch the illegal player would be disqualified and replaced with a legal substitute.
- A. A team may start with 8 players, but when and if another player arrives, they must immediately be inserted into the line-up in the 9th batting position. A vacant 9th batting position will be an automatic out.

Exception: See Note; or if a team starts the game with an EP (s), that team must finish the game with the EP(s), or be penalized as follows:

1. If the (EP) or any other player is removed, injured or ejected from the game, with no substitutes to replace the player, the vacant spot automatically becomes an out each time the vacant spot comes to bat. NOTE: When a team is left with a vacant spot in the line-up because of a player as described in the section above, the opposing team may not intentionally or unintentionally walk the previous batter, in order to get the "automatic out" created by the vacant spot in the batting order. If the previous batter is walked the

vacant spot is skipped, the “automatic out” is waived, and the next batter is the name that follows the vacant spot, in the batting order. The game may end on an automatic out.

Section 2; The DESIGNATED HITTER (DH) must be known prior to the start of the game and their name and number indicated on the line-up sheet or score card. The Designated Hitter (DH) may not play defense at any time during the game. The player listed as (DH) must remain in the same position in the batting order for the entire game. The DH may be substituted for at any time, either by a pinch hitter, pinch runner or by the player being hit for. If the substitute is the player being hit for, they must bat in the same order as the DH and use of the DH will be terminated. If the substitute is a pinch runner or pinch hitter, other than the player being hit for, it must be a player who has not yet been in the game, and that substituted then becomes the DH for the remainder of the game or until substituted for. The DH may not bat for a Defensive Only Player (DEFO).

Section 3; The EXTRA PLAYER (EP) can play defense. An (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the line-up sheet or score card. If the EP is used, they must be used the entire game. The EP must remain in the same position in the batting order for the entire game. The EP may be substituted for at any time, either by a pinch runner or a pinch hitter who then becomes the EP. The substitute must be a player who has not played in the game.

Section 4; The BASE BANDIT/BASE BURGLAR is allowed to run once an inning. The BB must be made known prior to the start of the game and be listed on the line-up sheet or score card. If the (BB) enters the game, the BB position is eliminated. If the BB is injured while on base, the batter-runner that the BB ran for must take their prior place on base.

Exception: If a team bats around in the batting order in the same inning, the BB can run a second time for the same batter, batting in the same position in the line-up.

Section 5; The DEFENSE ONLY PLAYER (DEFO) is allowed to play in any position, in any inning at any time. If the DEFO enters the game as a normal substitution, the DEFO position is eliminated. Fast Pitch Only

Section 6; A COURTESY RUNNER will be allowed for the pitcher and catcher only. The runner must be the last completed batter of the previous inning. If in the first inning of play, the last player on the line-up card will be the runner.

A. The courtesy runner may run a second time if the team bats around

in the batting order and they are running for the same player in the same position.

B. If the courtesy runner's turn at bat comes while they are on base, their at bat will be declared an out.

C. If the batter listed in front of the courtesy runner is walked, either intentionally or not, the courtesy runner's time at bat will be skipped and the proceeding batter will be the next legal batter

Section 7; Any of the starting players, except the DH and BB may be withdrawn from the game and re-entered once. This includes the EP provided the player occupies the original position in the batting order whenever in the game. NOTE: The original player and their substitute cannot be in the game at the same time.

Section 8; Violation of the re-entry rule results in the use of an ineligible player. Penalty shall be the immediate ejection of the ineligible player when the violation is brought to the attention of the umpire by the offending team. A violation of the re-entry is handled as a protest which can be made any time during the game.

Section 9; A Team must have the required number of players to start or continue a game.

- A. A team may start play with eight (8) players, but when and if another player arrives, they must immediately be inserted into the line-up in the 9th batting position. A vacant 9th batting position will be an automatic out.

Exception: See Note; or if a team starts the game with an EP, that team must finish the game with the EP or be penalized as follows:

- 1. If the EP or any other player is removed, injured or ejected from the game, with no substitutes to replace the player, the vacant spot automatically becomes an out each time the vacant spot comes to bat.

NOTE: When a team is left with a vacant spot in their line-up because of a player as described in this section, the opposing team may not walk, whether intentional or not, the previous batter in order to get the "automatic out". If the previous batter is walked the vacant spot is skipped, the automatic out is waived, and the next batter is the name who follows the vacant spot in the batting order. The game may end on an automatic out.

Section 10; A player shall be officially in the game when their name has been entered on the official score sheet, or has been announced.

NOTE: A player's correct name supersedes an error, if an incorrect number has been entered on the score sheet. The following regulations govern the substitutions of players:

- A. The Manager of the team making the substitution or the substitute should immediately, notify the umpire.
- B. If not reported, the substitute will be considered in the game as follows:
 - i. When a batter takes position in the box.
 - ii. When a fielder takes the place of a fielder substituted for.
 - iii. When a base runner takes a position on the proper base.
 - iv. If a pitcher, when they take their place on the pitcher's plate.
- C. Whether a substitute is announced or not, by assuming one of the replacements of a player, the substitute player is legal and has entered the line-up.

NOTE: PENALTY; If a manager/coach fails to report legal substitutes and umpire has knowledge he will issue a team warning on the first infraction and the manager/coach shall be ejected on the second infraction of the same game.

- B. Each pitcher (starter or substitute) must pitch until the first batter facing them has completed their turn at bat, the side has been retired, or they have been removed from the game. A pitcher removed from the game by rule or ejection is not subject to this rule. Any other player may be removed from the game at any time.
- C. A player substituted for in the game shall not participate in the game except as a coach. EXCEPTION: The starting line-up, including the EP, DH may re-enter once.
- D. All players on a team's roster must be on the line-up card, to be used as a substitute in a game.

Rule 4- Eligibility

Section 1; All minor age players will be required to have official notarized releases holding the ISA and all tournament authorities harmless in the event of any injuries incurred by that player during ISA play. This release must be signed by parents, or person(s) designated by a legal court of law as being legal guardian(s) of said minor player.

PENALTY FOR FAILURE TO OBEY, OR VIOLATION

OF ALL SECTIONS OR RULES LISTED ABOVE: Forfeiture of game by offending team, immediate ejection from tournament and forfeiture of entry fee.

MP: All adults players must be 18 years of age. Proof of age must be verified by a pitcher Driver's License or two forms of ID.

Section 2; Players age classification is based upon their age as of December 31, for the previous calendar year.

- A. All players must play in only one age group.
- B. A player cannot play in two (2) age divisions in one tournament.
- C. Proof of age must be verified by one of the following
 - a. Birth Certificate
 - b. Driver's License

Section 3- Teams may have no more than 22 players on their roster.

Rule 5 - The Game

Section 1; A regulation game shall consist of seven innings. A time limit may be used if all teams are notified prior to playing. It is recommended that the time limit be 75 minutes. **MP:** 90 minutes. No time limit will be used in the championship game(s). **NOTE:** For 8 & Under, the time limit is 70 minutes, but six innings shall constitute a regulation game. 10 & Under time limit is 90 minutes.

Section 2; A pre determined rule in ISA will awarded a win to the team that is ahead by:

- A. 12 runs after 3 innings
- B. 10 runs after four innings
- C. 8 runs after five innings

MP:

- a. 12 runs after four innings
- b. 10 runs after five innings

Section 3; The choice of home team or visitors shall be decided by the toss of a coin unless stated in the rules of the tournament under which the schedule of games is being played.

Section 4; The umpires and director shall make the decision as to the fitness of the field for playing. Once a game has started, the umpire shall be the sole judge as to the continuation of play because of weather conditions, darkness or other causes which place players or patrons in peril.

Section 5; These provisions do not apply to any acts on the part of the players or spectators which might call for the forfeiture of the game. The umpire may forfeit the game if attacked physically by any team member or spectator.

Section 6; The umpire may forfeit a game in favor of a team not at fault in the following cases:

- A. If a team fails to appear on the field, or, being on the field refuses to begin a game at the time the team is scheduled to play, or within a time set for forfeitures.
- B. If, after the game has started, one team refuses to continue to play, unless the game has been suspended or terminated by the umpire.
- C. If, after the game has been suspended by the Umpire, one team fails to resume playing within two minutes after the umpire has called "Play Ball".
- D. If a team uses tactics to delay or to hasten the game.
- E. If, after being warned by the umpire, any one of the rules is willfully violated.
- F. If the order for the removal of a player from the game is not obeyed within one minute.
- G. If, because of the removal of a player by the umpire, or for any reason, there are less than the required number of players to continue the game outlined under the general playing rules of the ISA.

Section 7; During all ISA tournament play towards world championship, in the event of rain or any other cause which interrupts a game, the game must be resumed at the exact point where it was stopped when postponed using the same line-up. NOTE: Games not considered legal or official shall be replayed from the beginning. Original line-ups may be changed, with substitutes, when the game is replayed.

Section 8; In the event that a game cannot be completed, an official game can be called after 5 innings of play, or 4 ½ innings if the home team is ahead.

Section 9; Players listed in the line-ups and not available at game time may be substituted for.

Section 10; The winner of the game shall be the team that scores the most runs in a regulation game. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has scored more runs than the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning.

Section 11; A run shall not be scored if the third out of the inning is the result of:

- A. The batter being put out before legally touching first base.
- B. A base runner being forced out due to the batter becoming a base runner.
- C. A base-runner leaving the base before a pitched ball to home plate leaves the pitcher's hand.
- D. An appeal play at first base on the batter-runner for the third out of the inning.

Section 12; No succeeding runner score a run when a preceding runner has been declared the third out of an inning.

Section 13; A base-runner shall not score a run ahead of the base-runner preceding them in the batting order if the preceding runner has been put out.

Section 14; A manager and/or team representative shall be allowed only one charged conference with a batter or base-runner in any one inning.

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

Section 15; At all levels of Youth Fast Pitch play, it is the team's responsibility to have a certificate of insurance and to present it to the director prior to participation in any ISA sanctioned event. ISA IS NOT RESPONSIBLE.

Section 16; BLOOD – HIV, AIDS PROTECTION – When a player is bleeding, or has an open wound, the bleeding must be stopped and the wound covered with a bandage/dressing strong enough to withstand the rigors of competition. This treatment must be immediate, and a suspension of play for a "Reasonable amount of time", the affected player must be substituted for. If no substitute is available, and the team is using the EP, the team may play on with nine players until the affected player can continue, with all penalties in place. When the affected player can continue, she may re-enter the line-up. Return to play will be determined by appropriate medical personnel, umpires or tournament director. Any player whose uniform is saturated with blood, regardless of the source, must follow the same guidelines as stated above for a person bleeding, and must have that uniform changed if determined necessary before re-entering to the game. NOTE: A "Reasonable amount of time" will be determined by the tournament director and umpires and will be less than 5 minutes.

Section 17; A team forfeiting ALL of its seeding games, will be seeded last in their division.

Section 18; ISA pool play tie breaker procedure:

1st – Win, Loss, Tie Record

2nd – Head to Head (Only in round robins will head to head be used)

3rd – Least Runs allowed

4th – Most runs scored

5th – coin toss

Section 19; Extra inning/Tie Breakers – If after completion of seven inning of play, or when the time has expired, and the score is tied, the following will take place:

- A. Starting with the top of the next inning, and each half inning there after, the offensive team shall begin its turn at bat with the last player to have completed a turn at bat, being placed on second base.
- B. Teams shall continue playing additional innings until one side has scored more runs than the other at the end of a complete inning, or until the home team has scored more runs in their half of the inning, before the third out is made.

Section 20; Ejected player/coach:

A. Any player, coach, manager, or team representative that is ejected from a game must sit that game and the next game.

Rule 6 - Fast Pitch Regulations

Section 1; Prior to starting the pitch, the pitcher must take a position in which both feet are in contact with the pitching rubber.

- A. The pitcher shall take, or simulate taking, a signal from the catcher.
- B. The pitcher, before pitching and after receiving the signal from the catcher, must take a position with the shoulders in line with first and third base, with the ball in both hands.
- C. After receiving the ball from the catcher, the pitcher must deliver the ball towards home plate in no less than one second or more than 10 seconds. The pivot foot must remain in contact with, or

push off and drag away from the pitching plate prior to the front foot touching the ground. The pivot foot must remain in contact with either the pitching plate or at ground level. The pitcher will be considered to be in the pitching position unless the catcher is in position to receive the pitch.

- D. The pitching position may not be assumed by the pitcher on or near the pitching plate, without having possession of the ball.

PENALTY: Violation of rules A – E are illegal pitches

Section 2; The pitch starts when the pitcher separates one of the hands from the ball after the hands are together.

Section 3; After taking the signal, the pitcher may not step backwards with the non-pivot foot.

- A. It is not considered a step, if the pitcher slides their foot on the pitching plate, provided contact with the plate is maintained.
- B. Such techniques as the “crow hop” and “leap” are illegal.

Section 4; A legal delivery is one in which the ball is delivered to the batter with an underhand straight line of the body.

- A. The follow through of the hand and wrist and the release of the ball must be forwards, past the straight line of the body.
- B. A rocker action is NOT used; meaning, after the ball in both hands in the pitching position, the pitcher 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. No wind-up is used, meaning a stop or reversal of the forward motion.
- D. There is no more than one revolution of the arm in the windmill pitch. The pitching arm may be dropped to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.
- E. The pitcher makes no continuous wind up after taking the forward step, which is simultaneous with the release of the ball.

Section 5; While in the pitching position, the pitcher may not deliberately drop, roll or bounce the ball in order to prevent the batter from striking it.

Section 6; During the game, the pitcher may not use tap or other substances on the ball, pitching hand or fingers. Nor shall any player apply any foreign substance on the ball. With the umpire’s approval, powdered resin may be used to dry the hand. The wearing of any item on the pitching hand, wrist or arm which may be distracting to the batter will not be allowed.

PENALTY: Any infraction of Section 1-6 constitutes an illegal pitch. If not previously covered, the umpire will indicate and declare a delayed dead ball. A ball is awarded to the batter, and all base-runners advance one base. If the illegal pitch is hit, and all runners including the batter-runner advance one base, then the play stands. A warning is issued to the pitcher, and if the pitcher continues to throw illegal pitches, the umpire may remove the pitcher from the pitching position for the rest of the game.

Section 7; The umpire will declare “No Pitch” when:

- A. A pitcher pitches during suspension of play.
- B. A runner is declared out for leaving the base before the ball leaves the pitcher’s hand.
- C. The pitcher pitches before a base-runner has retouched the base occupied after a foul ball and the ball is dead. **PENALTY:** The ball is dead, and all subsequent action on that pitch is canceled.

Section 8; At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver more than 5 pitches to the catcher or teammates. Play shall be suspended during this time. **PENALTY:** A pitcher will be penalized by awarding a ball to the batter for each pitch in excess of five. **NOTE:** Under the discretion of the home plate umpire, the pitcher may be authorized more pitches due to inclement weather, injury or other circumstances.

Section 9; If the ball slips from the pitcher’s hand during the wind-up or during the back swing, a ball shall be called on the batter and the ball remains in play. Runners may advance at their own risk.

Section 10; After assuming the pitching position, the pitcher may not throw to a base while their foot is in contact with the pitching plate. **PENALTY:** An illegal pitch is declared. **NOTE:** An illegal pitch will be declared if any fielder takes up a positioning in the batter’s line of vision, or with deliberate unsportsmanlike intent, act in a manner to otherwise distract the batter. A pitch does not have to be delivered or released.

Section 11; No player, manager or coach shall call “Time” or employ any other words or phrase, to commit any act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. **PENALTY:** “No Pitch” will be declared and a warning issued to the offending team. A repeat of this type shall result in the offender being removed from the game.

Section 12; There shall be only one charged conference between the manager or other team representative from the dugout, with each and every pitcher or defensive player in an inning. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

MP: Rule 6 Pitching Regulations

Section 1; Before starting the delivery (pitch) the pitcher shall comply with the following:

- A. They shall take a position with both feet on the pitcher's plate. The hands shall be separated. The ball can be in the glove or pitching hand. Their shoulders shall be in line with first and third base.
- B. While in this position the pitcher shall take the signal from the catcher.
- C. The pitcher shall then hold the ball in both hands for no less than one second and no more than ten seconds before releasing the ball.
- D. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- E. The pitcher may not take the pitching position on or near the pitcher's plate without having the ball in their possession.
- F. The pitcher shall not wear a sweatband, bracelet, or similar-type items on the hand, wrist, or arm.

Section 2; The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of their wind-up.

- A. In the act of delivering the ball, the pitcher shall not take more than one step which must be toward the batter and simultaneous with the delivery of the ball to the batter. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate. The stepping foot must be pointed towards home plate and must not touch the ground in front of, or cross over a straight line between the pivot foot and home plate. It is not a step if the pitcher slides the pivot foot across the pitcher's plate.
- B. Pushing off the pitching plate with the pivot foot shall be allowed provided contact is maintained with the ground. NOTE: It is not a step, if the pitcher slides their foot across the pitching plate, provided contact is maintained with the pitching plate.
- C. Pitchers shall not use a windmill, or side-arm motion.

Section 3; A legal delivery shall be a ball which is delivered to the batter with an underhand motion.

- A. In the act of delivering the ball:
 - a. The pitchers first step must be forward. No rocking.
 - b. The release of the ball must be in the first forward swing of the pitching arm past the hip and the release must have a complete and smooth follow through with no abrupt stop of the arm near the hip.
 - c. They may take the ball behind the back on the backswing.
 - d. The pitchers palm may be pointing downward upon delivery.
- B. When an illegal pitch is called by the umpire, an immediate dead ball shall be called, a ball awarded to the batter and all the base runners will be advanced one base. Crow hopping and leaping shall be considered illegal pitches.
- C. Three (3) illegal pitches will result in the removal of the pitcher from the pitching position.
Exception: In 10 Man:
 - a. The ball must not be outside the pitcher's wrist at the top of the back swing and during the complete forward delivery.
 - b. On the forward swing of the pitching arm the elbow must be locked at the point of release and the driving hip must be squared with home plate when the ball is released.
 - c. Pitchers shall not use a windmill, sling-shot or side-arm motion.

Rule 7 - Batting

Section 1; The batter shall take their position within the lines of the batter's box.

- A. The batter shall not have their entire foot touching the ground completely outside the lines of the batter's box or touching home plate when the ball is hit.
- B. The batter shall not step directly across in front of the catcher to the other side of the batter's box while the pitcher is in position to pitch. EFFECT: The ball is dead, the batter is out, and base runners may not advance.
- C. The batter must take their position within ten (10) seconds after the umpire has called "play ball". They must have both feet within the lines of the box before the start of the pitch. They may touch the line, but no part of their foot may be outside of the lines prior to the pitch. EFFECT: The ball is dead. The umpire will call a strike on the batter and will also issue a warning to the batter to take their position or risk being called out. If the batter refuses to take their position after the warning they will be called out. The warning

will be given to a batter only one time per game. Any repeated violation during the game by that player will result in an out being called.

- D. The batter may not intentionally wipe out any portion of the lines of the batter's box. EFFECT: The umpire will call a strike.

Section 2; Each player of the side at bat shall become a batter in the order which their name appears on the score sheet. The batting order of each team must be on the score sheet and delivered by the manager or captain to the home plate umpire. The batting order must be followed throughout the entire game unless a player is substituted for. When this occurs, the substitute must take the place of the player they are replacing in the batting order. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn in the preceding inning.

EFFECT: Batting out of order is an appeal play which may be made by the defensive team only.

- A. If the error is discovered while the incorrect batter is at bat, the correct batter takes their place and legally assumes any balls and strikes
- B. If the error is discovered after the incorrect batter has batted and before the next pitch to the following batter, the player who should have batted is out. Any advance or score made because of the batted ball y the improper batter's advance to 1st base on a hit, an error or a base on balls shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat.
- C. If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal; all runs scored and bases ran are legal and the next batter shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have no been called out have lost their turn at bat until reached again in the regular order.
- D. No base- runners shall be removed from the base they are occupying to bat in their proper place. They merely miss their turn at bat with no penalty. The batter following them in the order becomes the legal batter.
- E. When the third out of the inning is made before the batter had completed their turn at bat, they shall be the first batter in the next inning and shall have the ball and strike count on them canceled.

Section 3; Members of the team at bat shall not interfere either physically or vocally with a player attempting to field either a fair or foul ball. This

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

Section 4; The batter shall not hit a fair ball a second time with the bat in fair territory. EFFECT: The ball is dead, the batter is out and base-runners may not advance. NOTE: If the batter drops the bat and the ball rolls against the bat in fair territory and in the umpire's judgment, there was no intention to interfere with the course of the ball, the batter is not out and the ball is alive and in play.

Section 5; A strike is called by the umpire:

- A. For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing
- B. For each pitched ball swung at and missed by the batter.
- C. For each foul tip held by the catcher. The batter is out if it is the third strike.
- D. For each foul ball not legally caught; this does not include a 3rd strike.
- E. For each pitched ball swung at and missed which touches any part of the batter.
- F. When any part of the batter's person is hit with their own batted ball when they are in the batter's box and they have less than two (2) strikes.
- G. When a pitched ball hits the batter while the ball is in the strike zone.

EFFECT: Section 5 (D-G): The ball is dead and base runners must return to their base without liability to be put out.

Section 6; A ball is called by the umpire:

- A. For each pitch which does not enter the strike zone or touches home plate and which is not swung at by the batter.
- B. For each illegally pitched ball.
- C. When a pitch hits the batter outside of the strike zone. The batter is awarded 1st base.
- D. When the catcher fails to return the ball directly to the pitcher as required.
- E. When the pitcher fails to pitch within ten (10) seconds.
- F. For each excessive warm-up pitch.
- G. When the pitcher attempts a quick return pitch; the pitcher shall be given a warning.

Section 7; A fair ball is a legally batted ball which:

- A. Settles or is touched on fair ground between home and 1st base or

- home and 3rd base.
- B. Bounds past 1st or 3rd base on or over fair territory.
- C. Touches 1st or 3rd base.
- D. While on or over fair ground, touches the person or clothing of an umpire or player.
- E. First falls on fair ground beyond 1st or 3rd base, a fair fly ball must be judged according to the relative position of the ball and the foul line, regardless of whether the fielder is on fair or foul ground at the time they touched the ball. EFFECT: The ball is in play and base runners are entitled to advance any number of bases with liability to be put out. The batter becomes a base runner unless the infield fly rule applies.
- F. While on or over fair ground, the ball lands behind a fence or into the stands beyond the outfield fence. This is a home run.
- G. Hits a foul pole on the fly. If the ball hits the pole above the fence level, it shall be a home run.

Section 8; A foul ball is a legally batted ball which:

- A. Settles on foul ground between home and 1st base or between home and 3rd base.
- B. Bounces past 1st or 3rd base on or over foul ground.
- C. First touches on foul ground beyond 1st or 3rd.
- D. While on or over foul ground, touches the person or clothing of an umpire or player, or the ball is blocked. EFFECT: The ball is dead. A strike is called on the batter for each foul ball, and base runners must return to their bases without liability to be out.

Section 9; The batter is out:

- A. When the 3rd strike is struck at, missed and touches any part of the batter's person.
- B. When a batter appears in the batter's box with or is discovered using an altered or an illegal bat. The batter is also ejected from the game for using an altered bat. See Rule 2, Section 2, for penalty.
- C. When a fly ball is legally caught.
- D. Immediately when they hit an infield fly and the umpire has declared "Infield Fly".
- E. If a fielder intentionally drops or lets drop a fair fly ball, including a line drive, which can be caught by an infielder with ordinary effort with 1st, 1st & 2nd, 1st & 3rd, or 1st, 2nd, & 3rd bases occupied with less than 2 outs. EFFECT: The ball is dead, the batter is out and base runners must return to the last base touched at the time of the pitch. This does not apply to an infield fly, the dropped ball remains alive on an infield fly. NOTE: A trapped ball shall not be considered as having been intentionally dropped.
- F. If a preceding runner, in the umpire's judgment, intentionally

interferes with a fielder who is attempting to catch a thrown ball, or is attempting to throw a ball in an attempt to complete a play; the preceding runner and the batter are both declared out.

- G. Any batter-runner who carries the bat, during a live ball, and legally reaches or touches 1st base while still holding the bat, will be declared out. Should this be the 3rd out of the inning, no preceding runner shall score. EFFECT: If less than two (2) outs, a delayed ball signal will be given and the ball will remain live.
- H. When the batter attempts a bunt on the 3rd strike and bunts the ball foul.
- I. On a legally caught 3rd strike, foul ball or foul tip.
- J. When hit by their own batted ball, in fair territory, outside the batter's box.

Section 10; The batter or base runner is not out if a fielder making a play on them uses an illegal glove. The manager of the offended team has the option of having the batter bat over and assuming that ball and strike count they had prior to the pitch they hit (base runners return); or taking the result of the play. The umpire will signal a delayed dead ball.

Section 11; On deck Batter:

- A. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
- B. The on-deck batter shall take a position within the lines of the on-deck circle that is behind the batter that is in the batter's box.
- C. The on-deck batter may loosen up with two official softball bats, an official warm-up bat, or any other official warm-up bat or product that has been approved by the ISA National Office. Nothing else may be attached such as a donut, fan, etc. when loosening up.
- D. The on-deck batter may leave the on-deck circle when they become the batter or to direct base runners advancing from 3rd to home.
- E. When the on-deck batter interferes with the defensive player's opportunity to make a play on a runner, closest to home plate at the time of the interference is declared out.

Rule 8 - Base Running

Section 1; The base runner must touch the bases in legal order (i.e. 1st, 2nd, 3rd, home plate.)

- A. When a base runner is forced to return to a previous base while the ball is in play and base runners must return with liability to be put out.
- B. When a base runner acquires the right to a base by touching it

before being put out they may hold the base until they have legally touched the next base in order, or is forced to vacate it for a succeeding runner.

- C. When a runner dislodges a base from its proper position, neither they nor the succeeding runner in the same series of plays are compelled to follow a base unreasonably out of position. The ball is in play and runners may advance without liability of being put out.
- D. A base runner may not run the bases in reverse order, wither to confuse the fielders or to make a travesty of the game. EFFECT: The ball is dead and the runner is out.
- E. Two base runners may not occupy the same base simultaneously. EFFECT: The runner who first legally occupied the base is entitled to it. The other runner may be put out by being touched with the ball.
- F. Failure of a preceding runner to touch a base or leave a base legally on a caught fly ball and who is declared out, does not affect the status of a succeeding runner who touches the base in proper order; however, if the preceding runner were to be called out for the 3rd out of the inning, no succeeding runner may score a run.
- G. No runner may return to touch a missed base or one left illegally after a following runner has scored.
- H. When the ball is dead, no runner may return to touch a missed base, a base they have left after they left illegally, even after the ball becomes alive; however, when a dead ball occurs, a runner may return to a missed base if they are required to by the umpire in the awarding or determination of bases. The runner is not liable to be put out for missing a base beyond the base they are required to by the umpire in the awarding or determination of the bases. The runner is not liable to be put out for missing a base beyond the base they are required to return to.
- I. No runner may return to touch a missed base or one left illegally once they enter their dugout or bench area.
- J. When four (4) balls have been called by the umpire. Base runners do not advance unless forced or successful in an attempt to steal.
- K. Bases left too soon on a caught fly ball must be retouched before advancing to the next base. Bases must also be touched in proper order.

Section 2; The batter becomes a batter-base runner:

- A. As soon as they hit the ball.
- B. When four balls have been called by the umpire. Base runners do not advance unless forced or successful in an attempt to steal.
- C. When a (legal or illegal) pitched ball hits the batter's person or clothing; provided the batter does not strike at the ball. EXCEPTION: If the batter makes no effort to avoid being hit, or if the umpire calls the pitched ball a strike; the hitting of the batter is disregarded except that the ball is dead. The pitch will be called a

strike or ball depending on the location of the pitch. Unless ball four is called on the batter, forcing runners to advance, all runners must return to the base occupied at the time of the pitch.

- D. When the catcher or any other fielder obstructs or hinders the batter from striking at or hitting a pitched ball. EFFECT: The ball is dead, the batter is awarded 1st base, and runners advance only if forced.
- a. The umpire shall signal "delayed dead ball."
 - b. The offensive team manager has the option of taking the base awarded the batter for catcher obstruction, or may take the result of the play.
 - c. If the batter reaches 1st base safely and all other runners advance at least one base on the batted ball, catch obstruction is canceled and no other options are given.
- E. When a fair ball strikes the umpire or base runner on fair ground.
- a. If the ball hits the umpire or base runner after passing an infielder, other than the pitcher, or touches an infielder, including the pitcher, the ball is in play.
 - b. If the ball hits the umpire or base runner before passing an infielder, the ball is dead and the batter is entitled to 1st base without liability of being put out. Runners not forced by the batter-runner must return.
- F. When the catcher fails to catch the 3rd strike before it touches the ground, when there are two (2) outs, or there are fewer than two (2) outs and 1st base is not occupied, at the time of the pitch.

Section 3; Base runners are entitled to advance with liability to be put out:

- A. When, after the pitcher releases the ball, the runner attempts to advance to the next base without the aid of a base hit, put out or a fielding (including batter) error (stealing base).
- B. When the ball is batted into fair territory or foul territory and is not blocked.
- C. When a legally caught fly ball is first touched.
- D. If a fair ball strikes an umpire or a runner after passing an infielder other than the pitcher, or having been touched by an infielder, including the pitcher, the ball shall be in play.

Section 4; A player forfeits their exemption from liability to be put out:

- A. If, while the ball is in play, they fail to touch the base they are entitled to before attempting to make the next base. If the runner put out is the batter-runner at 1st base, or any other runner forced to advance because of the batter-runner, this is a force out.

- B. If after over running 1st base, the batter-runner attempts to continue to the next base.
- C. If after dislodging the base, the batter-runner attempts to continue to the next base.

Section 5; Base runners are entitled to advance without liability to be put out:

- A. When forced to vacate a base because the batter was awarded a base on balls.
- B. When a fielder obstructs a base runner from making a base, unless the fielder is trying to field a batted ball, has the ball ready for a tag or is about to receive a thrown ball. EFFECT: When obstruction occurs, the umpire shall call and signal a delayed dead ball.
 - 1. If a play is being made on the obstructed runner or if the batter runner is obstructed before reaching 1st base, the ball is dead and all runners advance, without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. EXCEPTION: A base runner obstructed in a run down, shall be awarded the lead base at the time of obstruction. Any preceding runners forced to advance by the award bases, for obstruction, shall advance without liability to be put out.
 - 1. If no play is being made on the obstructed runner at the time of obstruction, the play shall proceed until the play is completed. The umpire shall call "time" and impose such penalties, if any, as in his judgment, will nullify the act of obstruction.
 - 2. If a fielder without the ball, fakes a tag, the umpire may award the obstructed runner, and each other runner affected by the obstruction, the bases they would have reached, had there been no obstruction. NOTE: In the case of a fake tag, the fielder will be automatically ejected from the game.
- C. When forced to vacate a base because the batter was awarded a base for catcher obstruction.
- D. When a fielder contacts a batted or thrown ball with their cap, glove, or any part of their uniform, while detached from its proper place. EFFECT: A runner shall be entitled to three (3) bases if a batted ball or two (2) bases if a thrown ball; in either case, runners may advance further, at their own risk. If an illegal catch was made of a fair ball; that, in the judgment of the umpire, would have cleared the outfield fence in flight, a home run shall be awarded. The umpire will signal a delayed dead ball.
- E. When the ball is in play and is overthrown (beyond the established

boundary lines), or is blocked. EFFECT: Awarded bases shall be determined by the position of the base runner(s) at the time of the infraction. All base runners will be allowed to advance one (1) base on a pitched ball that goes directly out of play. NOTE: For offensive equipment causing a blocked ball, the runner closest to home plate will be declared out and all other runners must return to the last base touched when the ball becomes blocked.

1. The ball is dead. In all cases where a thrown ball goes into the spectators seats; goes over, through or under any fence surrounding the playing field; hits any person or object not engaged in the game, goes into the player's benches, including bats lying near the benches, whether the ball rebounds into the playing field or not; or remains in the meshes of any wire screen, each and every base runner shall be awarded two (2) bases.
 2. When the first throw is made by an infielder, two (2) bases shall be awarded. Award shall be governed by the position of each runner at the time the pitch was made. However, if all runners including the batter-runner have advance at least one (1) base, when an infielder makes a wild throw on the first play after a pitch, the award of the bases shall be governed by the position of the runners, when the wild throw was made.
 3. When a throw is made by an outfielder or is the result of any succeeding play or an attempted play, the 2 base awards shall be governed by the position of each runner and the last base they have touched at the time the throw was made. If two runners are between the same base, the award is based on the position of the lead runner.
 4. When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters a dead ball area or becomes blocked, all runners are awarded one (1) base from the last base touched at the time the ball enters dead ball area or becomes blocked. If a runner touches the next base and returns to their original base, the original base they left is considered the "last base touched" for the purpose of an overthrow award.
- F. When a fair ball bounds or rolls into a stand; over, under or through a fence or bounds out of play unintentionally off a defensive player; or other obstruction marking the boundaries of the playing field. EFFECT: The ball is dead and all base runners are awarded two (2) bases from the time of the pitch.
- G. When a live ball is unintentionally carried by a fielder from the

playable territory into a dead ball area, the ball becomes dead. All base runners are awarded one base from the last base touched at the time the fielder enters the dead ball territory. If, in the judgment of the umpire, a fielder intentionally carries a live ball into dead ball territory, the ball becomes dead and all base runners are awarded two (2) bases from the last base touched at the time they entered the dead ball area. NOTE: A fielder carrying a live ball into the dugout or team area to tag a player, is considered to have intentionally carried it there. A dead ball line is considered in play.

- H. When any pitched ball goes directly out of play (through, over, under fence/backstop). EFFECT: The ball is dead and all runners advance one base from the time of the pitch.

Section 6; A base runner must return to their base:

- A. When a foul ball is legally caught and so declared by the umpire.
- B. When an illegally batted ball is declared by the umpire.
- C. When a batter or base runner is called out for interference. Other base runners shall return to the last base touched at the time of the interference.
- D. When any part of the batter's person is touched by a pitched ball that is swung at and missed.
- E. When a foul ball is not caught. EFFECT: The ball is dead and base runners must return to base, except when forced by the batter becoming a base runner. Base runners need not touch the intervening bases in returning, but must return promptly; however, runners must be allowed sufficient time to return.

Section 7; Batter-base runner out:

- A. When, after a fair ball is hit, they are legally touched with the ball before they touch 1st base.
- B. When, after a fly ball is hit, the ball is caught by a fielder before the ball touches the ground or any object other than a fielder.
- C. When, after a fly ball is hit, the ball is caught by a fielder before the ball touches the ground or any object other than a fielder.
- D. When, after a fair ball is hit or a base on balls is awarded, they fail to advance to 1st base and enters their team area. EFFECT: The ball is in play and the batter-runner is out.
- E. When they run outside the 3 foot line and in the judgment of the umpire, interferes with the fielder taking the throw at 1st base; however, they may run outside the 3 foot line to avoid a fielder attempting to field a batted ball.
- F. When they interfere with a fielder attempting to field a batted ball or interferes (intentionally) with a thrown ball. If the interference, in the judgment of the umpire, is an obvious attempt to prevent a

double play, the base runner closest to home plate, shall be called out.

- G. When a batter-runner interferes with a play at home plate, in an attempt to prevent an obvious out at home plate. The runner is also out.
- H. When they move back towards home plate to avoid or delay a tag by a fielder.
- I. When they are discovered using an altered or illegal bat. EFFECT: The ball is dead and the batter-runner is out. Other base runners must return to the last base legally touched at the time of the illegal action.

Section 8; The base runner is out:

- A. When, in running to any base, they run more than 3 feet from a direct line between that base and the next, in regular or reverse order, to avoid being touched by the ball in the hands of a fielder. When a play, such as a rundown is made on a runner who had "rounded" a base, and that runner is outside a direct line between bases, the runner establishes their baseline as a direct line between her and the next base on regular or reverse order.
- B. When, while the ball is in play, they are legally touched with the ball in the hands of a fielder while not in contact with the base.
- C. When, on a force out, a fielder tags them with the ball or tags the base on a force out.
- D. When the base runner fails to return to touch the base they previously occupied when play is resumed after suspension of play.
- E. When a base runner physically passes a preceding runner before that runner has been put out.
- F. When the base runner leaves their base to advance to another base before a caught fly ball has been touched by a fielder, provided the ball is returned to a fielder and legally held on that base or a fielder legally touches the base runner before they return to their base.
- G. When the base runner fails to touch the intervening base or base in regular or reverse order and the ball is in play and legally held on that base; or the base runner is legally touched while off the base they missed.
- H. When the batter-runner legally overruns 1st base, attempts to run to 2nd base and is legally touched while off the base.
- I. In running or sliding for home plate, they fail to touch home plate and make no attempt to return to the base, when a fielder holds that ball in their hands while touching home plate and appeals to the umpire for a decision. EFFECT: Section 8 (F-I), these are appeal plays and the defensive team loses the privilege of putting the base runner out if the appeal is not made before the next legal or illegal pitch. If an appeal is made after the ball is dead and before the next pitch is made, the ball remains dead and runners

may not advance. The pitcher must have the ball in their possession inside the 16' circle. Any manager, coach or player may then make an appeal by announcing to the umpire which runner is being appealed; which base has been missed or which base has been left too soon. Any player may also make an appeal while the ball is still alive and before the ball becomes dead, by tagging the runner or the base being appealed, with the ball.

- J. When the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the base runner is out, the immediate succeeding runner shall also be called out.
- K. When a base runner is struck with a fair batted ball in fair territory while off base and before it passes an infielder, excluding the pitcher, or if it passes an infielder and another infielder has an opportunity to make a play.
- L. When a runner intentionally kicks a ball which an infielder has missed.
- M. When, with a base runner on 3rd base the batter interferes with a play being made at home plate with less than two (2) outs.
- N. When anyone, other than another base runner, physically assist a base runner while the ball is in play.
- O. When the coach near 3rd base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball, and thereby draws a throw to home plate. The base runner nearest to 3rd base shall be declared out.
- P. When one or more members of the offensive team stand or collect

at or around a base which a base runner is advancing, thereby confusing the fielders and adding to the difficulty of making the play. This includes the batboy or any other person authorized to sit on the team's bench.

- Q. When any base runner runs the bases in reverse order to confuse the defensive team or to make a farce of the game. This includes the batter-runner moving backwards towards home plate to avoid or delay a tag.
- R. If a coach intentionally interferes with a thrown ball.
- S. When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall also be called out.

EFFECT: Section (J-S) The ball is dead and the base runner is out.

Other runners must return to the last base legally touched at the time of the illegal action.

- T. When a defensive player has the ball and is waiting for the runner

and the runner remains on their feet and deliberately, with great force, crashes into the defensive player; the runner is declared out. EFFECT: The ball is dead and all other runners must return to the last base touched at the time of the collision, unless Section 8(J) or Section 8 (S) applies. NOTE: If the act is determined to be flagrant, the offender is ejected from the game.

- U. When the base runner(s) fail to keep contact with their base until a legally pitched ball leaves the pitcher's hand. The ball is dead, "NO PITCH" is declared and the base runner(s) is declared out.
- V. When they abandon a base, do not attempt to advance to the next base and enters the team area or leaves the field of play; the base runner shall be called out immediately upon entering the team area or upon leaving the field of play.
- W. If hit by an infield fly when not in contact with the base. The ball is dead and the runner and the batter are both declared out. Other runners must return to the base occupied, without liability to be put out, at the time of the pitch.
- X. Look back rule: **Fast Pitch Only**
 - a. When a runner is off a base after a pitch or as a result of a batter touching first base, and while the pitcher has possession of the ball within the 16 foot pitching circle, the runner may stop once, but then must immediately return to the base or attempt to advance to the next base.
 - b. Once the runner stops at a base for any reason, they will be declared out if they leave the base.
 - c. Responsibilities of the batter-runner after completing a turn at bat, and while the pitcher has the ball within the 16 foot pitching circle, including a base on balls or a dropped third strike are as follows:
 - i. A batter-runner who rounds first base towards second base may stop, but they must immediately return to first or attempt to advance non-stop to second base.
 - ii. A batter-runner who overruns first base toward right field, turns left and immediately stops, must then return non-stop to first or attempt to advance non-stop to second base.
 - iii. A batter-runner who overruns first base towards right field, turns left and moves directly towards second base and stops is committed to second and must attempt to advance non-stop to second base.
 - iv. A batter-runner who overruns first base toward right field, turns left and moves back toward the infield in any direction except directly towards second base is committed to first and must return to first base.
 - v. A batter-runner who overruns first base toward right field, and turns right, is committed to first base and must return to first base. PENALTY: (a-c) The ball is dead, "No Pitch" is declared when applicable, and the runner is out. If two runners or more are off their bases, when one is called

out, the ball is dead and runners are returned to the last base touched. Only one (1) runner may be called out. EXCEPTION: The runner will not be declared out if a play is made on another runner, (a fake throw is considered a play), the pitcher no longer has possession of the ball within the 16 foot circle, or the pitcher release the ball on a pitch to the batter.

Section 9; Base runner is not out:

- A. When a base runner runs behind or in front of a fielder and outside the baseline in order to avoid interfering with a fielder who is attempting to field the ball in the baseline.
- B. When a base runner does not run a direct line to the base, providing the fielder in the direct line does not have the ball in their possession.
- C. When more than one fielder attempts to field a batted ball and the base runner comes into contact with one who, in the umpire's judgment, was not entitled to field the ball.
- D. When the base runner is hit with a fair batted ball that has passed through an infielder, excluding the pitcher, and in the umpire's judgment, no other infielder has an opportunity to make a play.
- E. When a base runner is touched with a ball not securely held by a fielder.
- F. When the defensive team does not request the umpire's decision on an appeal play until after the next pitch.
- G. When a batter-runner overruns 1st base after touching it, and makes no attempt to advance to the next base.
- H. When the base runner is not given sufficient time to return to a base, they shall not be called out for being off the base before the pitcher pitches the ball. No pitch shall be called by the umpire.
- I. When a runner, who has legally started to advance, cannot be stopped by the pitcher receiving the ball while on the pitching plate nor by stepping on the pitching plate with the ball in their possession.
- J. When a base runner holds their base until a fly ball touches a fielder, then attempts to advance.
- K. When a runner is in contact with the base, and is hit by a batted fly or ground ball in fair territory, (unless the runner intentionally interferes with the ball), the base runner is not out and the ball is dead. EFFECT: Ball is dead, and all runners advance one base if forced.
- L. When a base runner slides into a base and dislodges it from its proper place. The base is considered to have followed the runner.
- M. When a fielder makes a play on a batter or base runner while using an illegal glove.
- N. When the base runner is hit by a fair batted ball after it touches any fielder, including the pitcher.

Rule 9 - Dead Ball/Ball in play

Section 1; The ball is dead and not in play:

- A. When the ball is batted illegally.
- B. When a batter steps from one side of the box to the other when the pitcher is ready to pitch.
- C. When "No Pitch" is declared by the umpire.
- D. When a pitched ball touches any part of the batter's person or clothing, whether or not the ball is struck at.
- E. When a foul ball is not caught.
- F. When a base runner fails to keep in contact with their base until the pitched ball leaves the pitcher's hand.
- G. When the offensive team causes interference.
- H. When the ball is outside the playing limits of the playing field. A ball is considered "out of play" when it touches the ground, person on the ground, or object outside the playing area.
- I. If an accident to a runner prevents them from proceeding to a base which they are awarded. A substitute runner shall be permitted for the injured runner.
- J. In case of interference with the batter or fielder.
- K. When time is called by the umpire.
- L. When time is called by the umpire and an appeal play follows; the ball remains dead throughout the appeal.
- M. When any part of the batter's person is hit by their own batted ball while in the batter's box.
- N. When a runner runs the bases in reverse order.
- O. When, in the judgment of the umpire, a coach touches or physically helps a runner; or when a coach near 3rd base, runs in the direction of home plate on or near the baseline, while the fielder is attempting to make the play, and thereby draws a throw to home plate.
- P. When a play is being made on an obstructed runner, or it the batter-runner is obstructed before they reach 1st base.
- Q. When a blocked ball is declared
- R. When the batter enters the batter's box with or uses an illegal bat or an altered bat.
- S. When a caught fair ball, including a line drive, which can be handled by an infielder with ordinary efforts, is intentionally dropped with less than two (2) outs and with runners on 1st, 1st and 2nd, 1st and 3rd, or 1st, 2nd, and 3rd bases.
- T. When a fielder carries a live ball into dead ball territory.
- U. When the batter is hit by their own batted ball, in fair territory, outside the batter's box.

Section 2; The ball is in play:

- A. At the start of each half inning when the pitcher has the ball in their

- pitching position and the umpire has called "Play ball".
- B. When the infield fly rule is enforced.
 - C. When a thrown ball goes past a fielder and remains in playable territory.
 - D. When a fair ball strikes an umpire or base runner on fair ground after passing or touching an infielder.
 - E. When a fair ball strikes an umpire on foul ground.
 - F. When the base runners have reached the bases which they are entitled, when the fielder illegally fields a batted or thrown ball.
 - G. When a base runner is called out for passing a preceding runner.
 - H. When no play is being made on an obstructed runner. The ball shall remain alive until the play is over.
 - I. When the batter legally hits a fair ball.
 - J. When a base runner must return in reverse order while the ball is already in play.
 - K. When a base runner acquires the right to a base by touching it before being put out.
 - L. When a base is dislodged while runners are running the bases.
 - M. When a runner runs out of the base line in regular or reverse order to avoid a tag by a fielder.
 - N. When a runner is forced or tagged out.
 - O. When the umpire calls the base runner out for failure to return and touch the base, when play is resumed after a suspension of play.
 - P. When a live ball strikes a grounds keeper, photographer, policeman, etc. assigned to the game.
 - Q. When a thrown ball strikes an offensive player.
 - R. If the batter drops the bat and the ball rolls against the bat in fair territory, and in the judgment of the umpires, there was no intention to interfere with the course of the ball. The batter is not out and the ball is alive and in play.
 - S. When a thrown ball strikes an umpire.
 - T. When a thrown ball strikes a base coach.
 - U. As long as there is play as a result of the hit by the batter. This would include an immediate live ball appeal before the umpire has called "time". Once the umpire has called "time", however, the ball will continue to be dead during a subsequent appeal play.

ISA Modified Pitch Classifications and Home Rune Rules

	290' or more	Less Than 290'
9 Man Major	unlimited	unlimited
9 Man A	unlimited	unlimited

10 Man Major	unlimited	unlimited
10 Man A	unlimited	4 inning ending out
10 Man B	unlimited	2 inning ending out
35 & Over 10 Man	unlimited	4 inning ending out

THE COACH PITCH PROGRAM WILL ABIDE BY OFFICIAL ISA RULES IF NOT SPECIFICALLY COVERED IN YOUTH RULES.

Section 1; A regulation game shall consist of 6 innings. A time limit may be used if all teams involved are notified prior to playing. It is recommended that the time limit be a minimum of 70 minutes. This also applies to the Championship game.

Section 2; The offensive team may bat all players present, however, they must bat a minimum of ten (10). In the event a team does not have 10 or more players present at game time, that team may start with 9 players, of which one must be a pitcher and another a catcher. The remaining players positions are as desired on the field of play, provided that they do not violate any other rule in this program. NOTE: No out will be declared against a team for a missing player in the batting line-up when a team starts with only 9 players. The 10th player must be put in the defensive line-up immediately upon appearing at the ball field, and is placed in the 10th batting position. If a player is removed, injured or ejected from the game, and no substitutes are available to replace that player, an out will be declared whenever the players turn at bat comes around in the batting order.

Section 3; An offensive representative shall pitch anywhere within the circle as long as one foot stays in the circle after delivering the pitch. The defensive pitcher must take a position behind the pitchers rubber, to the side, but within the 16' circle. The offensive representative is not allowed to coach or speak to the batter or base-runners. After a warning, the offensive representative will be removed from the game.

Section 4; The batter will receive five pitches or three strikes, whichever comes first. No Walks or called strikes are allowed. A foul ball on the 5th pitch is an out.

Section 5; Three outs or eight (8) runs are the maximum allowed in each half inning. When the 8th run of the inning has scored, time is called and the inning has ended. The game will be declared over when a team is mathematically eliminated.

Section 6; Each team may have one defensive coach, and one offensive coach on the playing field. All players playing in an outfield position must be positioned behind the bases. (NOTE: For 6 & Under, two defensive coaches, and two offensive coaches are allowed).

Section 7; Ten defensive players are permitted. Before the ball is batted, no more than six may take a defensive position on the infield. Unlimited defensive substitutions are permitted.

Section 8; No infielder will be closer than 30 feet (halfway between home and 1st and 3rd), prior to the release of the ball by the coach-pitcher.

Section 9; Bunting, slapping (chop swing), or half swings are not permitted. In the umpire's judgment, if a batter intentionally takes a half swing, slaps or bunts, the ball is dead, a strike is called, and the offensive team manager is given one warning. If it happens again, the umpire will declare the batter out.

Section 10; The infield fly rule is not in effect. The ball remains alive with all runners in jeopardy of being put out.

Section 11; On an overthrown ball in foul territory, all runners may advance no more than one base at their own risk, and then the play will be called dead. NOTE: On an overthrown ball in fair territory, runners may advance to multiple bases at their own risk until time is called in accordance with Section 13.

Section 12; The ball is considered dead during an appeal.

Section 13; Time will be called by the umpire when one of the following has occurred:

- A. The player-pitcher has the ball under control inside the circle, and the lead runner has stopped.
- B. When the ball is held in front of the lead runner.
- C. When an infielder has control of the ball in the infield, and the runners have stopped. Note: Runners more than half way to a

base will be awarded the next base when any of the above occurs, if not more than half way, runners must return to the base they came from.

Section 14; Any player not in the offensive line-up may be used one time per inning as a courtesy runner. No stealing is allowed.

Section 15; Runners may lead off up to the 10 foot hash mark, once the pitcher releases the ball. If the runner passes the 10 ft line (hash mark) and the ball is batted into play, the runner must tag up prior to advancing to the next base. If the runner does not pass the hash mark and the ball is batted into play, the runner may continue to the next base without tagging up.

Section 16; The official softball used for the Coach Pitch Program shall be the 11 inch softball.

Section 17; Refer to the chart on page 70 & 71 for Pitching Distances, Suggested Base Path, and Playing Field Radius.

NOTE: All Coach Pitch fields must have the following:

A 10 foot hash mark after 1st base, 2nd base and 3rd base and a batting arc that measures 15 feet up the first and third base line are mandatory.

Section 18; If a batted ball hits the offensive representative, (coach-pitcher), the ball is dead, all runners return to their previous base, and the count on the batter remains the same. If in the judgment of the umpire, the offensive representative intentionally gets hit with a batted ball, or obstructs the fielder, the batter is out, and all runners must return to their previous base before the pitch was made.