



Official Rule Book

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Revised 2009

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**Executive Board of the Independent Softball Association
National Playing Rules Committee**

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BY-LAWS

Name:

The name of the association shall be The Independent Softball Association, or more commonly referred to as the 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, and Puerto Rico as well as any area that the Presidents Advisory Council known as the PAC hereafter may determine as proper and a benefit to the overall program. The boundaries of all regions shall be on file in the National Office signed by the Regional Vice Presidents.

- A.** Any realignment of regions must be approved by 75% vote of the PAC.
- B.** Regional Vice Presidents shall have the authority to appoint and terminate all State Directors within their respective region subject to approval of the CEO/Executive Director.
- C.** State Directors shall be appointed on a probationary status for a period of two 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, and Officer or Director may be terminated only by Just Cause.

Just Cause being defined as:

- A.** Failure to do all required paper work neatly, correctly and timely.
- B.** Failure to collect and send in all required paper work and fees to the ISA National Office by the time required by the ISA.
- 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 number of ISA sanctioned teams and/or ISA sanctioned tournament in a Director's area of authority 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 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 days 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 10 day period will result in the forfeiture of all rights for appeal. In the event of termination of any permanent ISA Officer or Director, that permanent 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 Directors decision to the PAC. This appeal must also be in writing and must be received in the ISA National Office within 15 days from date of Executive Directors decision or ruling. Failure to comply with this requirement will result in the forfeiture of any future right to appeal. If the Officer or Director being terminated is a member of the PAC, then they will be replaced by another Officer or Director as selected by the Executive Director for the appeal hearing. The Executive Director shall preside over the appeal hearing, but shall have no vote. In the event a terminated ISA Officer or Director brings litigation or suit against the ISA or Executive Director for any reason, they agree to be held responsible and pay all legal fees and expenses, including any legal expenses incurred for collecting those fees incurred by the ISA or Executive Director if the ISA Executive Director 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 the 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 alternate 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.

National 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.

Region Vice President East/West/North/South:

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 regions are operating in accordance with the By-Laws of the Association, Official Rule Book, and National Policies. They shall be responsible to insure 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.

Vice President of Fast-Pitch – The Vice 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 Seniors and Masters 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 Masters State Directors in any state that did not have ISA sanctioned play during the previous calendar year with the approval of the CEO. They may also schedule and conduct a Senior or Masters tournament in any state that does not have a Seniors or Masters State Director or 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. 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 State Umpire-in-Chiefs.

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 or events could lead to team suspension for offending teams, and possible litigation from the ISA against either/or both the offending teams and the movie, T.V. or radio net works 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.

Rule Interpretations:

Definitions of basic terms used in softball, such as batter, fielder, base runners, infield fly, etc., will be generally the same as defined in other major softball associations. If an 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 controversy have any authority or say in the decision.

Player Suspension and Appeal Process:

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

Player may appeal suspension to Region Vice President if issued by State Director

or Executive Director if issued by Region Vice President. Appeal must be in writing and received within 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 7 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. Appeal must be in writing and sent to ISA National Office within 15 days of ruling. The appellant shall be notified of time and location of meeting by registered mail within 7 days of ISA National Office receiving appeal. At least 30 days notice shall be given appellant, unless next PAC meeting is less than 30 days at which time appellant may waive right to 30 day requirement and have matter ruled at next scheduled PAC meeting. All Suspensions or disbarments for over a 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 disbarment or attending a hearing on a request for suspension for over a 1 year from time of incident are responsible for all personal costs associated with attending said hearing. The appellant must be notified in writing within 15 days of said hearing of final judgment. This is the final judgment. This is the final step in the process and can not be appealed. If at anytime 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:

1. Submitting a check that cannot be negotiated for payment.
2. Physical attack on umpire or tournament official or director of the association during, proceeding or immediately after a game.
3. Verbal abuse or threatening an umpire, tournament official or director of the association.
4. Fighting, using unsportsmanlike conduct or derogatory acts that are detrimental and not in the best interest of the association.
5. Destruction of property or abuse of hotel or motel property or failure to pay hotel or motel bills.
6. By participating or permitting a fraudulent act to be perpetrated.
7. 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 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:

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 7 world or national tournaments and must have been named to all-world or the all-national teams 5 times.

Manager Category – Managers must have managed in at least 7 world or national tournaments. Must have finished in the top five at least five times. Must be at least 40 years of age when nominated.

Umpire Category – Must be at least 40 years of age when nominated and have at least ten years of service at ISA state, national or world tournaments.

Director Category – Must have at least ten years of service with the ISA as a director when nominated. Must have demonstrated exceptional leadership abilities, and exemplary concern for the ISA.

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 years of sponsorship or contribution.

OFFICIAL SLOW-PITCH GUIDELINES

Team Classification: Each State Director will have the right to make the final decision as to the classification of teams in their state.

Conditions

A. If a team is not sanctioned or classified by another recognized softball association, then it will be classified by an ISA Director.

B. If a team enters an ISA tournament, and during or after playing in that tournament, the ISA State, Area or Tournament Director decides it should be classified higher or finds out that team plays in a higher classification with another softball association, then the ISA reserves the right to:

1. Make that team forfeit all games, and keep its entry fee, or

2. Give that team a State, National, or World berth in the classification it should be playing in, but that team forfeits all awards and/or prizes being awarded in the tournament it played in illegally.

A. If a team is moved to a different class by another softball association during the season, the ISA reserves the right to move that team to a higher or lower classification, whether qualified or not.

B. The ISA reserves the right to move a team to a higher or lower classification at anytime whether qualified or not, if a team has lost or added players to/from their roster, which the ISA feels would change its classification.

C. A team's home state is determined to be the state from which the greatest amount of players listed on the team roster legally reside. Teams must sanction with that state and follow all conditions of team classifications.

D. All teams sanctioning with ISA will also agree to pay all legal expenses incurred by the ISA for defense of any lawsuit brought against the ISA, or any ISA Director, for enforcing conditions listed above should the ISA win the lawsuit brought by any team, team member, coach, manager, or sponsor.

E. All teams playing ISA sanctioned play, will agree to all conditions (A-E) pertaining to classifications under penalty of immediate forfeit upon violation of any conditions listed in A-G.

Guideline 1:

Teams will not be allowed to exceed the home run limit as set forth for each classification. Penalty or Effect: In Class A each home run hit over the fence over the set limit shall be called an illegal home run, and will be called an Out by the umpire. When playing Class C and below, any over the fence home runs exceeding the limit as set forth by this rule book, shall be an illegal home run, the batter shall be declared out. The inning is over no matter how many outs are left.

Guideline 2:

A. Players must be at least 18 years of age to play adult ISA sanctioned play. Exception to this will be if minor player in question provides the ISA with a signed release agreeing to hold harmless the ISA and all people and/or organizations holding the tournament in the event of an injury to the minor in question, sustained while playing ISA sanctioned ball. This release must be signed by either the minor in question, or a legal guardian as appointed by a legal court of law. In addition to signatures of the parents or guardians, the form must be signed and notarized by a licensed Notary Public.

B. No one under 16 years will be allowed to participate in the adult program. Minors not turning 16 years of age by August 1st of the current year will be ineligible for any adult play.

C. Youth teams are restricted from participation in the adult program.

EXCEPTION: Team consisting of players 16 years of age or older must conform to the above rules and guidelines.

D. Youth teams must re-sanction as an adult team in the appropriate classification.

Guideline 3:

Teams which win a World or National Championship will be required to move up to the next higher classification if those teams retain as many as 4 players from that previous championship team regardless of whether the teams play under the same sponsor or team name. Any other team with as many as 4 players from that previous championship team will also be required to play in the higher classification. This will apply to all teams playing open class "B" or below and all specialty programs except the senior program.

E. Has the consent or permission of its State Director.

Guideline 4:

For specialty program rules please refer to:

Co-Ed Program Rule 8 on Page 35

Women's Program Rule 9 on Page 36

Church Program Rule 10 on Page 37

Men's Masters Program Rule 11 on Page 37

Men's Seniors Program Rule 12 on Page 37

Youth Slow Pitch Program Rule 13 on Page 39

Guideline 5:

ISA team classification criteria to home run limits shall be as set forth in the chart of this book.

Guideline 6:

Teams and players may qualify for state, national, or world championship play in each division of play, if all rules pertaining to each division are adhered to.

Guideline 7:

Teams entering an out of state tournament must sanction with their state director prior to playing in the tournament. Teams without a state director must sanction with their regional director or the ISA National Office.

American Disability Act Rule:

A. This rule may be used for a physically challenged player as determined by the American Disabilities Act of July 25, 1980. As a result of the player's disability, the player can play either offense or defense.

B. When a physically challenged person plays offense only, the team will follow the EP rules as written. There would be 11/12 hitters including the ADA player.

C. When a physically challenged player plays defense only, they will be listed as a DEFO and placed last in the lineup. The team has the option to bat 10 or 11/12 players (if the EP is also used). When using a DEFO, it must be made known prior to the start of the game.

D. If a team starts the game with the DEFO option, the DEFO can never play offense. If this person for any reason cannot continue to play and the team has no other physically challenged player for a substitute, the EP can now play his defensive position.

E. The DEFO position has the same re-entry status as any other position as long as the person substituted is also determined to be physically challenged under the ADA program. The DEFO may only re-enter in the same lineup spot on the lineup

sheet.

NOTE: This special rule has been adopted to accommodate the athlete who is physically challenged. The intent is not to change the game and/or not to deprive any player from playing who would normally play, therefore, when using the EP, the normal EP rules will be followed including substitutions and re-entry. If the EP is used in addition to the DEFO, the DEFO must play defense and any of the other 11/12 players will be eligible to play defense. Only 11/12 are allowed to bat.

ISA Team Roster Rules:

A. ISA team rosters shall be limited to 22 players, 26 for Co-ed, per season. Until the State Tournament, players may be added onto team rosters, as long as that team does not exceed its player limit for the season. Players being added to a qualified team's roster must be approved by the State Director and cannot have played with a higher classified team during the year. Coaches or managers should not be listed on the team roster unless they participate as an actual player. **(Exceptions to this rule for Class E or Recreational, players will not be allowed to be added onto roster without State Director's permission in these classes.)**

B. Once a team has started or played its first game during any ISA sanctioned tournament, that team will not be allowed to add additional players to its roster for the remainder of that particular tournament.

C. All players who actually play with a team that qualifies for a state, national, or world berth, will be frozen to that team's roster in all classes of play in that classification for the remainder of the season.

D. Teams may not add a player to its roster if that player is already frozen to another team's roster.

E. A player will be frozen to the roster of the team they play with, if that team qualifies for a state, national, or world berth in that team's classification of play regardless of division.

F. Players already frozen to a qualified team's roster will be suspended if caught playing with another team, regardless of division.

G. Players frozen to a qualified team's roster may be released from that team's roster only under the following circumstances:

1. The qualified team disbands, and official notice of the disbanding is given to the ISA by the team's manager or sponsor.

2. The qualified team's manager or sponsor gives official written notice to the ISA that it is not going to accept its state, national, or world berth.

3. An official ISA Player Release Form is filled out, signed by both the player in question and their team manager, and notarized. The release form is then turned in to the ISA Area, State or Executive Director. **NOTE:** If a team releases a player from its roster, it cannot replace that player with another player if it has already reached its player limit. Nor can any player that has been released from a team's roster return to that team during the same season.

4. That team does not send in its entry fee for either its state, national or world tournament by the deadline given by the ISA.

IMPORTANT NOTE: If a qualified team sends in its entry fee to the state, national, or world tournament by the deadline given, then all players on its roster will remain frozen and cannot be picked up or added to other team rosters. On the other hand, if a qualified team **DOES NOT** send its entry fee by the deadline, then other teams will be allowed to add that teams players to its roster. It makes good sense to send your entry fees in on time to avoid your player from being added to another team's roster.

H. Names of players on qualified team's roster cannot be deleted or replaced by other player's names unless there is no signature by that name, in which case the players name will not count against that teams roster limit. **NOTE:** Names on rosters not accompanied by player's signature will not count.

I. Teams must turn in a roster each tournament.

J. Player roster limits begins with the roster which is turned in at the tournament where the team qualifies for a state, national or world berth.

K. Any team caught playing in an ISA tournament or league without turning in an official ISA roster signed by all its players playing in that game, will immediately forfeit that game as well as its entry fee.

L. Any team caught turning in a roster with forged signatures will forfeit all games and be suspended from ISA sanctioned play for the rest of that tournament, and its entry fee will not be refunded.

M. Any player caught playing in an ISA tournament without signing the ISA Team Roster will be suspended from ISA sanctioned play for the remainder of the season.

N. Players may play on both ISA sanctioned league teams and a tournament team of the same division of play, but can play with only one of them in a state, world, or national tournament, player's choice.

O. Upon completion of the State Tournament, teams may add up to 2 players for World Series. These additions must be approved by the State Director and cannot exceed the maximum limit of players allowed.

P. Players whose name has appeared on the roster of a team in the Super division prior to July 1 are ineligible to participate with any Men's open team during the current season without appealing their status to the ISA National Office in writing. The Executive Director shall conduct a poll of the Executive Board and render a ruling within 72 hours of receiving the appeal. After July 1 all players on Super division rosters are frozen and they are ineligible to appeal or play in the Men's open program.

Q. Teams may play in a higher classified World Tournament provided they use the same roster and the World Tournaments are not on the same weekend.

DEFINITIONS:

The following definitions are not playing rules, but are used to clarify and define terms used within the playing rules of this book.

ALL DEFINITIONS WILL APPLY FOR FAST-PITCH {FP}, SLOW-PITCH{SP} UNLESS DESIGNATED.

ALTERED BATS - 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 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 may not be made after any of the following has occurred:

1. Next legal pitch or illegal pitch.
2. The pitcher and all infielders have left fair territory.
3. The umpires have left the field of play.

BALL ROTATION - FP ONLY: A pitcher will have a choice of balls at the start of each half inning with the exception, that if both balls do not get put into play in the first half of the first inning, the pitcher, in the bottom half of the first inning **MUST** pitch the unused ball. Thereafter, every third out, the ball in play must be returned to the circle. The pitcher now taking the field has a ball to start the next half-inning. Before throwing a warm-up pitch, the pitcher may request to pitch the other ball, giving the ball in their possession to the plate umpire. A choice has now been made and the pitcher must pitch this ball until it goes out of play or it becomes blocked.

BASE BURGLAR /BANDIT

- A. A designated runner that is on your team, but not in your batting order.
- B. Can run **MULTIPLE** times per inning for the same batter that they ran for the first time.
- C. Can be used for a substitute at any time.
- D. Once the player goes in the game, you lose the base burglar. Cannot substitute for the base burglar
- E. Pre-determined before the game.

BASE ON BALLS - When four {4}

A. Once the player goes in the game, balls in **FP** or three {3} balls in **SP**, have been called by the umpire, the batter runner is entitled to advance to first base without liability to be put out. Once passing first base the runner forfeits their exemption to be put out and the play is treated like a base hit.

NOTE: In Slow-Pitch the ball does not have to be pitched, batter can be walked

after the defense notifies the umpire that they would like to intentionally walk the batter. Batter does not have to be in the box at any time for the intentional walk to be valid

BASE PATH – A direct line between bases OR the runners position at the time a defensive player is attempting {or about to attempt} to tag a runner.

BASE RUNNER – A player on the team at bat, who has finished their batting turn, reached first base and has not yet been put out.

BATTER HIT BY PITCH – FP only A legally or illegally pitched ball that hits the batter's person or clothing, provided the batter does not strike at the pitched ball. The plate umpire will award first base to the batter hit by the pitch. Any runners will advance one base, only if forced. **EXCEPTION:** If the batter makes no effort to avoid being hit by the pitched ball or if the umpire calls the pitched ball a strike. The ball striking the batter is disregarded, except that the ball is dead. The pitched ball is a strike or ball, depending on the location of the ball.

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 area which the batter is restricted to while in position to bat. The lines are considered to be within the batter's box.

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

BATTING ORDER – The batting order is the official line up of offensive players, by first name, defensive position and number listing the order in which team members must come to bat.

FP ALL PENALTIES WILL APPLY

BLOCKED BALL – A live ball that is touched, stopped, or handled by a person not engaged in the game; a ball which touches any object that is not part of the official equipment or playing area. **EFFECT:** Ball is dead

BLOOD RULE – Refers to a player, coach or umpire who is bleeding or has blood on his uniform and treatment is required. If a base runner needs to leave the game to cover a wound, then the player making the last out will take his or her position on the bases. If no outs have been made than the batter listed closet behind injured player not on base in the lineup must take his place on base. **NOTE:** Base burglar can run if eligible. If the defense is playing with 10 or less players then teams must wait until first aid has been completed or player is unable to continue. Player must re-enter as soon as he has been given first aid.

BUNT – 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 a fielder secures a batted or thrown ball with their hand, glove or part of body. It is not a catch if a fielder, immediately after they contact the ball, collides with another player or wall, or falls to the ground and drops the ball as a result of the collision or falling to the

ground. In establishing a valid catch, the fielder shall hold the ball long enough to prove they have complete control of the ball, and that the release of the ball is voluntary. If the player drops the ball while in the act of throwing, the catch is valid.

CATCHER'S BOX – The catcher's box is that area which the catcher must stay in until the ball is released. The lines of the box are considered to be within the box. All of the catcher's body and equipment must be within the catcher's box until the ball is released by the pitcher. An illegal pitch is indicated by the umpire if the catcher is not in this position.

CHARGED CONFERENCE – A charged conference takes place when:

A. DEFENSIVE CONFERENCE – The defensive team requests a suspension in play for any reason, and a representative {not on the field} enters the playing field and delivers a message {by any means} to the pitcher. It is not a conference when the representative enters the field and removes the pitcher, or an injury time out.

B. OFFENSIVE CONFERENCE – The offensive team requests a suspension of play to allow the manager or other team representative {not on the field} to confer with the batter or base runner. It is not a charged conference when an offensive team confers while the defensive team is in conference

CHOPPED BALL – A chopped hit ball occurs when the batter strikes downward with a chopping motion of the bat with the intent to have the ball bounce high in the air. **(Illegal in Slow-Pitch) EFFECT:** Batter is out and all runners must return to their base at time of pitch.

COACH – A member of the team at bat who takes their place in the coach's box to direct their players in running the bases. Two coaches are allowed, one positioned at first base and one positioned at third base. One coach can have in their possession a score book and indicator, which shall be used for score keeping purposes only. Coach will also be responsible for the conduct of the team players, team members, and spectators.

CROW HOP – FP only: Prior to delivering the pitch, the pitcher replants the pivot foot and pushes off from a spot other than the pitcher's plate. A second replanting of the pivot foot prior to releasing of the pitch. **EFFECT:** (Illegal pitch)

DEAD BALL – The ball is not in play and not considered in play again until the pitcher has the ball in their possession and the umpire has called "Play Ball".

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

EJECTION – The result of an incident which requires removal from the game by the umpire, whereby the ejected player or coach can no longer participate. Will require the player or coach to leave the grounds for the remainder of the game.

Any ejected player or coach discovered participating will constitute a forfeit.

FP only: The ejected player or coach must also sit out the next game. This does not include a disqualified player.

FAIR BALL – A fair ball is a batted ball that:

- A. Settles on fair territory between home and first or home and third base.
- B. **BOUNDING BALL** is a batted ball that hits the ground in fair territory and then bounces over first or third base, regardless of where it lands beyond the bases.
- C. Falls fair in fair territory beyond first or third base.
- D. While over the fair territory, passes out of the playing field, beyond the outfield fence. **NOTE:** A fair fly shall be judged according to the relative position of the ball and foul line, not by the position of the fielder at the time she touches the ball.
- F. Hits an outfield fence on or between the foul poles.

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.

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

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

- A. Settles on foul territory between home and first or home and third base.
- B. Bounds past first or third base on or over foul territory.
- C. Falls first on or over foul ground, touches an umpire, player or an object foreign to the natural ground over foul territory. A caught fly ball is not a foul ball.
- D. First hits the ground or is first touched over foul territory beyond first or third base.
- E. Touches the batter or bat a second time while in the batter's hand, while within the lines of the batter's box.

NOTE: A foul fly ball shall be judged according to the relative position of the ball and the foul line, not by the position of the fielder.

FOUL TIP (FP ONLY) – 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, and is legally caught by the catcher. A foul tip that is legally caught by the catcher remains a live ball.

ILLEGAL BAT – An illegal bat is one that does not meet requirements of 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 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 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- A player legally in game, but one who may not pitch as a result of being removed from the pitching position by the umpire because of:

(**SP Only**) – A. Three charged defensive conferences in one game

B. Pitching or warming up with excessive speed after a warning.

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

INFIELD FLY – An infield fly is a fair ball {not including a line drive or attempted bunt} which can be caught by any fielder. The ball remains "Live" with all runners in jeopardy of being put out when advancing. **NOTE:** The Infield Fly rule is in effect when 1st and 2nd or 1st, 2nd, and 3rd bases are occupied, before two are out. When it seems apparent that a batted ball will be an infield fly, the Umpire[s] shall immediately declare, "Infield Fly, the batter is out if fair". The ball is alive and runners may advance at the risk of ball being caught, or retouch and advance after the ball is touched by a fielder. If the ball becomes a foul ball, it is treated the same as any other foul ball. **EXCEPTION:** In 8 & Under division, the infield fly is not in effect.

INNING – An inning is that portion of a game which the teams alternate between offense/defense and there are three outs for each team.

INTERFERENCE – Interference is the act of an offensive player or team member which impedes or confuses a defensive player while attempting to execute a play. If judged so by the umpire, verbal/vocal interference may be called.

LEAP – The act of releasing the ball, by the pitcher, with both feet off of the ground.

FP only EFFECT: (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[s]. The ball is not considered as being securely held if it is juggled or dropped by the fielder after touching the runner, unless, the runner deliberately knocks the ball from the hand[s] of the fielder. It is sufficient for the fielder to touch the runner with the glove which holds the ball.

LINE-UP CARD – FP ONLY – Shall consist of the batting order, including the DH & EP[s] if used. Also, the BB, and the DEFO[s] [Defensive Only Player] shall be listed and noted at the end of the line-up card, along with all additional rostered players.

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 bases runner who is legally running the bases.

C. The act may be intentional or unintentional, physical or verbal.

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 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 is a play in which a ball is thrown to retire a runner who has not yet reached or is off base and the ball goes into foul territory beyond the boundary lines of the playing field.

PASSED BALL – A pitch the catcher fails to stop or control with ordinary effort and which enables a runner[s] to advance.

PIVOT FOOT – FP Only – 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.

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

SACRIFICE – FP Only – 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 error.

STRIKE ZONE – FP Only – The strike zone is that space over any part of home plate which is between the batter's chest and the batter's knees, when a natural batting stance is assumed. Any part of the ball passing through this strike zone is considered a strike. The umpire is instructed to determine the batter's strike zone according to the batter's usual stance when swinging at a pitch.

SP – The strike zone is that space over any part of home plate between the batter's front knee and below the batters back shoulder. The umpire shall determine the batter's strike zone according to the batter's usual stance at home plate. The batter's position at the plate should not alter his or her strike zone.

SQUEEZE – FP Only – A play in which the runner advances towards home plate from third base following the release of the pitched ball. The batter bunts the ball, permitting the runner to score.

STOLEN BASE/DOUBLE STEAL – The act of the runner attempting to advance to the next base without the aid of a base hit, put out or a fielding error [including batter error]. An attempted steal involving more than one runner [two or three] is

considered a double or triple steal.

STEALING SLOW-PITCH – The batters can attempt to steal once the pitched ball hits the ground or passes home plate. Runners cannot attempt to steal if the ball comes in contact with the batter or the batter swings at the pitch or in the umpire's judgment makes any motion that disconcerts the catcher. Ball is also dead if the umpire handles the ball or the ball lodges in the umpires clothing. The ball merely bouncing off the umpire does not make the ball become dead.

TRAPPED BALL – A trapped ball:

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 player's turn at bat begins when they enter the batter's box and continues until they are put out or becomes a base-runner.

UNSPORTSMANLIKE ACT OR CONDUCT – Coaches, players, team members and spectators 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. **PENALTY:** 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 for the tournament, depending on the severity of the act. Failure to comply will warrant forfeiture of the game.

WILD PITCH – FP Only – A pitch that cannot be handled by the catcher with ordinary effort.

GENERAL ISA UMPIRE GUIDELINES

NOTE: Failure of umpires to adhere to this rule shall not be grounds for protest. These are guidelines for umpires.

Section 1 – Duties:

One or more umpires shall be appointed to officiate each ISA game. They shall be responsible for the conduct of the game in accordance with these rules and for maintaining discipline and order upon the playing field during the game. Each umpire, as a representative of the league or tournament, and of ISA, is authorized and required to enforce all of the following rules. They have the authority to order players, coaches, captains, or managers to carry out, or omit any act which, in

their judgment, is necessary to give force and effect to any of these rules.

Section 2 – Uniform:

The umpire shall wear an ISA approved uniform consisting of an Official green or orange pullover shirt and approved ISA hat, visor may be worn by (**FEMALE ONLY**). Slow-Pitch umpires shall wear all black ankle socks with black ISA approved logo dress shorts with belt loops or black crew socks with black ISA logo dress pants. Sliding or compression shorts, if worn, must be black. Fast-Pitch umpires shall wear black socks with grey pants. Ball bags shall be black with logo. Black jacket, pullover or approved sweatshirt with ISA logo. **Shoes and belt must also be all black.** If you wear a T-shirt it must be black. Same goes for long sleeve stay dry shirts.

NO WHITE OR OTHER COLORS ON SHOES.

NOTE: Orange pullover is for championship games only.

No cell phones, tobacco products or sunflower seeds on the field during games.

Under no circumstances are sweat pants or any type of nylon athletic pants to be worn while umpiring. EXCEPTION: Inclement weather.

Section 3 – Plate Umpire (Umpire – In – Charge):

The plate umpire has jurisdiction over any rule matters not covered and not assigned to the base umpire. The plate umpire shall inspect equipment and field conditions, receive the batting order of both teams, and call “PLAY” to start the game. The plate umpire shall call the game if conditions warrant, penalize for any rule infractions such as interference, obstruction, delay of game, unwarranted disputing of a decision, or unsportsmanlike conduct. The plate umpire shall make the final decision on points not covered by the rules of the game. The plate umpire may forfeit the game for prescribed infractions by spectators, participants, or attendants, with permission from tournament director.

Section 4 – Base Umpire:

The base umpire shall take position as prescribed by ISA mechanics.

Assist the Umpire-In-Charge in administering the rules of the game, per the pre-game meeting. The base umpire shall call all plays on the bases in accordance with the Umpire-In-Charge, in granting time, and assist the plate umpire in every way to enforce the rules of the game.

Section 5 – Decisions:

No umpire has the authority to set aside or question decisions made by another umpire, within the limits of their respective duties as outlined in these rules. An umpire may consult with an associate(s), however, the final decision will rest with the umpire whose exclusive authority it is to make the decision, and who requests the opinion of the other umpire(s).

Section 6 – Change of Umpires:

Teams may not request a change of umpire during a game.

Section 7 – Umpire Judgment:

Decisions may not be protested by either team on Umpire judgment calls including, but not limited to:

- A.** Any decision of an appeal play.
- B.** Any decision of a ball or strike.
- C.** That a batted ball was fair or foul.
- D.** That a runner was safe or out.
- E.** When a game is called for darkness, rain, panic or other local reasons.

NOTE: No decisions of any umpire will be reversed involving only judgment, except when convinced it was in violation of one of these rules. *The reversal and final decision could come after conferring with associates as a result of that umpires own requested conference.*

Section 8 – Authority:

The Umpire-In-Charge may rectify any situation in which the reversal of an umpire's decision or a delay called by an umpire places a batter-runner, a runner or the defensive team in jeopardy. This correction is not possible after a pitch has been thrown, or after the defensive team infielders and pitcher have left the field of play.

Section 9 – Appeal Play:

A play on 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 bench or dugout area. On the last play of the game, an appeal can be made until the umpires leave the field of play. Appeals can be made with a live ball, before the umpire grants time, Once the ball has been returned to the infield and all play has ceased and time has been called any infielder including the pitcher or catcher, with or without possession of the ball may make a verbal appeal on a runner missing a base or leaving a base to soon on a caught fly ball. The administering umpire should acknowledge the appeal and make a decision on the play. No runner may advance a base during this period as the ball remains dead until the next pitch

NOTE:

- A.** The defensive team has only one attempted appeal per runner.
- B.** A ball thrown into dead ball area, forfeits the defenses right to any further appeal of the play.

C. When an appeal is made during a dead ball, the umpire shall inform the teams "TIME IS OUT".

PROTESTS

Section 1 – Protests: There are three 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 umpires leave the playing field.

B. Illegal substitute or re-entry must be made while they are in the game, and before the umpires leave the playing field.

C. Ineligible player - can be made any time. Protested players must produce either a picture I.D. or two forms of legal I.D. (social security card, voter's registration and/or credit cards). At the time of protest, should the protested player be unable to produce valid I.D. within 5 minutes, the protest shall be upheld.

Section 2 – Protests Not To Be Considered:

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

Section 3 – Protest Procedure:

A. The manager, acting manager or captain of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire shall in turn notify the opposing manager and official scorekeeper and Tournament Director before the next pitch. This must be settled before the next pitch. After a pitch is thrown no protest are allowed on rule interpretation.

B. To aid in the correct determination of the issue, all interested parties shall take notice of the information, details and conditions surrounding the decision to protest.

C. Protest fee will be put up by the protesting team, in cash in the amount of **\$125.00**.

Fees will be returned if protest is upheld.

Section 4 – Protest Decision:

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

A. The protest is considered to be invalid and the game 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 to the offended 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 begun, the game shall stand as played, but the offending team shall be

ejected from the tournament and placed last in the standings.

OFFICIAL SLOW-PITCH RULES

RULE 1 – THE PLAYING FIELD

For an example of the playing field, refer to the Official Diamond Drawing, showing dimensions. This drawing serves as an example for laying out a playing field.

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

Base Path: An imaginary line, three feet (0.91M) on either side of a direct line between bases, or of a runner running toward any base.

Catcher's Box: The area defined by the lines, which are considered with in the box. The catcher's body and equipment are considered inside the box unless touching the ground outside the box. The catcher must remain in the box unless the pitched ball is batted, touches the ground or plate, or passes the plate.

Double Base: A double base is not mandatory, in adult slow pitch but if used, the following guidelines will apply: The double base must be placed so that the portion is in foul territory. A batter-runner and/or a defensive player may touch either the white or colored portion of the base on the initial play to the base. Once the runner returns to first base, the entire base will be considered one.

Fair Territory: The area inside and including the foul lines and foul poles, and perpendicularly upwards.

Foul Territory: The area outside the foul lines and poles, where the ball is playable by a fielder.

Ground Rules: Special rules may be agreed upon by the leagues, opposing teams or tournament directors, whenever obstructions are within the prescribed area. Obstructions on fair ground less than the prescribed fence distance should be clearly marked for the umpire.

Infield: The area in fair territory of the field normally covered by the infielders.

Outfield: The area in fair territory of the field normally covered by the outfielders.

RULE 2 – EQUIPMENT

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 1.2 or less bat performance factor BPF) 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 whether round or three sided. If the barrel end has a knurled finish, the maximum surface roughness is no more than 250 if measured by a porfilometer, or 4/1000 if measured by a spectrographic.

D. Shall not be more than 34 inches long, nor exceed 38 ounces in weight.

E. If round, shall not be more than 2 1/4" in diameter at the largest part, and if three sided not exceed 2 1/4" on the hitting surface. 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 plastic tape), or composition material. The safety grip shall not exceed more than 15" from the small end of the bat, and will be no less than 10". 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 to enhance the grip are permissible on the grip only. Safety tape applied to any bat must be 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 manufactures 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 of a minimum of 1/4" inch protruding at a 90 degree angle from the handle. It may be molded, lathed, welded or permanently fastened. A flare or cone grip attached to the bat will be considered illegal. 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. Manufacturers must submit all new design bats to the ISA National Office.

Section 2 – Altered Bat Policy:

•Any player using an altered bat in ISA sanctioned play, either knowingly or unknowingly, will be automatically ejected from the game in which the altered bat was used and they will receive a minimum of a five year suspension from the date of the infraction, or the date of determination that the bat was altered from all ISA sanction play. If the player refuses to release the bat to the ISA for testing, the

player will receive a lifetime suspension.

- In addition in tournament play their team will forfeit the game and immediately ejected from the tournament, be placed last in the standings and forfeit the right to any awards or berths attained at that event. In league play the team will forfeit the game and additional penalties will be at the discretion of the league director or board.

- 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.

Vising, rolling, or any other process that process that exerts more pressure on the bat other than typical bat and ball collision is considered altering a bat.

- Bats that have been worn due to normal usage but still retain the legal markings are approved for usage as long as the appropriate marks are legible.

- Cracked or damaged bats that cannot be identified are not altered bats but shall be removed from play by umpire or director. A player returning with a removed but not altered bat shall receive the same penalty as if using an altered bat.

- To appeal an altered bat during the game the defensive team must file a proper protest with the umpire. If the director detects that the bat is altered the penalty shall immediately take effect. If the director must confiscate the bat for further testing the game shall resume and penalties will be implemented at the time of determination.

- The accused offending 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. The player and team will remain eligible until the date of determination. Any time a player is struck by a batted ball directly, the bat and ball shall be taken. Once the bat is taken from the player, 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 National Office for testing.

- If the altered bat is discovered after the game the offended team shall forfeit the right to protest but the ISA director shall make a proper inspection and determination of the bat in question. The game shall stand but all other penalties will be instituted.

- If this happens after the loser's bracket final or championship game the following will result. Loser's bracket final the undefeated team is declared champion. Discovery after the championship game and the accused player was on the winning team the championship shall be declared vacant and all other teams retain their position in the standings.

Section 3 – Warm-up Bat:

The warm-up bat shall meet the requirements and be approved by the ISA National Office. Weighted sleeves and fans are approved. Weighted donuts are not approved.

Section 4 – The Official Softball:

A. Shall be regular, smooth-seamed, flat-surfaced, pebble-textured or dimple textured ball with concealed stitches.

B. Shall have a center core made of either No. 1 quality long fiber kapok, a mixture of cork and rubber, a polyurethane mixture, or other materials approved by ISA.

C. May be hand or machine wound with a fine quality twisted yarn and covered with a latex or rubber cement.

D. 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 ISA.

E. Shall have a cover of chrome-tanned, top-grained horsehide or cowhide, synthetic material or other material approved by the ISA.

F. Softballs used in ISA play must meet standards set by the ISA as shown in the chart and must be stamped with the ISA or Base Burglar logo.

Section 5 – Gloves:

A. Gloves may be worn by any fielder, but MITTS may be used only by the catcher or first baseman. No top lacing, webbing or other device between the thumb and body of the glove or mitt may be used by any other fielders.

B. A fielder's glove shall be made of leather or any other material approved by the ISA and of the same size, weight and design requirements approved by other major softball associations.

Section 6 – Uniforms:

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

A. Headwear: Ball caps, visors or headbands are optional for players.

Players are not required to wear headwear, but if worn, all headwear must be the same type and worn properly with bill to the front.

B. Pants/Sliding Pants: Pants may be either long or short in style. Players will not be required to wear the same style. Players may wear any solid-colored pair of sliding or compression shorts.

C. Numbers: An Arabic number of contrasting color at least 6" high must be worn

on the back of all uniform shirts. Players of the same team shall not wear identical numbers. Players without numbers will not be permitted to play. There is no penalty for a player wearing the wrong number. Correct the number in the score book and continue play. If duplicate numbers exist, only one player may play at a time.

D. Shoes: Must be worn by all players. A shoe shall be made with leather or canvas uppers or of a similar material(s). The sole may either be smooth or have a soft or hard rubber cleats, or the all purpose molded cleat softball shoe. No metal spikes or cleats will be allowed.

E. Jewelry: Exposed jewelry, judged by the umpire to be dangerous, may not be worn during the game.

F. Casts: Plaster or other hard substances in their final form may be worn during the game. Any exposed metal must be covered by soft material and taped.

Section 7 – All Equipment:

Notwithstanding the foregoing, 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 participants or spectators, or renders a players performance more a product of the equipment rather than individual skill.

RULE 3 – THE PLAYERS AND SUBSTITUTES

Section 1 – Teams:

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 at the start of each game. The line-up shall contain the first and last 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 substitutions should be listed in the designated place by their last name, first 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 coach is a member of the team at bat who takes a position within one of the coach's boxes on the field to direct the players of that team in running the bases. One coach for each box is allowed.

D. Illegal player protests must be filled by the offended team during actual game

play, and before the completion of the third inning, unless the illegal player is inserted in the line -up after the third inning has been completed.

E. 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 later is found that the player in question was indeed illegal, the following shall be done:

1. The illegal player will be suspended from ISA sanctioned play for the rest of season.

The offending team with which they played on will forfeit all games won by them during that tournament, and any State, Regional or National berths won by them during that tournament.

F. This rule may be used with the following requirements:

1. If a team starts with 10, 11 or 12 players, and a player(s) 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:** An out will not be declared on the missing batter, if the batter immediately proceeding in the batting order is walked, whether intentional or not. No out or outs 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 a player leaving the game for any reason is a runner, an 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. **EFFECT:** The game is forfeited for any violation of requirements.

4. Under no circumstances, will a team be allowed to play or continue with less than 9 players.

5. 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 the catcher. The remaining players 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 remain constant throughout the game.

Section 3 – Re-entry:

A. Any of the starting players and substitutes, including an EP, may be substituted for and re-entered once, provided players occupy the same batting positions whenever in the line-up. The player and the substitute(s) may not be in the line-up at the same time.

B. Violation of 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: The illegal player is ejected. All play that occurred while the illegal re-entry was in the game will stand.

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, they are ejected from the game.

NOTE: This is not considered a re-entry violation.

Section 4 – 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 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:

1. When a batter takes position in the box.
2. When a fielder takes the place of a fielder substituted for.
3. When the base runner takes a position on the proper base.
4. When a pitcher delivers a practice pitch from the pitchers plate.

C. Whether a substitute is announced or not, by assuming one of the above replacements of a player, the substitute player is legal and has entered the line-up.

Section 5 – The Base Burglar:

A. Must be designated before the game to the umpire or official scorekeeper.

B. Can be used multiply times per half inning. If used multiple times it must be for the same batter. This is for batting multiple times in same inning.

C. Cannot be a position player or EP.

D. May be utilized as a regular substitute at **ANY TIME**, however, that team will lose the Base Burglar for the remainder of the game.

E. Co-ed Play: Both a male and a female Base Burglar may be used multiple times per half inning. Males may be designated for males. Females may be designated for males or females. If used multiple times it must be for the same batter only.

This is used when a team goes through the batting line up multiple times in one inning.

Section 6 – Ejected Player:

A player, manager or coach who has been ejected from the game must leave the playing area. Any ejected player discovered participating, will constitute a forfeit.

Section 7 – Blood Rule:

A. If a base runner needs to leave the game to cover a wound , then the player making the last out will take his or her position on the bases. If no outs have been made than the batter listed closet behind injured player not on base in the lineup must take his place on base. Note: base burglar can run if eligible. If the defense is playing with 10 or less players then teams must wait until first aid has been completed or player is unable to continue. Player must re-enter as soon as he has been given first aid.

B. Stop the game and allow treatment if the injured player would affect the continuation of the game.

C. Immediately call an authorized person of the team to the injured player.

D. Apply the rules of the game regarding substitution, shorthanded player, or re-entry if necessary.

RULE 4 – THE GAME

IMPORTANT NOTE: The ball and strike count will adhere to the following guidelines:

A. ISA has three (3) balls and three (3) strikes. **EFFECT:** The batter is out, and the ball is dead on the first foul ball after two (2) strikes.

Section 1 – Home Team:

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

Section 2 – Fitness of the Ground:

The fitness of the ground for the game shall be decided solely by the 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. Inning: That portion of a game within which the teams alternate offense and defense and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.

B. A regulation game shall consist of seven innings. A full seven innings need not be played if the home team scores more runs in six and one half innings and/or before the third out of the seventh inning.

C. In the event of inclement weather, ISA tournament directors have the right to shorten the game to five innings of play provided the teams are notified prior to starting the game.

D. A predetermined run rule in ISA will award a win to a team in all games, as follows:

1. For Class C and below, the team ahead by 15 or more runs after 3 innings of play; 12 after 4 innings; 10 after 5 innings.

2. For Class Elite and above, the team ahead by 20 or more runs after 3 innings of play; 15 after 4 innings; 10 after 5 innings

E. Tournament games that are not considered regulation shall be resumed at the exact point where they were stopped.

F. A game called by the umpire shall be regulation if four or more complete innings have been played, or if the home team has scored more runs in 3 1/2 or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes which place the patrons or players in peril.

G. A regulation tie game shall be declared if the score is equal when the game is called at the end of four or more complete innings, or if the home team has equaled the score of the first team at bat in the incomplete inning.

H. Games that are regulation tie games shall be resumed at the exact point where they were stopped.

Section 5 – Extra Innings/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 there after, the offensive team shall begin its turn at bat with the **batter of previous inning** being placed on second base. If the umpire or teams forget to place a runner on second in the top half of the inning, then no runner will be placed on second for the bottom of that inning, the following innings should revert back to placing the last out of the

previous inning on 2nd

B. Teams shall continue playing additional innings until one side has scored more runs than the other 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 teams not at fault in the following cases:

- 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 a 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 after consultation with the tournament/league director if available.
- E.** If a team employs tactics noticeably designed to delay or to hasten the game.
- F.** If, after warning by the umpire, any one of the rules of the game is willfully violated.
- G.** If the order for the **ejection** of a player is not obeyed within one minute.
- H.** If the ejection of a player or players from the game results in fewer than the required number of players to continue the game.
- I.** ISA Tournament Directors and/or umpires may declare a forfeit in the following case:
 - 1. 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 can declare a forfeit.
- J.** ISA Tournament Directors may allow a grace period before declaring a forfeit during the first completed round of play, if deemed necessary. After the first round of play has been completed, whether by play or 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 first, second and third base and home plate before the third out of an inning.
- B.** In Class all classes, a batter hitting a home run or four base award, must touch first base only. All other runners must advance one base.
- 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 plate.
3. A preceding runner is declared out on an appeal play.

NOTE: An appeal can be made after the third out in order to nullify a run.

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 charged conference between the manager and/or bench representative(s) with each player on the field in an inning.

B. Defensive Conference: There shall be only two charged conferences between the manager or other bench representative(s) 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 pitchers positions at any time during 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 programs 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 by 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 award and shall not be included in the total of over-the-fence home runs.

A. 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 inning, no matter how many outs are left.

1. An inning ending out will be signified in the score book by placing IE in the scoring box.

B. Hitters hitting a HR, or 4-base award, will Hit and Sit.

NOTE: Runner or runners **do not** have to touch or advance to next base.

C. Offensive Ejection: Per the chart, for Class "E", after the first HR, whenever an additional HR is hit, in addition to the Inning Ending Out, there will be an offensive ejection and that position in the lineup shall be an automatic out each time it occurs for the remainder of that game. The player may remain in the game for defensive purposes only. This applies to any substitute in that batting position.

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

D. The Home Run limits are designed to enable states to place the teams in the proper classifications, and to increase the participation at the National Tournaments in those classifications. If a state holds a tournament with any other Home Run limits other than what is stated in this chart, that tournament would not be deemed a qualifier. All State, National and World Tournaments must be played under the Home Run Limits as stated in the chart in this section.

Section 8 – Home Run Chart:

ELITE – 8 HOME RUNS, then outs.

C – 4 HOME RUNS, then ending inning out.

D – 2 HOME RUNS, then ending inning out.

E – 1 HOME RUNS, then ending inning out, with an offensive objection.

Women – Major – Unlimited – Fence 290 or less 6 all others being an out

Competitive – Unlimited – Fence 290 or less 3 all others being an out

Recreational – Unlimited – Fence 290 or less 0 all others IEO

Co-Ed – Major – 6 – Fence 290 or under 7

Competitive – 3 – Fence 290 or less 4

Recreational – 0 – Fence 290 or less 1

CHURCH – Major – 6 – Fence 290 or less 7

Competitive – 3 – Fence 290 or less 4

Recreational – 1 – Fence 290 or less 1

RULE 5 – PITCHING REGULATIONS

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 three **3** warm-up-pitches. Play is suspended during this time.

NOTE: A pitcher returning to pitch in the same half inning will not be allowed any warm-up pitches.

B. No warm-up pitches shall be allowed with excessive speed.

EFFECT: The pitcher shall be warned. If the act is repeated, the pitcher will be removed from the pitchers position.

Section 2 – The 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 six feet perpendicular to the pitcher's plate shall be used. One foot must remain in contact with the plate/box when 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. The pitcher must be facing the batter when delivering the pitch. The catcher must remain within the lines of the catcher's box until the pitched ball is batted, touches the ground or home plate, or reaches the catcher's box. This area should be chalked off. This box allows the pitcher to release the ball from 50 feet to 56 feet from home plate.

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 pitcher's position for the remainder of the game.

B. The ball must be released within five [5] seconds of the start of the wind-up or the umpire says "Play Ball".

EFFECT: Section 2 [A-B]: the ball is dead. A ball is awarded to the batter.

C. The pitch must have a perceptible arc, having a minimum height of four (4) feet, and a maximum height of ten (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.**

D. The pitcher, nor any other player, shall not, at any time during the game, be allowed to use any foreign substance upon 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-distracting 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 and a BALL shall be 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

results of the swing.

Section 4 – Quick Pitch:

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

EFFECT: The ball is dead. A ball is awarded to the batter.

Section 5 – Defensive Positioning:

No defensive player shall take a position in the batters 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 one warning per game before a player is ejected.

Section 6 – No Pitch:

No pitch shall be declared when:

- A.** The pitcher pitches during suspension of the play.
- B.** A runner is called out for leaving a base before the pitched ball passes home plate, is batted or touches the ground.
- C.** The pitcher pitches before a runner has retouched a base after a foul ball has been declared and the ball was dead.
- D.** The ball slips from the pitchers hand during wind-up or back swing.
- E.** A member of the team at bat calls for 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 type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT: Section 7 A-E: 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 pitch shall be ejected.

Section 8 – Questioning of Balls and Strikes:

No questioning, comments, or jesters of balls or strikes called by the umpire will not be tolerated. One warning will be given per team. On the second offense the offending player or member of the team will be ejected.

RULE 6 – BATTING

Section 1 – On-Deck Batter:

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

B. The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or combination not to exceed two. Any detachable piece placed on the bat must be approved by the ISA National Office.

C. The on-deck batter may not interfere with the defensive players' opportunity to make a play:

1. If it involves a runner, the runner closest to home plate at the time of the interference will be called out.

2. If it is with the defensive fielder fielding a fly ball, the batter is out.

Section 2 – Batting Order:

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

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

C. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.

D. Each player of the side at bat shall become the batter and enter the batters box in the order in which that batters name appears on the score sheet. This begins the batters 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 a 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.

EFFECT: Section 2 A-E: 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 bench or dugout.

1. 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.

2. If the mistake is discovered after the incorrect batter has completed the turn at

bat, before a pitch has been made to a succeeding batter, the batter who should have batted is called out. All base runners, if they have advanced, must return to the base occupied at the time the incorrect batter took a position in the batters box. The next batter is the player whose name follows that of the batter called out for failure to bat.

3. If the mistake is not discovered until a pitch is made to the next batter, the turn at bat of the incorrect batter is then legal. All bases advanced or runs scored are counted, and the next batter shall be the one whose name follows that of the incorrect batter who has just finished a time at bat. No one is called out for failure to bat, and players missing their turn at bat have lost that turn and do not bat again until reached in the regular batter rotation.

4. No runner will be removed from the base that a runner is occupying, except the batter-runner who has been taken off the base by the umpire as in (2) above, to bat. The batter merely misses the turn at bat with no penalty. The batter following in the batting order becomes the legal batter.

Section 3 – Batting Position:

A. The batter must have both feet completely on or within the lines of the batters box prior to the start of the pitch.

B. The batter must take a position in the batters box, within five seconds after “PLAY BALL” has been declared by the umpire.

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

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

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

D. The batter must request time from the plate umpire, prior to stepping out of the batters box. Granting time out is the discretion of the plate umpire.

Section 4 – 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 batters position, either in the front or the rear part of the batters 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 the home plate.

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

2. The batter is allowed three strikes before being out.

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 batters person or clothing is hit with the batters own batted

ball when the batter is in the batters box, and has fewer than two strikes.

E. When a delivered ball by the pitcher hits the batter while in the strike zone.

F. If the batter does not take a position within the batters box within five seconds after "PLAY BALL" has been declared.

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

EFFECT: Section 4 B-G: The ball is dead, and all runners must return to their base without liability of being put out.

Section 5 – A 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 illegal delivered pitch is made, and not swung at.

D. When there is an illegal pitcher action.

Section 6 – The Batter is Out:

A. When the third strike is swung at and:

1. Missed.

2. Tipped and goes directly from the bat, higher than the batters head, to the catchers hand(s) 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. 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 batters entire foot is completely outside the lines of the batters box 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 the batter intentionally bunts the ball, either fair or foul, without swinging.

F. When 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 batters box and contact is made while the bat is in the batters 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 umpires 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 6 A-G: The ball is dead and each runner must return to 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 bases are occupied before two are out. **NOTE:** Any defensive players, who position themselves in the infield area at the start of the pitch, shall be considered infielders for the purpose of this rule. **NOTE:** The ball remains live at all times during the enforcement of the infield fly rule.

I. When the batter hits a line drive that an infielder catches and intentionally drops, with any of the bases occupied, before two are out.

EFFECT: The ball is dead, 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. **NOTE:** A legally caught ball occurs when the fielder catches a batted, pitched or thrown ball with the hand(s) or glove. In establishing a valid catch, the fielder must hold the ball long enough to prove they have complete control of it and/or that the release of the ball is voluntary and intentional.

EFFECT: The ball is live and in play. **EXCEPTION:** The ball is dead if it is caught as the first foul ball after two strikes.

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 batters box, or intentionally hinder the batters box.

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

L. Any batter-runner who carries the bat, during a live ball, and legally reaches, touches, or passes 1st base while still holding the bat, will be declared out. Should it be the 3rd 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.

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

EFFECT: The ball is dead, and ejected

O. When the batter hits his first foul ball after two (2) strikes.

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. 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 batters box and advancing.

RULE 7 – BATTER-RUNNER AND RUNNER

Section 1 – The batter becomes a batter-runner after finishing a turn at bat, but has not yet been put out or touched a base.

A. As soon as the batter legally hits a fair ball.

B. When three balls have been called by the umpire.

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

C. If the defense desires to walk a batter intentionally, they may do so by notifying the plate umpire, who shall award the batter first base.

EFFECT: The ball is dead. Batter does not have to be in batters box for the walk to be valid

D. 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, only if forced.

E. When the catcher obstructs and the ball is hit.

EFFECT:

1. The umpire shall give delayed dead ball signal.

2. If the batter hits the ball and reaches first safely, and if all other runners have advanced at least one base on the batted ball, catcher obstruction is **cancelled**. All action as a result of the batted ball stands. No option is given. **NOTE:** Once the runner has passed a base, he or she is considered to have reached that base (whether missing the base or not) and no 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.

F. When a ball is caught with an illegal glove in any manner.

G. 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: F&G –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 batted fair ball or a base on balls.

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

B. When the batter-runner runs outside of the three-foot (0.91m) lane 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 lane to void a fielder attempting to field a batted ball.

C. 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, 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 plate will be called out.

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

D. When the batter-runner interferes with a play at home plate in an attempt to prevent an obvious out at home plate. **NOTE:** The runner is also out. Ball is dead.

E. 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 runner(s) must return to the last legally touched base at the time of the interference.

F. When the immediate preceding runner, who is not yet out, intentionally interferes, in the umpires judgment, with a fielder who is attempting to catch a thrown ball, or throw a ball in an attempt to complete the play.

G. When, after a fair ball, the batter-runner is touched with the ball by a fielder, while the batter-runner is off base.

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

I. 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 ball 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 in order, 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 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 runners may not occupy the same base simultaneously.

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

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

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

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

I. Awarded bases 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 a 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.

EFFECT: The ball remains live and in play.

E. When a runner attempts to advance after a pitch to the batter, in which the ball passes home plate, or hits the ground, or hits home plate.

F. When a live ball strikes a photographer, grounds keeper, policemen, etc., when they are assigned to the field as part of the game.

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

Section 5 – Runners Forfeit Their Exemption From Liability To Be Put Out:

A. If, while the ball is in play or on awarded bases, the runner fails to touch a base before attempting to make the next base.

B. If, after over running first base, the runner attempts to continue to second base.

C. If, after dislodging a base, a runner attempts to continue to the next 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 who 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 umpires judgment, had there not been an obstruction. An obstructed runner may never be called out between the two bases where the obstruction occurred. This runner would either be advanced or return to the last base touched. Should an act of interference occur following any obstruction, the enforcement of the interference penalty would have precedence.

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. 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 batted 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 umpires judgment, had there been no obstruction. **NOTE:** If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.

EFFECT: When any obstruction occurs (including a rundown), it is a delayed dead ball. The ball will remain live.

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

5. If the ball, runner and the defensive player all arrive at the same time and contact is made, the umpire should not make the collision rule [interference or obstruction]. This is merely 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 the fielders 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 three bases from the time of the pitch if a batted ball, or two 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: The balls in play and is overthrown (beyond the boundary lines) or is blocked.

EFFECT: Is dead. All runners will be awarded two bases, and the award will be governed by the position of the runners when the ball left the fielders 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 the dead ball area or becomes blocked, each runner is awarded one base from the last touched base at the time the ball entered the dead ball area 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. It shall entitle the batter-runner to a home run, unless it passes out of the grounds at a distance less than the prescribed fence distance from home plate, in which case the batter runner would be entitled to only two bases.

G. When a fair batted ball deflects off a defensive player and goes out of play in foul territory, deflects off 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 two 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 one base from the last

bases touched at the time the fielder entered dead ball territory. **NOTE:** A fielder carrying a live ball into the dugout or team 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. Each runner is awarded two bases from the last base touched at the time the fielder entered, or the ball was kicked, pushed or thrown into dead ball territory.

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 runner shall return to the last base which, in the umpire's judgment, was legally touched by the runner at the time of the interference.

D. 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 action of cat and mouse by the runner is illegal.

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

E. Base-runners will not be allowed to advance or steal when a pitched ball hits any part of the batters person other than the bat while the pitched ball is in the air, or if it hits the ground and bounces in to the batters person before being touched by the catcher.

EFFECT: The ball is dead.

F. When a pitched ball is handled by an umpire or accidentally lodges on the umpire's person.

EFFECT: The ball is dead.

G. When an intentionally dropped ball.

Section 8 – The Runner Is Out:

A. When running to any base in regular or reverse order and the runner, runs out of the base path to avoid being touched by the ball in the hand(s) of the fielder.

NOTE: The base path is the imaginary line three feet (0.91 m) on either side of a direct line between a base and the runners position at the time a defensive player is attempting (or about to attempt) to tag a runner.

B. When the ball is in play and the runner is not in contact with a base, and is legally touched with the ball in the hand(s) of a fielder.

C. When, on a force play, a fielder contacts the base while holding the ball, touches the ball to the base or tags the runner before the runner reaches the base.

D. When the runner 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 overruns first base, attempts to run to second base, and is legally touched while off the base.

I. When running or sliding for 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 will also be called out. **NOTE:** If a ball ricochets off 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 base.

EFFECT: The ball is dead.

L. When a base runner leaves the base to advance to the next base before a fly ball has been touched or touches some object, provided that if the ball is caught and legally held on the base left, or 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 the 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-runners feet go above the head.

EFFECT: The base-runner is 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 is 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 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 line while a fielder is attempting to make a play on a batted or thrown ball, and thereby draws a throw to home plate. The runner closest to home 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 a 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 teams 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 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 their feet and deliberately, with great force, crashes into the defensive player.

EFFECT: The runner is out and ejected from the game, the ball is dead, and each runner must return to the last base touched 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 is batted.

EFFECT: The ball is dead.

W. When the runner abandons a base and enters the team's 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 the 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.

Section 9 – Verbal Interference:

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

EFFECT: The ball is dead. Runners must return to the last base occupied. Offending player or runner closest to home is out. Offending player may be ejected

in the event of an injury.

RULE 8 – ISA CO-ED PROGRAM

Basic ISA playing rules will govern with the following exceptions:

A. 5 male and 5 female players will be considered legal or 6 males and 6 female players whenever an extra player (EP) is used.

B. It will be permissible to have more females 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(s) 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. Batting order for Coed teams must always alternate between sexes. Two females may bat back to back, but never two male players.

D. The lead-off batter may either be male or female.

E. May end the game with only 9 players. If injury occurs,

EFFECT: An out is called if there is no substitute for the injured player.

EXCEPTION: A team may start a game with a minimum of five (5) female players. If a female player(s) 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.

F. Female batters must hit the approved 11 inch softball normally used in Women's play. Male batters must hit the 12 inch softball normally used in ISA Men's play.

EFFECT: If the pitcher throws the wrong size ball to the batter, whether hit by the batter or not, the offensive team will have the option to keep the results of the play, or re-hit. Only the preceding pitch will be nullified. The batter shall assume the count as it was prior to the preceding pitch.

G. Field dimensions for Coed play will be the same as with all other ISA play except:

1. In all ISA Coed State or World Tournaments, there shall be a line drawn from foul line to foul line. This line being a constant 200 ft. from home plate.

(NOTE: The line will not be used in the "Major" classification.)

A. Any defensive player considered as an outfielder by the umpire will not be allowed to step forward of this line when a female is batting until the female batter has actually hit the pitched ball.

B. Any defensive player considered to be an infielder by the umpire shall remain in their normal defensive position until the female batter has actually hit the pitched ball.

EFFECT: G-1 (A-B): The penalty for violating this rule by a defensive player shall

result in the female batter being awarded first base, and all other runners remaining on the base where they were at, at the time the ball was pitched unless forced to the next base by the batter being awarded first base. This call can be made by any field umpire and shall be a judgment call. No appeals or protests will be allowed pertaining to this call. The umpire making the call shall immediately yell "Time Out" or "Dead Ball" or both, at the time the defensive player commits the violation and award the female batter in question, first base.

2. Defensive players must stay in their defensive positions that are established after the first pitch of the inning unless injured or replaced by a substitute from the bench. (Pitchers may be changed one time per inning. The defense may change positions.)

H. Base on Balls – Any male batter who receives a base on balls whether intentional or not will be awarded second base (all other runners will advance only if forced by this walk) and the female batter following him will have the option of taking a free base on balls or her time at bat. If she elects to take the free base on balls, she must do so before the first legally pitched ball is thrown to her. No pitch may be made until the next female batter confirms to the umpire her choice of taking the free base on balls or a time at bat.

I. Base Running – Both a male and a female Base Burglar may be used once per inning. Males may run for males, females may run for males or females.

J. Defense – Defensive team must have at least five females on the field playing defense. **EXCEPTION:** A team may start a game with a minimum of five (5) female players. If a female player(s) 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.

K. Coed players will be allowed to play in other classifications of ISA Play involving all male or all female teams.

L. ISA Coed Team Classifications:

1. The Coed Program will feature three divisions. These classes are Class "Major", "Competitive" and "Recreational". Men who play on Men's Class C and above teams shall be required to play in Coed Class "Major".

2. Men who play in Men's Class D shall be required to play in Coed Class "Competitive" or Higher.

3. Men who play in Men's class E may play in any class of the Coed Program.

4. Women competing in the Coed Program must play in the division equal to, or above, the division that they play in the Women's Program. **NOTICE:** The ISA reserves the right to move Coed teams to a different division at any time it feels a team is not playing in the ISA class 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, and neither its ISA sanction fee nor ISA tournament entry fee will be returned to the team in question. **NOTE:** See Home Run and Classification chart for further information.

RULE 9 – WOMEN’S PROGRAM

*Basic ISA playing rules will govern with the following exceptions:

A. The official approved softball for ISA Women’s play shall be an 11 inch ball with a COR of .44 maximum. The ball shall also be stamped with the ISA or Base Burglar approved logo.

B. The Women’s Program will feature three divisions. These classes are “Major”, “Competitive” and “Recreational”.

NOTICE: The ISA Representatives, Tournament Directors and Area Directors reserve the right to equalize by run spot any Women’s tournament as deemed appropriate. The equalization standard for such tournaments will be set by each respective State Director with the authority over the Women’s Program.

NOTE: See Home Run and Classification chart for further information.

RULE 10 – CHURCH PROGRAM

*Basic ISA rules will govern with the following exceptions:

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 and use the name of their church during church competition. Church teams may have additional sponsors and can display those sponsors on their uniforms.

C. Any player who participates in the Church World Tournament must have played previously in their state church program during the current season.

D. Any player who plays on a Super, A or B team will not be allowed to play on a church class “Recreational” team.

E. Any church “Major” team will be allowed only two players that play on a Super team. **NOTE:** See Home Run and Classification chart for further information.

RULE 11 – MENS MASTER’S PROGRAM

*Basic ISA rules govern with the following exceptions:

A. Age qualifications - December 31 is the official cut-off date. Any player whose birthday (35, 40, 45) is on or before December 31 of that current year is eligible.

B. Player identification - A player must provide proof of identity when requested to do so by an ISA Tournament Director. If any player can not do this, he will be declared ineligible until proper proof of identity can be furnished.

C. The Men’s Masters Program will feature 2 divisions, “Competitive” and “Recreational”.

D. Any Men’s Masters Team that has players on its roster who played during the current season on a Super team will be required to play in the “Competitive”

division.

Courtesy Runners - Will be allowed in all Masters Programs. Only one courtesy runner per team, per inning may be used. The courtesy runner will be the Base Burglar.

RULE 12 – MEN’S SENIORS PROGRAM

1 Men’s ISA Seniors will follow the Senior Softball/ USA rules book. If any variations should exist, it will be posted at coaches meeting and tournament

RULE 13 – YOUTH PROGRAM

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

AGE/SUGGESTED PITCHING DISTANCE/BASE PATH DISTANCE/FIELD RADIUS 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 1 – Players may play in an older age division but cannot play in a younger age division.

Section 2 – Teams will not be allowed to have more than 22 players on their roster.

Section 3 – All coaches must be able to present authorized ISA Tournament Officials with either a birth certificate or a current valid driver’s license for proof of age of all players.

Section 4 – The catcher must wear a mask and protective helmet, and it is strongly recommended that they wear a chest protector.

Section 5 – The Youth Program will use an 11 inch, COR .44 maximum official softball. Boy’s Youth will use a 12 inch ball, COR .44 maximum, starting at the 12 and Under age group. **NOTE:** All balls used in any ISA play must be officially stamped with the ISA or Base Burglar Logo.

Section 6 – Players age classification is based upon their age as of December 31, for the following calendar year.

Section 7 – All players, while batting or on deck, must wear a helmet, and it is recommended that chin straps be worn.

Section 8 – Base stealing applies to all age groups from 10 & Under, and up.

(See section 14 for 10 & Under stealing rules.) **The basic knowledge to remember:** If the ball is live, you may steal. If the ball is dead, you may not steal. For details on stealing, live and dead balls, refer to Adult rules.

Section 9 – There is no Infield Fly Rule in 10 and Under. It will be in effect for 12 and Under and above.

Section 10 – A regulation game shall consist of seven 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. No Time limit will be used in the championship game of the tournament. NOTE: For 10 & Under, the same time limit rules apply, but six innings shall constitute a regulation game.

Section 11 – A run rule will apply as follows: 15 after 3; 10 after 5 will end the ball game after the losing team has had their turn at bat.

Section 12 – 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 is in foul territory. A batter-runner must touch the colored portion in foul territory on the initial play to the base. After the initial play, the base-runner may use the either portion of the base. **NOTE:** Whenever a play is being made on batter runner, the defense uses 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. On an errant throw pulling the defense off the base into foul ground, the defense and the batter- runner can use either the white or colored portion.

Section 13 – Courtesy Runner:

- A. A courtesy may be used only one time per inning
- B. The courtesy runner may be any player on the team's roster
- C. The courtesy may be in the batting order
- D. The courtesy runner may be entered at any time.
- E. Once the courtesy runner is placed on base they may not have a substitute

Note: In the event the courtesy runner is on base when it is there time to bat , they must remain on base, lose their time at bat and an out will be declared in their batting slot, The batter following the courtesy runner will be the next batter. Once a base runner is replaced by a courtesy runner, the original runner may not return as a runner. If the courtesy is injured while on base and cannot continue, then an out will be recorded

Section 14 – 10 & Under Base Stealing Rules:

- A. Ball must stay within catchers reach for runner to steal to next base.
- B. If the ball goes past the catcher, or the batter swings, the runner cannot advance to the next base.
- C. Coaches cannot encourage catchers to intentionally miss the ball. If the umpire, in his judgment, sees this happening, he is to warn the head coach the first time and then if it happens again, the head coach will be removed from the game. If it

continues to happen, then the plate umpire will stop the game and consult with the Tournament Director on whether or to forfeit the game or continue to play. The Tournament Director's decision will be final.

D. Runners may 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 runner still only gets one (1) base. If an overthrow is from the field, the runner can continue to run as long as the ball is in play.

RULE 14 – SPECIALTY PROGRAMS

The following Specialty Programs may be made available as pilot programs through each individual State Director:

•**Black American Program**

•**Armed Forces Program**

•**Corporate Program**

•**Hispanic Program**

•**Native American Program**

Rule 15 – FAST-PITCH AND MODIFIED PITCH

The ISA Program

THE FAST-PITCH PROGRAM WILL ABIDE BY OFFICIAL ISA RULES, IF NOT SPECIFICALLY COVERED IN FAST-PITCH RULES OUTLINED.

NOTE: The provisions of the General ISA Guidelines of this Rule Book apply to the Fast-Pitch program.

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 any ISA State or Area Director, please contact the ISA National Office immediately.

NOTE 4 –

AGE/SUGGESTED PITCHING DISTANCE/BASE PATH DISTANCE/FIELD RADIUS DISTANCE

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	40 ft.60 ft.250 ft.
18 & Under	40 ft.60 ft.250 ft.
19 & Over	43 ft.60 ft.250 ft.
18 & Under (Elite)	43 ft.60 ft.250 ft.

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."

NOTE 6 – ISA reserves the right to move a 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 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 the normal qualifying season leading up to the ISA World Series. Player releases will only be required during the normal qualifying season leading up to the ISA World Series. Note: The receiving coach must be provided the player release form they have received from another team and keep it with player 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 Programs are described on page 56.

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 on 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 coach'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 toward home plate.

MP: F. 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 bases must immediately advance to the next base, or return to the last base touched, with the 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 of 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 UNIFORMS

The ISA reserves the right to approve or reject any softball related equipment for its intended use in the ISA program. Equipment does not merely need to meet industry standards, but must meet ISA standards before approval for its use is granted.

Section 1 – The official bat shall be wood, 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.

A. A bat shall not be more than 34 inches in length, nor more than 38 ounces in weight.

B. The bat shall have a safety grip of cork, tape (not smooth plastic type), or combination material.

C. The grip shall not be less than 10 inches long and shall not extend more than 15 inches from the small end of the bat.

D. The bat shall be marked “Official Softball” by the manufacturer.

NOTE: If the words cannot be read due to normal wear and tear, the bat shall be declared legal if it is legal in all other respects.

E. All exposed surfaces of the bat must be smooth and free of burrs, pins, rivets, dents, sharp edges or any type of exterior fastener that would present a safety hazard.

F. Unless the bat is made of one piece construction with the barrel end closed, it should have a rubber or plastic insert in the barrel.

G. A one piece rubber grip and knob combination is illegal.

H. Metal bats must have a knob on the handle welded or mechanically fastened.

I. All bats must have a safety knob of a minimum of 1/4 inch protruding at a 90 degree angle from the handle. The knob portion of the bat may be taped, as long as the bat does not exceed 34 inches in length. However, the umpire may request tape to be removed from both the handle and knob if there is any question concerning the bat being altered or illegal. After determining the bat legal, the player may tape the bat back to their preference providing the bat meets all other ISA requirements.

J. A bat shall be round and smooth. It shall not be more than 2 ¼ inches in diameter at its largest part. A tolerance of 1/16 of an inch is permitted, to allow for expansion on the round bat.

K. Triangular bats, made of any material, are illegal in the ISA Fast-Pitch and Modified Fast Pitch Programs.

L. Bats made of, or containing Timetal 15-3 or Teledyne 15-333 Titanium alloy as a major property are not approved for ISA play.

Section 2 – The Official Softball shall be a smooth seam, concealed stitch or flat surfaced ball. The center of the ball may be made of either long fiber kapok, or a mixture of cork and rubber, and/or machine wound with a fine twisted yarn and covered with latex or rubber cement. It may be made of other materials approved by the ISA. The cover of the ball shall be tanned horsehide, cowhide or any other materials approved by the ISA, cemented to the ball by application of a cement to the underside of the cover and sewn with waxed cotton or linen thread. All softballs

will be approved optic yellow solid core balls with a C.O.R. of no more than .47 stamped on the ball.

A. The official softball used for the 19 & Over through 12 & Under divisions will be the 12 inch softball. The official softball used for the ch softball.

Section 3 – GLOVES OR MITTS – Made of leather must be worn by all fielders. Only the catcher and first baseman may wear mitts. The glove worn by a pitcher must be uniform in color and may not be white or grey. Gloves or mitts with white or grey circles on the outside, giving the appearance of a ball, may not be worn by any player, and will be considered illegal.

Section 4 – SHOES – Must be worn by all players. 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. Metal cleats or any type of shoe that has exposed metal on the sole other than a rivet, may not be worn in any division except the collegiate division. Pitcher only may wear toe plates. **MP:** Metal cleats are allowed in the Adult 9 man divisions only.

Section 5 – NO EQUIPMENT SHALL BE LEFT LYING ON THE FIELD, EITHER IN FAIR OR FOUL TERRITORY.

Section 6 – UNIFORMS – All players on a team shall wear uniforms alike in color and style.

A. BALL CAPS OR VISORS must be alike and must be worn properly. Caps or visors are not mandatory, but when 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).

B. A **PITCHER** shall not wear any item on the pitching hand, wrist, arm or thigh which may be distracting to the batter. Players may wear solid colored undergarments under their uniform shirts or shorts.

C. NUMBERS must be worn on all uniforms. No players on the same team may wear identical numbers. If this occurs, the umpire must insure that this is corrected immediately.

D. NO JEWELRY IS ALLOWED! Medical alert ID bracelets or necklaces are allowed, but should be worn taped to the body so as not to present a hazard. Casts, prosthesis and metal braces may be worn; however, any part of the brace or support must be covered by soft material and taped. Note: Prior to the start of the game, the manager/coach shall be responsible for verifying to the umpire that all team players are equipped and in compliance with the official ISA Rule Book. Penalty: If a player is observed wearing jewelry, the umpire will ask the player to remove the jewelry. If the player refuses that player will be ejected from the game

Section 7 – A batting helmet bearing the **NOCSAE** Stamp with approved face mask, is mandatory for each batter, on deck batter, player and youth coaches in the coach's box and all runners. The batting helmet worn by each of the individuals must have extended ear flaps which covers both ear and temples. It is recommended that all helmets have chin straps.

PENALTY: The umpire-in-chief will issue a team warning if any player is found to be in non-compliance. All subsequent violations of the warned team will result in the ejection of the player not in compliance with this rule. **NOTE:** When an umpire detects a runner {including the batter-runner} deliberately removing their batting helmet during playing actions. A dead ball will be declared immediately. The violator is declared out immediately, 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 no 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. **NOCSAE** approved batting/base runner helmets shall be worn in all fast pitch programs.

Section 8 – CATCHER’S PROTECTIVE EQUIPMENT – The catcher must wear an approved head protector, a protective mask, body protector and softball or baseball shin guards. Any player warming up a pitcher at any location within the confines of the ball park will be required to wear an approved head protector and an approved mask. All protective equipment must conform to uniform standards.

RULE 3 – PLAYER SUBSTITUTIONS

Section 1 – Lineups shall consist of a minimum of nine players and a maximum of 15 players (maximum of 11 batters), if the designated hitter, Base Bandit, and legal or illegal 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 lineup 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 the batter had prior to the
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 play with eight 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 any player is removed, injured or ejected from the game, with no substitutes to replace the player, the vacated 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 lineup because of a player as described in the above section, 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. The (DH) may not bat for a Defensive Only Player (DEFO).

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 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 substitute 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. 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 proper place on base.

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 – Any of the starting players, except the (DH) and Base Bandit 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 7 – 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 offended team. A violation of the re-entry is handled as a protest which can be made any time during the game.

Section 8 – A team must have the required number of players to start or continue a game.

A. A team may start play with eight players, but when and if another player arrives they must immediately be inserted into the lineup 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 vacated 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 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 vacated 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 9 – 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:

- 1.** When a batter takes position in the box.
- 2.** When a fielder takes the place of a fielder substituted for.
- 3.** When a base runner takes a position on the proper base.
- 4.** 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 above 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 substitutions 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.

D. 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.

E. 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.

F. All players on a teams roster must be listed 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 adult players must be 18 years of age or older. Proof of age must be verified by a picture Driver's license or two forms of ID.

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

A. All players must play in only one age group.

B. A player cannot play in two age divisions in one tournament.

C. Proof of age must be verified by one of the following:

1. Birth Certificate and/or

2. Drivers 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.

Section 2 – A pre determined run rule in ISA will award a win to the team that is ahead by:

A. 12 runs after three 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 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 championships, 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 1/2 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 shall 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.

PENALTY: 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" will be awarded the team. Should the treatment of this wound exceed 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 returning to the game. **NOTE:** A "Reasonable amount of time" will be determined by the tournament director and umpires and will be no 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; 3rd - Least runs allowed; 4th - Most runs scored; 5th - Coin toss.

Section 19 – Extra Innings/Tie Breaker. If after completion of seven innings 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.

RULE 6 – FAST-PITCH PITCHING 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 not 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.

D. The pitcher will not be considered to be in the pitching position unless the catcher is in position to receive the pitch.

E. 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 motion.

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 having 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 tape 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 Sections 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 a 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 not more than five 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 position 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

Section 11 – No player, manager or coach shall call “Time” or employ any other word or phrase, or 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 bases.

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 not less than one second and not 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 toward home plate and must not touch the ground in front of, or cross over a straight line between the pivot foot and home plate. It is not a step if the pitcher slides the pivot foot across the pitcher's plate.

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 pitcher's first step must be forward. No rocking.

(b) The release of the ball must be on 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 pitcher's 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 backswing 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 batters box.

EFFECT: The umpire will call a strike.

Section 2 – Each player of the side at bat shall become a batter in the order in 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 a batted ball by 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 run 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 not been called out have lost their turn at bat until reached again in the regular order.

D. No base runner 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 has 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 a 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 bases 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 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 ground.
- 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 touch 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. Bounds past 1st or 3rd base on or over foul ground.

C. First touches on foul ground beyond 1st or 3rd base.

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 put 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.

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 outs, a delayed ball signal will be given and the ball will remain alive.

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 batters 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 the ball and strike count he 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 batters 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 plate.

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 and Home Plate.)

A. When a base runner must return to bases while the ball is in play, they must touch the bases in reverse order.

EFFECT: 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 runners 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, 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 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 to 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 bases 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 have 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 awarded bases. Awarded 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.

1. The umpire shall signal “delayed dead ball.”

2. The offensive team manager has the option of taking the base awarded the batter for catcher obstruction, or he may take the result of the play.

3. If the batter reaches 1st base safely and all other runners advance at least one base on the batted ball, catcher obstruction is canceled and no other options are given.

E. When a fair ball strikes the umpire or base runner on fair ground.

1. 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.

2. 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 thrown into fair territory or foul territory and is not blocked.

C. When the ball is batted into fair territory and is not blocked.

D. When a legally caught fly ball is first touched.

E. 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 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 of bases, for obstruction, shall advance without liability to be put out.

2. 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.

3. 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 or catches 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 out field 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 benches, whether the ball rebounds onto 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 a attempted play, the 2 base award 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 the 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 illegally 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 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 toward 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 base, 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 has "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 in 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 bases 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 the 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 put 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 assists 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 8 (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 pitchers 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)

1. 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.

2. Once the runner stops at a base for any reason, they will be declared out if they leave the base.

3. 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 are as follows:

A. A batter-runner who rounds first base toward second base may stop, but then must immediately return to first or attempt to advance non-stop to second base.

B. 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.

C. A batter-runner who overruns first base toward right field, turns left and moves directly toward second base and stops is committed to second and must attempt to advance non-stop to second base.

D. A batter-runner who overruns first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first and must return to first base.

E. A batter-runner who overruns first base toward right field, and turns right, is committed to first base and must return to first base.

PENALTY: 1 through 3---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 other 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 releases 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 the 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 the 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 dislodged 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 play, and thereby draws a throw to home plate.

P. When a play is being made on an obstructed runner, or if 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 effort, 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 his own batted ball, in fair territory, outside the batters 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 umpire, 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 RUN RULES

290' or more – Less than 290'

9 Man Major – Unlimited

9 Man A – Unlimited

10 Man Major – Unlimited

10 Man A – Unlimited Less than 290' – 4 – Inning ending out

10 Man B – Unlimited Less than 290' – 2 – Inning ending out

35 & Over 10 Man – Unlimited Less than 290' – 4 – Inning ending out

COACH PITCH SECTION

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. No time limit will be used in the championship game of a tournament.

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 or 3rd), prior to the release of the ball by the coach pitcher.

Section 9 – Bunting or half swings are not permitted. In the umpire's judgment, if a batter intentionally takes a half swing 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 into foul territory, all runners may advance no more than one base at their own risk, and then the play will be called dead.

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 all runners have stopped.

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 – The official softball used for the Coach Pitch Program shall be the 11 inch softball.

Section 16 – Refer to the chart on page 59 for Pitching Distances, Suggested Base path, and Playing Field Radius.

Section 17 – 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 their previous base