

## **2006-09 ISF PLAYING RULE CHANGES AND COMMENTS**

Effective January 1, 2006

### **Rule 1, Sec. 1:** **ALTERED BAT:**

Add a second paragraph to this sub-section to cover "engraving" a metal bat.  
**Engraved identification "ID" marking on the knob end only of a metal bat is not considered altered. Engraved "ID" marking on the barrel end of a metal bat is considered an altered bat. Laser marking for "ID" purposes is not considered altered anywhere on the bat.**

#### **COMMENTS:**

*Metal bats are expensive and owners have been allowed to engrave their name or initials on the knob end of the bat. If a laser engraver is used, whereby the engraved edge is smooth it can be placed on the barrel end and not be considered altered. Rough edges by regular engraving can scuff softballs and are illegal except on the knob.*

### **Rule 1, Sec. 2:**

**Add to Exception under "2a:" that a Replacement Player or Withdrawn Player (either leaving or returning to the line-up under the Replacement Player Rule [Blood ruling]) and not reporting to the umpire, may be made at any time such player is still in the game.**

#### **COMMENTS:**

*An "illegal substitute" and an "illegal re-entry" must be appealed while they are still within the game, and this adds the "replacement player" and "withdrawn player" from the Blood rule to this list. All other appeals must be made before the next pitch (legal or illegal), before the defensive team leaves the field, or before the umpires leave the field at the end of the game.*

### **Rule 1, Sec. 3:** **BALL COMPRESSION**

New definition to read:  
**Ball Compression is the "Load Force" in kilograms (pounds) required to compress a softball 6.5mm (0.25 inches) when measured in accordance with the ASTM (American Society for Testing and Materials) test method for measuring compression-displacement (hardness) of softballs.**

#### **COMMENTS:**

*Ball compression measures hardness of the softball, which is tied to the liveliness of the batted ball.*

### **Rule 1, Sec. 4:** **BALL COR.**

New definition to read:  
**Ball COR is the Coefficient of Restitution of a softball when measured with the ASTM (American Society for Testing and Materials) test method for measuring the COR of softball liveliness.**

#### **COMMENTS:**

*The COR measures the liveliness of a softball tying together the incoming and outgoing speeds with the batter's swing speed.*

### **Rule 1, Sec. 5:** **BASE LINE.**

New definition to read:  
**A Base Line is a direct line between bases.**

#### **COMMENTS:**

*The base line is a direct line between two bases, while the base path is the path and direction taken by the base runner towards a base. A base line may be the base path when stealing a base.*

### **Rule 1, Sec. 6:** **BASE ON BALLS.**

Add to existing definition that an intentional walk is allowed in both fast and slow pitch. To read:  
**If the pitcher desires to walk a batter intentionally, he may do by notifying the plate umpire who shall award the batter first base. The pitcher's notification to the umpire shall be considered a pitch.**

#### **COMMENTS:**

*The intentional walk was approved to speed up the game by not having to pitch four pitches to the batter. In fast pitch there is now no chance the ball may get away from the catcher allowing other runners to advance. The intentional walk can be used at any time, no matter what the count is on the batter.*

### **Rule 1, Sec. 9:** **BATTER.**

New definition to read:  
**A batter is an offensive player who enters the batter's box with the intention of aiding his team in obtaining runs. He continues to be a batter until he is either declared out by the umpire, or he becomes a batter-runner.**

#### **COMMENTS:**

*Definitions for batter-runner and runner are defined, but not "batter." The term "batter" is used extensively throughout the rulebook. It is considered the more definitions that are available, the easier the rules will be to understand.*

### **Rule 1, Sec. 13:** **BLOCKED BALL.**

Add a new sentence to previous definition to read:  
**A thrown ball touching a base coach accidentally (in or out of the coach's box) is not a blocked ball.**

#### **COMMENTS:**

*This clarifies that unless a base coach intentionally tries to get hit with a thrown ball, no interference should be ruled. The rule adds, "pitched ball" to thrown or batted ball, as a blocked ball could occur with all three.*

**Rule 1, Sec. 15:**  
**CATCH.**

Sub-section "C" is new to the definition and reads:

- c. **The fielder's feet must be within the field of play, touching the 'out-of-play' line or in the air after leaving live ball territory in order to have a valid catch. If the player has control of the ball when returning to the ground 'out-of-play', it is a valid catch. A player who is 'out-of-play' and returns must have both feet touching the playable area, or one foot touching and the other in the air before the catch is legal.**

**COMMENTS:**

*The addition of a-b-c-d-e sub-sections help clarify the legal catch and better describes what constitutes a legal catch. Sub-section "c" has always been the interpretation, but has not been in the rules. The addition must be used when a ballpark is not completely enclosed and only an imaginary line marks the 'out-of-play' area.*

**Rule 1, Sec. 17:**  
**CHARGED CONFERENCE**

In 'b' add words concerning a defensive player going to the dugout for instructions, to read:

A charged conference takes place when

- b. **Defensive Conferences:** The defensive team requests a suspension of play to allow a representative of the defensive team to enter the playing field to communicate with any defensive player, **or a fielder leaves his position and goes to the dugout and gives the umpire reason to believe that he received instruction.**

**COMMENTS:**

*By adding 'a fielder going to the dugout,' covers both ways a defensive conference could be charged. Should a player be injured and goes to the dugout, the umpire can go with him to observe treatment and not charge a conference.*

**Rule 1, Sec. 24:**  
**Designated Player ((DP) (FP Only)**

Changed "Defo" to "Flex Player."

**COMMENTS:**

*Just one section of the rulebook where this change has been made. Check the definition for "FLEX PLAYER" to be found under Section 34.*

**Rule 1, Sec. 27:**  
**DUGOUT.**

New definition to read:

**The dugout is an 'out-of-play' area designated for players, coaches, bat boys or girls, and official representatives of the team only. There shall be no smoking in this area.**

**COMMENTS:**

*To describe who can be in the dugout, that it is an 'out-of-play' area, and that no smoking is allowed. This is the only place in the rules that addresses the 'no smoking' regulations.*

**Rule 1, Sec. 29:**  
**FAIR BALL.**

Added "or is touched" to item 'a' and in 'b' added, "regardless of where the ball hits after going over the base." Both to now read:

- a. Settles **or is touched** on or over fair territory between home and first base or between home and third base.
- b. Bounds past first or third base on or over fair territory, **regardless of where the ball hits after going over the base.**

**COMMENTS:**

*To clarify two situations where fair balls exist and the wording was not covered in previous rulebook.*

**Rule 1, Sec. 34:**  
**FLEX PLAYER.**

A new definition to define the FLEX PLAYER, to read:

**The Flex Player is the starting player who whom the Designated Player (DP) is batting and whose name appears in the tenth (10<sup>th</sup>) position on the line-up card.**

**COMMENTS:**

*In the previous rulebook, the "FLEX PLAYER" was called the "DEFO", which stood for Defense Only. Since this player can bat and run for the DP, the player is now playing offense and defense, and the term "FLEX" stands for FLEXIBLE, allowing him to play offense or defense.*

**Rule 1, Sec. 36:**  
**FORFEIT.**

Add new definition to read:

**A forfeit is the act of the plate umpire ruling that the game is over by declaring the non-offending team the winner.**

**COMMENTS:**

*The term "forfeit" is used throughout the rulebook but nowhere is it defined. This definition helps explain what a forfeit is and compliments the provisions of Rule 5, Section 3f.*

**Rule 1, Sec. 37**  
**FOUL BALL.**

Added the **words in bold type to the “Foul Ball” sub-sections d-e-f-g**, to read:

A foul ball is a legally batted ball which:

- d. While on or over foul territory touches the person, **attached or detached equipment** or clothing of an umpire or player, or any object foreign to the natural ground.
- e. Touches the batter, **or the bat in the batter’s hand(s) a second time, while the batter is** within the batter’s box.
- f. **Goes directly from the bat, not higher than the batter’s head, to any part of the catcher’s body or equipment and is caught by another fielder.**
- g. **Hits the pitcher’s plate and rolls untouched to foul territory before reaching first or third base.**

**COMMENTS:**

*To clarify situations where foul balls do exist and were not covered in the previous rulebook.*

**Rule 1, Sec. 38:**  
**FOUL TERRITORY.**

Added a new definition to read:

**Foul territory is any part of the playing field that is not included in fair territory.**

**COMMENTS:**

*To highlight the difference between fair and foul territory. Compliments the existing definition of “Fair Territory.”*

**Rule 1, Sec. 40:**  
**HELMETS.**

Added a new section to definition to indicate that defensive player helmets do not require ear flaps, to read:

**c. A helmet worn by a defensive player, other than the catcher, does not need earflaps.**

**COMMENTS:**

*With defensive players now permitted to wear helmets while fielding, it is not considered necessary that they wear a standard batting helmet that requires two earflaps.*

**Rule 1, Sec. 45:**  
**ILLEGAL PLAYER.**

Added three types of players to the “Illegal Player” definition to read:

An Illegal Player is a player who takes a position in the line-up, either on offense or defense, who has not been reported to the umpire. **These are the types of Illegal Players:**

- a. **A FLEX PLAYER who is placed in the batting order in a position other than that of the starting DP.**
- b. **A REPLACEMENT PLAYER entering the game under the Replacement Player (blood) rule without reporting to the umpire.**
- c. **A WITHDRAWN PLAYER under the Replacement Player (blood) rule returning to the game without reporting to the umpire.**

**COMMENTS:**

*This helps clarify the concept of the “Illegal Player”, which is described under Rule 4, to include these three players.*

**Rule 1, Sec. 47:**  
**ILLEGAL SUBSTITUTE.**

Added to the list of unreported “Illegal Substitutes” are the **Flex Player, Replacement Player** and

**Withdrawn Player**, to compliment the Illegal Player definition.

**Rule 1, Sec. 48:**  
**ILLEGALLY BATTED BALL.**

Added bold wording in sub-sections a-b-c to assist in clarification of the rule, to read:

An illegally batted ball occurs when **the batter hits the ball fair or foul**

- a. While his entire foot is completely out of the **batter’s box**, on the ground, **when he makes contact with the ball.**
- b. **While any** part of **his** foot is touching home plate, when **he makes contact with the ball.**
- c. **While contacting** the ball with an illegal, **non-approved** or altered bat.
- d. **After he** steps with his entire foot out of the batter’s box, and returns to contact the ball while inside the batter’s box.

**COMMENTS:**

*To confirm that contact has to be made with the ball in ‘a’ and ‘b’ violations, and added any non-approved bats that are used to make contact with the ball would be considered an “illegally batted” ball.*

**Rule 1, Sec. 51:**  
**INELIGIBLE REPLACEMENT PLAYER.**

Adds a new definition to the rules, to read:

**An “Ineligible Replacement Player” is a player who may NOT enter the game to replace a player who must leave the game to attend to an injury that has caused bleeding. An Ineligible Replacement Player is one who:**

- a. **Has been either removed or ejected from the game by the umpire for a violation of the rules.**
- b. **Is in the current line-up.**

**COMMENTS:**

*Introduces a new definition to define a player who is not eligible to enter the game as a Replacement Player.*

**Rule 1, Sec. 55:**  
**INFIELDER.**

Add a new definition to read:

An “infielder” is a defensive player, including the pitcher and catcher, who is generally positioned anywhere near or within the lines of the base paths forming fair territory. A player who normally plays in the outfield may be considered an infielder if he moves into the area normally covered by infielders.

**COMMENTS:**

*Helps differentiate between outfielders and infielders. The term is used throughout the rule book but has not been previously defined.*

**Rule 1, Sec 58:**  
**INTENTIONALLY**  
**DROPPED**  
**FLY BALL.**

Added a new definition, to read:

An intentionally dropped fly ball is a fair fly ball, including a line drive or a bunt, with less than two outs and a runner on first base, which can be caught by an infielder with ordinary effort, after it is controlled with a hand or glove. A trapped ball or a fly ball allowed to bounce shall not be considered as having been intentionally dropped.

**COMMENTS:**

*Not previously in the rules, but this definition explains what an “intentionally dropped fly ball” is, when it should be enforced, and what does and does not constitute the intentional drop.*

**Rule 1, Sec. 59:**  
**INTERFERENCE.**

New wording added to definition to read:

Interference is the act of:

- a. No change
- b. **An umpire who impedes a catcher’s attempt to throw out a runner who is off the base.**
- c. **An umpire being hit with a fair-batted ball prior to the ball passing an infielder, excluding the pitcher.**
- d. **A spectator who reaches into the playing field and impedes a fielder playing the ball, or makes contact with the ball that a fielder is attempting a play on.**

**COMMENTS:**

*Clarifies the different types of interference that can occur, other than by offensive players and team members.*

**Rule 1, Sec. 61:**  
**LEGAL TOUCH (TAG).**

Added sub-section ‘b’ to definition to read:

A legal touch (tag) is the action of a fielder in touching (tagging):

- b. **A base with the ball securely held in his hand(s) or glove. The base may be touched (tagged) with any part of the body to be a legal touch (tag). (e.g., the fielder could touch (tag) the base with a foot, with a hand, sit on the base, etc.) This would apply on force-outs or appeal situations.**

**COMMENTS:**

*Both terms, “touch” and “tag”, are used throughout the book, and are synonyms with each other. Therefore it was felt best to tie the two together for definition. Sub-section ‘a’ dealt with touching (tagging) a runner.*

**Rule 1, Sec 64:**  
**LINE-UP and**  
**LINE-UP CARD:**

Combined Line-Up and Line-Up Card to one definition and included new sentences to the Note, to read:

The line-up (batting order) is the list of players who are currently involved playing offensive and defensive positions in the game, **including the DP and FLEX PLAYER (FP Only) and EP (SP Only)**, if being used. The **line-up** card will contain: (No change to 1-2-3)

**NOTE:** If an incorrect uniform number is listed on the line-up card, it may be corrected and the game continued with no penalty. **If a player wearing an incorrect number violates any rule, the violation has precedence and must be enforced. If the player remains in the game following the violation, then correct the number and continue to play.**

**COMMENTS:**

*This clarification defines all players currently in the game and the addition to the ‘note’ clarifies what to do if a player has an incorrect number and violates one of the rules.*

**Rule 1, Sec 65:**  
**OBSTRUCTION:**

Added to the obstruction definition further situations where obstruction could occur, to read:

Obstruction is the act of

- a. No change
- b. **A fielder who impedes the progress of a runner or batter-runner who is legally running bases, while**
  1. No change
  2. No change
  3. No change
  4. **In possession of the ball, and who pushes a runner off a base, or**
  5. **In possession of the ball, but not in the act of making a play on the runner which intentionally impedes the progress of that runner, while he is legally running the bases.**

**COMMENTS:**

*All phases of obstruction are now covered with these additions. Numbers 1, 2 and 3 of sub-section ‘b’ cover not in possession of the ball or not in the act of fielding a batted ball, while 4 and 5 cover when obstruction can occur while a fielder has possession of the ball.*

**Rule 1, Sec. 68:**  
**On-DECK CIRCLE:**

New definition to read:

**The on-deck circle is that area closest to the player's bench where the on-deck batter may warm-up, or takes practice swings, while waiting is turn to enter the batter's box.**

**COMMENTS:**

*The term 'on-deck circle' is used extensively in Rule 7, but it was not defined. This explains its location and what the on-deck batter can do within the circle.*

**Rule 1, Sec. 69:**  
**ONE METER LINE.**

New definition to read:

**The One-Meter (three foot) Line is the area the last half distance between home and first base where a batter-runner must run to avoid being called out for interfering with a thrown ball from the home plate area, or with a fielder's attempt to take such a throw, while running to first base.**

**COMMENTS:**

*Rule 2 explains where the line is drawn, but does not explain why the line is there, and that the batter-runner is protected while running inside this lane to reach first base. The protection only occurs on a ball thrown from home plate area, or from foul territory on the first base side on a throw following a dropped third strike in fast pitch.*

**Rule 1, Sec. 79:**  
**PRE-GAME MEETING.**

New definition to read:

**The pre-game meeting is a meeting held at the home plate area, at a pre-determined time, between the umpires and the head coaches of the respective teams. This meeting is held to;**  
**a. Confirm and approve the line-ups of each team, and to distribute a copy to the opposition, and**  
**b. Review any special ground rules that may be applicable.**

**COMMENTS:**

*The term "pre-game meeting" is used throughout the rulebook, but nowhere is it defined. This clarifies who may attend the meeting and the purpose for which it is held.*

**Rule 1, Sec. 80:**  
**PROTESTS.**

New definition to read:

**A protest (separate from an appeal) is the action of a defensive or offensive team objecting to:**  
**a. The interpretation of application of a playing rule by an umpire, or**  
**b. The eligibility of a team roster member.**

**COMMENTS:**

*Another term that has not been in the definitions, but refers to chance meetings between a team manager and the umpire when there are differences on either a playing rule, or a team roster. Both must be accepted on the playing field, and a written 'protest' form must be completed by the protesting team, and forwarded to the league director within a specified time as stated in the league rules. If a playing rule or misinterpretation of same, the umpires can discuss and make the correction prior to continuing if they felt they were in error.*

**Rule 1, Sec. 84:**  
**REPLACEMENT**  
**PLAYER.**

Added two new sub-sections in order to better understand the definition, to read:

A Replacement Player is a player required to enter the game for a defined period of time, to replace a player who must leave the game to attend to an injury that has caused bleeding.

- a. The Replacement Player may be**
- 1. A listed substitute who has not yet been in the game;**
  - 2. A listed substitute who has been in the game but subsequently substituted from the game;**
  - 3. A starting player who is no longer in the line-up and who is no longer eligible to re-enter the game.**
- b. A Replacement Player is not classified as a substitute, but must be reported to the umpire.**

**COMMENTS:**

*Defines in more detail who may act as a Replacement Player, and that the player must be reported to the umpire when he enters and leaves the game.*

**Rule 1, Sec. 89:**  
**STEALING.**

Added words "or after" a pitch to definition to clarify that a runner can steal a base after a pitch (on a passed ball for example), as well as during a pitch, to read:

Stealing is the act of a runner attempting to advance during **or after** a pitch to the batter. Stealing is not allowed in Slow Pitch.

**COMMENTS:**

*Clarifies that it is permissible for a steal to take place after the pitch has been delivered, and is either caught or fumbled by the catcher.*

**Rule 1, Sec. 91:**  
**SUBSTITUTE.**

Add new definition to read:

**A substitute is a player listed on the official line-up card, who is:**

- a. A non-starting player who has not been in the game other than as a Replacement Player.**  
**b. A starting player who has left the game and legally returns to the game.**

**NOTE: b1. This is referred to as a re-entry.**

**b2: The player may only return to his previous position in the batting order.**

**COMMENTS:**

*Clarifies who is a substitute. A common word that is used frequently and needs to be defined.*

**Rule 1, Sec. 101.**

**WITHDRAWN PLAYER.**

Add new definition, to read:

**A Withdrawn Player is a player forced to leave the game (line-up) in accordance with the Replacement Player rule.**

**COMMENTS:**

*This player is referred to in using the Replacement Player (blood) rule and is the player leaving the game to remove the blood or a part of the uniform with blood. The Withdrawn Player has the remainder of the inning replaced, plus one full inning to re-enter the game without a substitute being placed in the game for him.*

**Rule 2, Sec. 3:**

Changed YOUTH Divisions to **JUNIOR** Divisions and Girls 18-U to **Jr. Women 19-Under** and Boys 18-U to **Jr. Men 19-Under**.

**COMMENTS:**

*The Junior Men and Women have been the terminology used in World Championship play for many years and the change was necessary to bring the rules in line with the Technical Code.*

**Rule 2, Sec. 3:**

**Change pitching distance for Jr. Women (19-U) from 12.19m (40 feet) to 13.11m (43 feet).**

**COMMENTS:**

*Many 18-19 year olds play in adult leagues and they should be pitching from the same distance.*

**Rule 2, Sec 4h-1c:**

**EXCEPTION:**

Add to the Exception the words in bold, to read:

**EXCEPTION:** On any live ball play made from first base foul territory, the batter-runner and the defensive player may use either base. **When the defensive player uses the foul portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base, and if hit by the thrown ball, it would not be interference. However, if intentional interference were ruled, the batter-runner would be ruled out.**

**COMMENTS:**

*This doubles the size of the one-meter (3 foot) line to two meters (6 feet) for the batter-runner protection. This would be treated the same as if using the foul side when a throw is made from fair territory.*

**Rule 3, Sec. 1o:**

New sub-section to read:

- o. The official bat shall not be an "Altered Bat." The weight, distribution of weight, and length of the bat, as well as all other characteristics of the bat must be permanently fixed at the time of manufacture and may not be altered in any way thereafter, except as otherwise specifically provided in this Rule 3, Section 1, or a specification approved by the ISF Equipment Standards Commission.**

**Rule 3, Sec. 2:**

**WARM-UP BATS**

Add new wording to warm-up bat regarding safety grip and safety knob specifications, to read:

The warm-up bat must be of one-piece construction, **and shall comply with the safety grip and safety knob requirements of the official bat.** It must be marked "warm-up" in 3.2cm (1 ¼ inch) letters on the barrel end. The barrel end must be in excess of 5.7cm (2 ¼ inches).

**COMMENTS:**

*For safety reasons and to require safety grips on warm-up bats along with safety knobs. This was not in previous rulebooks.*

**Rule 3, Sec 3i**

**BALLS.**

Lowered ball compression to not exceed 170.01kg (375 pounds) beginning Jan. 01, 2007 to read:

- j. Beginning January 1, 2007, on balls used in ISF Championship Play, the load force required to compress the ball 0.64cm (0.25 inches) must not exceed 170.01kg (375 pounds) when such balls are measured in accordance with the ASTM test method for measuring compression-displacement of softballs, which is endorsed by the ISF Equipment Standards Commission.**

**COMMENTS:**

*This change was made to reduce the liveliness of the ball, which significantly changes the character of the game and/or renders a player's performance more of the player's individual skill, rather than a product of the player's equipment.*

**Rule 3, Sec. 4c:**

**GLOVES.**

Removed restrictions on pitcher's gloves, and placed color restrictions on all players, to read:

- b. Gloves worn by any player may be any combination of colors, provided none of the colors (including the lacing) are the color of the ball.**
- c. Gloves with white, grey, or yellow optic circles on the outside, giving the appearance of a ball, are illegal for all players.**

**COMMENTS:**

*New gloves on the market are prone to having different colors resembling softballs, circles resembling softballs, and lacing of the softball color. By using the above wording, this will be restricting such gloves in ISF play. By stating "any player," pitcher's gloves have the same restrictions as other players and they need buy only one glove for use at any position they play.*

**Rule 3, Sec 6d:**  
**BODY PROTECTORS.**

Add words to require catchers to wear body protectors in fast pitch competition, to read:  
d. BODY PROTECTORS. **All catchers in Fast Pitch (Adult, Junior and Youth) must wear a body protector. Female catchers may wear a body protector in Slow Pitch.**

**COMMENTS:**

*For safety reasons, body protectors should be worn by all catchers (male and female) in the fast pitch game.*

**Rule 3, Sec. 6e:**  
**SHIN GUARDS.**

Add words to require all catchers to wear shin guards in fast pitch competition, to read:  
e. SHIN GUARDS (FP Only) **Adult, junior and youth** catchers must wear shin guards that will offer protection to the kneecap.

**COMMENTS:**

*For safety reasons, (similar to body protectors), shin guards must be worn by all male and female catchers in the fast pitch game.*

**Rule 3, Sec. 6f i:**  
**HELMETS.**

Added words “uniform,” replacing “caps” when describing the color of the helmets for defensive player.  
i): Any defensive player may wear a cap or an approved helmet of **similar** color of the team **uniform**.

**COMMENTS:**

*By changing “caps” to “uniform” and “identical” to “similar,” more choices of colors are available than just the color of a cap.*

**Rule 3, Sec. 8:**  
**UNIFORMS.**

Add an EXCEPTION to section to cover uniforms worn under different religious beliefs.  
**EXCEPTION: Players and coaches may, for religious reasons, be permitted to wear specific head covering and apparel that does not conform to standard uniform requirements without penalty.**

**COMMENTS:**

*This exception will relax the uniform rule sufficiently to allow all religious groups the opportunity to participate in softball regardless of race or creed.*

**Rule 3, Sec. 8a:**  
**CAPS.**

Add words to female head wear stating that although caps, visors and headbands can be worn, visors cannot be made of plastic or hard material, to read:  
2. Caps, visors, and headbands are optional for female players but can be mixed. If more than one type is worn, they all must be of the same color and each of the same type must be of the same color and style. **Plastic or hard visors are not allowed.**

**COMMENTS:**

*This is for safety reasons also. A hard plastic material could break and cut a player.*

**Rule 3, Sec. 8g:**  
**JEWELRY.**

Added words to prohibit all jewelry from players.  
g. **JEWELRY. No items, other than medical alert bracelets or necklaces, may be worn.** Medical alert bracelets and/or necklaces are not considered jewelry, but if worn, they must be taped to the body.

**COMMENTS:**

*When left to an umpire’s judgment, some umpires have players remove jewelry, and others do not. There is no judgment to this ruling! No jewelry will be allowed other than medical alert bracelets and/or necklaces.*

**Rule 4, Sec 3 b:**

Added exceptions to sub-section b, allowing the Co-Ed Slow Pitch game to play with one less player without forfeiting the game. An out must be recorded when two of the same sex bat back to back however. To read:  
b. A team must have the required number of players present in the team area to start or continue a game.  
**EXCEPTION: (CO-ED SP Only) A team may play with an uneven number of male and female players.**  
EFFECT Sec, 3b: The game is forfeited.  
**EXCEPTION (CO-ED SP Only) The game is not forfeited, but an out must be taken when two players of the same sex bat back-to-back.**

**COMMENTS:**

*These were approved at the last ISF Congress Playing Rules, however were not included in the rulebook.*

**Rule 4, Sec. 5c:**  
**DESIGNATED PLAYER.**

Changed word “DEFO” with “FLEX” as described in the definitions, to read:  
c. The name of the defensive player for whom the DP is batting (**known as the “FLEX PLAYER” or “FLEX”**), will be placed in the tenth (10th) position on the line-up sheet.

**COMMENTS:**

*The “FLEX” is a better description of this player as he can play offense as well as defense. Previously “DEFO” stood for Defense Only (the position the player was listed - 10th in batting order) and did not fit the description of what the player could eventually do during a game, if he batted or ran for the original DP.*

*This change will not be brought up every time it has been changed in the 2006-09 rules.*

**Rule 4, Sec 6g:**  
**EXTRA PLAYER.**

Added wording to allow the Extra Player (SP Only) to re-enter the game if substituted for, to read:

- g. **The starting EP may re-enter the game one time after having been substituted, as long as he returns to the position in the batting order that he occupied when he left the game.**

**COMMENTS:**

*With the introduction of the DP in Fast Pitch being able to re-enter, it is considered that ALL starting players in ALL codes of the game should be permitted to re-enter on one occasion.*

**Rule 4, Sec. 7a:**  
**RE-ENTRY.**

Added EXCEPTION wording to allow starter and his substitute to be in the line-up at the same time if the starter (on the bench) is being used as a replacement player, to read:

- a. Any of the starting players may be withdrawn and re-enter once, provided such players occupy the same batting position whenever they are in the line-up.

NOTE: The original player and the substitute(s) cannot be in the line-up at the same time.

**EXCEPTION: If the starting player (currently not in the line-up) is brought into the line-up as a Replacement Player.**

**COMMENTS:**

*The provisions of the Replacement Player rule allow for a substitute who has previously been in the game to be used as a Replacement Player, and this EXCEPTION speaks to this possibility.*

**Rule 4, Sec. 7c:**  
**RE-ENTRY.**

Added words allowing the FLEX to play in a different position in starting line-up when he plays in the DP's position, to read:

- c. **When a starting player re-enters the game and occupies a different position in the offensive line-up, it is considered an illegal re-entry.**

**EXCEPTION: When the FLEX re-enters into the DP's batting position.**

**COMMENTS:**

*The addition of this rule confirms that starting players, other than the FLEX, must always return in their original batting positions. This exception then clarifies that when the FLEX re-enters into the DP position in the line-up, it is not treated as an Illegal Re-entry.*

**Rule 4, Sec.8:**  
**UNREPORTED**  
**SUBSTITUTE.**

This entire Section 8 has been rewritten to clarify the "Unreported Substitute" and "Illegal Player" situations and penalties for not reporting. The entire section will not be re-typed here. Highlights include:

1. **All players including DP, Flex, Replacement Player, Withdrawn Player, must be reported when entering or re-entering the game or they are considered an unreported substitute.**
2. **If appealed and the team has no replacement to substitute or re-enter, then the game is forfeited.**
3. **If the substitute is an Illegal Player for any reason, the substitute will be subject to the penalty for that violation.**
4. **Multiple substitutions can be made for the player listed on the starting line-up, but no substitute can return to the game after being withdrawn from the line-up.**
5. **An Illegal Player is a player who takes a position in the line-up, either on offense or defense, who does not have a legal right to that position. A player will not violate the illegal Player rule until one pitch (legal or illegal) has been thrown or a play made.**
6. **ILLEGAL PLAYERS include: an illegal pitcher, an illegal batter, an illegal runner or an illegal re-entry.**
7. **If the Illegal Player is in the game on offense or on defense, penalties are shown under effects.**

**COMMENTS:**

*This is an important section of the rulebook, as illegal players, and unreported substitutes occur in every game practically. Be sure to understand the penalties in case it happens in your game.*

**Rule 4, Sec 11:**  
**REPLACEMENT**  
**PLAYER.**

Words have been added to clarify the "Replacement Player" usage under the blood ruling, to read:

1. **The use of an ineligible "Replacement Player" shall be considered an Illegal Re-Entry with the relevant penalties to apply.**
2. **If not reported the Replacement Player becomes an Unreported Substitute.**
3. **The "Withdrawn Player" may return to the game at any time during the period of time described.**
4. **If the described time has expired, the "Replacement Player" can be entered as a substitute, as long as this player had not previously been in the game. If the "Replacement Player" is one who has previously been in the game, then he must be replaced by a legal substitute who has not yet been in the game.**
5. **Should the team not have a legal substitute available, the game will be forfeited.**
6. **When a "Replacement Player" is used in the Co-Ed game, it must be a player of the same sex.**

**COMMENTS:**

*The current rule does not have a penalty for failing to notify the umpire when using a replacement player; for using an ineligible person as a replacement player; or for failure to notify the umpire of the return of the withdrawn player. These have been incorporated into the rewriting of this rule.*

**Rule 5, Sec. 3f**  
**FORFEITS.**

Add new wording that if an ejected player/coach/manager is discovered participating again in the game.

- f. The plate umpire shall declare a forfeit in favor of the team not at fault in the following cases:

**9. If an ejected player/coach/manager is discovered participating again.**

**COMMENTS:**

*The return of an ejected player was not covered in previous rulebooks, and this now covers.*

**Rule 5, Sec. 5a [1]:**  
**RUN AHEAD RULE.**

New wording to correct "Run Ahead Rule" after five (5) innings, to read:

1. (FP and MP Only) Twenty (20) runs after three (3) innings, fifteen (15) runs after four (4) innings, or **seven (7) runs after five (5) innings.**

**COMMENTS:**

*Although approved at the last Playing Rules Commission, the change was not shown in the rules. It should also be noted that the heading for this section has been changed from "Mercy Rule" to "Run Ahead Rule."*

**Rule 5, Sec. 6:**  
**TIEBREAKER.**

Added new note on how to make a correction when an incorrect runner is placed on 2<sup>nd</sup> base in the tie-breaker, to read:

**NOTE: If an incorrect runner in the line-up is placed on second base, this error may be corrected as soon as it is noticed. There is no penalty.**

**COMMENTS:**

*To clarify what happens if the incorrect runner is placed at 2<sup>nd</sup> base during a tiebreaker.*

**Rule 5, Sec 7a:**  
**SCORING OF RUNS.**

Added EXCEPTION to section stating that player starting at 2<sup>nd</sup> base in tiebreaker does not have to touch first base:

- a. One run shall be scored each time a runner legally touches first, second, third bases and home plate before the third out of the inning. **EXCEPTION: When the tiebreaker is used, the runner starting at second base does not have to touch first base in order for a legal run to be scored.**

**COMMENTS:**

*Clarifies a situation that occurs every time the tiebreaker is used, and this makes the situation legal for the runner to go directly to second base.*

**Rule 5, Sec 8b Note 2:**  
**DEFENSIVE**  
**CONFERENCE.**

Added wording to allow the manager or coach to speak with a new pitcher after announcing the substitution to the umpire, to read:

2. Should a manager/coach from the dugout report a change to the umpire, this is not considered a charged defensive conference. **After making the change, the manager then may cross the foul line to talk with any defensive player.**

**COMMENTS:**

*This is a change whereby previously the manager couldn't speak to a new pitcher without it being a charged conference.*

**FAST PITCH PITCHING RULE CHANGES:**

**Rule 6, Sec 1e:**  
**PRELIMINARIES.**

Added new words allowing the pitcher to hold the ball to the side of body. It also reduces the time the pitch can be held when coming to a stop. Both to read:

- e. Must, after taking the signal, bring his whole body to a full and complete stop with the ball held in both hands in front of the body. This position must be held for two (2) seconds and not more than **five (5) seconds** before releasing the ball. **NOTE: Holding the ball to the side is considered in front of the body.**

**COMMENTS:**

*This will help in speeding up the game. Pitchers often keep this pause (stop) for ten seconds, when five seconds is sufficient to have the batter get ready for the delivery. This also will allow the twenty-second clock to be used, rather than the twenty-five second clock, during championship play and in the Olympics.*

**Rule 6, Sec. 2:**  
**STARTING THE PITCH.**

Added wording indicating the hands must be brought together and then by separating one hand, the pitch will begin, to read:

- a. The pitch starts **after the hands have been placed together**, and one hand is taken off the ball.

**COMMENTS:**

*This has been the practice of all pitchers, and is now covered in the rules.*

**Rule 6, Sec. 1-7:**  
**EFFECT 2(b)**  
**Exception.**

Added to EXCEPTION wording to state that if a runner legally advances on a passed ball or wild throw, he will be ruled out if advancing beyond one base, to read:

**EXCEPTION: If a runner legally advances on the illegal pitch (passed ball or wild throw by the catcher) any extra bases obtained may be retained. If the runner is put out after advancing one base, that runner will be called out.**

**COMMENTS:**

*Runners could always advance on a passed ball or wild throw, however there was no rule, which read that the runner would be called out, if tagged beyond the one base awarded on the illegal pitch in fast pitch.*

**Rule 6, Sec 8:**  
**INTENTIONAL**  
**WALK.**

Added words describing the "Intentional Walk" in fast pitch, to read:

**If the pitcher desires to walk a batter intentionally he may do so by notifying the plate umpire who shall award the batter first base. The pitcher's notification to the umpire shall be considered a pitch. NOTE: The notification can occur at any time prior to a batter beginning and ending their time at bat, regardless of the count. The ball is dead and runners cannot advance unless forced.**

**COMMENTS:**

*A popular move that has been adopted by many countries to speed the games and to eliminate the possibility of a wild pitch or passed ball when the pitcher had to throw pitches to intentionally walk a batter.*

**Rule 6, Sec. 9a:**  
**WARM-UP PITCHES.**

New wording allowing a pitcher only three (3) warm-up pitches between innings, to read:

a. 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 another team member. **At the start of each half inning (after the first inning), the pitcher shall be allowed only three warm-up pitches to warm up.**

**COMMENTS:**

*Pitchers take less than five (5) warm-up pitches anyway, so this confirms only three will be allowed. In the first inning for both starting pitchers, and when a new pitcher enters a game as a substitute, five (5) pitches will still be allowed.*

**MODIFIED PITCH RULE CHANGES:**

**Rule 6, Sec. 3k:**  
**LEGAL STEP.**

Added wording under legal delivery to describe the legal movement with the step, to read:

k. In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward toward the batter and within the 61.0cm (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.**

**COMMENTS:**

*To legalize the modified pitch, the shoulders must be parallel with first and third base when the ball is released and in order to do that the footwork must follow what is described above, (both in the wording and in the diagram shown to the side). No sling shot delivery is allowed and when throwing slingshot the shoulders will not be parallel with 3<sup>rd</sup> and 1<sup>st</sup> bases.*

**Rule 6, Sec. 1-8:**  
**EFFECT 2(b)**  
**Exception.**

Added to EXCEPTION wording to state that if a runner legally advances on a passed ball or wild throw, he will be ruled out if advancing beyond one base, to read:

EXCEPTION: If a runner legally advances on the illegal pitch (passed ball or wild throw by the catcher) any extra bases obtained may be retained. **If the runner is put out after advancing one base, that runner will be called out.**

**COMMENTS:**

*Runners could always advance on a passed ball or wild throw, however there was no rule, which read that the runner would be called out, if tagged beyond the one base awarded on the illegal pitch in modified pitch*

**SLOW PITCH RULE CHANGES:**

**Rule 6, Sec. 5e:**  
**FOREIGN SUBSTANCE.**

Add new sub-section stating a pitcher cannot wear a batting glove on hand.

e. **The pitcher shall not wear a batting glove on the pitching hand.**

**COMMENTS:**

*This requires that the pitcher must use only the bare hand to release a pitch to the batter.*

**Rule 6, Sec 8:**  
**INTENTIONAL**  
**WALK.**

Add a new section describing the "Intentional Walk" in slow pitch, to read:

**If the pitcher desires to walk a batter intentionally he may do so by notifying the plate umpire who shall award the batter first base. The pitcher's notification to the umpire shall be considered a pitch. NOTE: The notification can occur at any time prior to a batter beginning and ending their time at bat, regardless of the count. The ball is dead and runners cannot advance unless forced.**

**COMMENTS:**

*Has always been a feature of the slow pitch game and inclusion of the rule supports that fact.*

**Rule 7, Sec. 1:**  
**ON-DECK BATTER.**

Added new wording on the restrictions for on-deck batter.

a. **At the start of an inning, is the lead off batter, who must remain in his on-deck circle until called to the batter's box.**  
b. **Once an inning has started, is the offensive player who, in the batting line-up, is the next player to enter the batter's box.**

**COMMENTS**

*Clarifies the requirement for on-deck batters to remain in the on-deck circle until required to enter the batter's box, especially the lead off batter while the pitcher is taking warm-up pitches.*

**Rule 7, Sec 2c [2]:  
BATTING ORDER.**

Adds new wording when the FLEX replaces the DP in the batting order, to read:

- c. The batting order delivered to the umpire must be followed throughout the game unless a player is replaced by
  1. A substitute, who must take the place of the removed player in the batting order.
  2. **(FP Only) The FLEX PLAYER, who can bat or run for the starting DP or his substitute**

**COMMENTS:**

*This describes the procedure now followed but not in the rulebook previously.*

**Rule 7, Sec 2d  
EFFECT 2 (e):  
BATTING ORDER.**

New wording which allows an appeal to reinstate a correct batting order if necessary, to read:

- e. **If the third out is made on a runner prior to the discovery of the infraction, an appeal may still be made in order to reinstate the correct batting order. This appeal, if made, does not result in an additional out.**

**COMMENTS:**

*When the player batting out-of-order is called out for the third out, the defense can still make an appeal, for the violation would skip batters. The proper appeal would reinstate the batting order, without an extra out recorded, and at the start of the next inning, would allow the player following the person who should have batted being the leadoff batter.*

**Rule 7, Sec. 3b:  
BATTING POSITION.**

New wording which prohibits offensive team members from deliberately erasing lines of the batter's box, to read:

- b. **An offensive team member may not, under any circumstances, deliberately erase the lines of the batter's box at any time during a game. This includes a coach erasing the lines during the pre-game meeting.**

**EFFECT – Sec 3b:**

**If a batter erases the lines, the umpire shall call a strike. A pitch does not need to be thrown and the ball becomes dead. If the coach or a non-playing team member erases the lines, a strike shall be called on the next scheduled batter (or his substitute) in the line-up. NOTE: Should any person continue to deliberately erase a line after a first offense, that person shall be ejected from the game.**

**COMMENTS:**

*Because erasing the lines causes problems in calling batters out for being outside the lines of the batter's box, it is important that it be enforced to penalize teams for deliberately erasing them.*

**Rule 7, Sec. 3d:**

**Deals with the twenty (20) second time clock used in championship play.**

**COMMENTS:**

*This section deals with the usage of the twenty (20) second clock in fast pitch play. It describes when the batter must stay within the batter's box with one foot while taking signals from his base coach and while taking practice swings. It also provides exceptions when the batter can step outside the batter's box so he would not be in violation of this ruling. The twenty (20) second clock is used in championship play and the Olympics.*

**Rule 7, Sec. 4e:  
A STRIKE IS CALLED.**

Adds wording for foul ball strikes in slow pitch play.

- e. **(SP Only) For each foul ball, including the third strike.**

**COMMENTS:**

*A procedure used in slow pitch, but was not written in the rulebook. Also a third strike foul ball is an out.*

**Rule 7, Sec. 4j and k:  
A STRIKE IS CALLED.**

Adds wording to cover two new rules placed in rulebook this year.

- j. **When an offensive team member deliberately erases the lines of the batter's box.**
- k. **(FP Only) In World Championship and Olympic Play when, between pitches, the batter leaves the batter's box illegally or does not return to the batter's box. No pitch has to be thrown.**

**COMMENTS:**

*This covers the penalty for the two new rules listed under 7-3b and 7-3d.*

**Rule 7, Sec. 6a [2]:  
BATTER IS OUT.**

New wording has been added to cover another situation where batter is out if the batter does not swing at the pitch, to read:

- a. When the third strike is
  1. Swung at and missed and the ball touches any part of the batter's person, or
  2. **Not swung at and the pitched ball hits the batter while the pitch is in the strike zone.**

**COMMENTS:**

*Whenever a pitch is in the strike zone and it hits the batter (whether the batter swings or not) it is a called strike and on the third strike, the batter is out.*

**Rule 7, Sec. 6i:**  
**BATTER IS OUT.**

Adds an exception when a batter hits a batted ball a second time after he drops his bat and the ball rolls against it, to read:

- i. When he hits a fair ball with the bat a second time over fair territory.

**EXCEPTION: 2.** If the batter drops the bat and the ball rolls against the bat over fair territory, and in the umpire's judgment, there was no intention to interfere with the course of the ball, **the ball should be ruled fair or foul depending on where it comes to rest or is first touched by a player.**

**COMMENTS:**

*This has not been in previous rulebooks, but is the interpretation that has been followed.*

**Rule 7, Sec. 6l:**  
**BATTER IS OUT.**

Adds new sub-section that describes that a batter can not deliberately interfere with a throw from catcher, to read:

- l. When he

4. **Intentionally interferes with a thrown ball while in or out of the batter's box.**

**COMMENTS:**

*If a batter is in the batter's box and is hit with a thrown ball accidentally, there is no interference. If the batter is out of the batter's box and gets hit with a thrown ball (whether accidental or not), this is interference. If the batter intentionally interferes with a catcher's thrown ball (whether in the batter's box or not) it is considered interference.*

**Rule 8, Sec. 2k:**  
**BATTER-RUNNER**  
**IS OUT:**

Adds wording to compliment new rule approved under 8-9-q, which requires the runner closest to home be declared out, to read:

- k. When a member of the team at bat interferes with a player attempting to field a batted foul fly ball.

**EXCEPTION 1: If this interference occurs while there are runners on base, then the runner closest to home at the time of the interference is out.**

**EXCEPTION 2: If a runner creates the interference, then the runner is out.**

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

**COMMENTS:**

*Rules 8-2k and 8-9q are similar, both dealing with team members interfering with a foul fly or a thrown ball, and the penalties are not similar. In the EXCEPTIONS, the interference will require the closest runner to home be called out, unless a runner, who then has to be called out, caused the interference.*

**Rule 8, Sec. 4:**  
**OBSTRUCTION.**

Adds new interpretation to obstruction, whereby a defensive player without the ball obstructs a runner so the runner is prevented from touching a base, to read:

**Sec. 4.** Runners must touch bases in legal order (i.e. first, second, third and home plate).

**EXCEPTION: If a runner is obstructed at a base preventing the runner from touching that base.**

**COMMENTS:**

*The runner, who was obstructed at the base so he could not touch the base, does not have to return to touch the base. This same ruling is shown in four places: (1) Rule 8, Sec4h, (2) Rule 8, Sec 6a, (3) Rule 8, Sec 7b[4], and (4) Rule 8, Sec 9h.*

**Rule 8, Sec 5g:**

Adds a new sub-section where runners are entitled to advance with liability to be put out, to read:

Sec. 5. **RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT.**

**g. When a live ball becomes lodged in a defensive players uniform or equipment.**

**COMMENTS:**

*Rule 8, Sec 7m covers offensive player and umpire uniform and equipment and results in a dead ball. When lodged in a defensive player's equipment however, the ball remains live and players advance at their own risk.*

**Rule 8, Sec.6d-l:**

Adds new wording to Section 6. A **RUNNER FORFEITS HIS EXEMPTION FROM LIABILITY TO BE PUT OUT**, to cover situations that should be included, to read:

Sec. 6. A **RUNNER FORFEITS HIS EXEMPTION FROM LIABILITY TO BE PUT OUT**

**d. (FP Only) If, on an illegal pitch not hit, he attempts to advance beyond the one base to which he is legally entitled.**

**e. When advancing beyond an entitled base due to:**

1. A fielder intentionally contacting a thrown ball with detached equipment.

2. A fielder intentionally contacting a fair-batted ball with detached equipment.

**f. When advancing beyond a protected or awarded base when he has been obstructed.**

**g. (FP Only) When advancing beyond one base on an illegal pitch that is also a passed ball or a wild pitch.**

**h. (FP Only) When advancing beyond the base to which he is forced because of a base on balls being issued to the batter.**

**COMMENTS:**

*All situations listed should have been included in previous rulebooks for a runner can be called out in each. This wording clarifies that they are in jeopardy if they advance farther than entitled.*

**Rule 8, Sec 7b:**

Adds new types of obstruction, which read:

- b. When a fielder **prevents** the runner from making a base, or impedes the progress of a runner or batter-runner who is legally running bases; if the fielder is
  1. No change
  2. No change
  3. No change
  4. **In possession of the ball and he pushes a runner off a base in an attempt to gain an out, or**
  5. **In possession of the ball, but not in the act of making a play on the runner which intentionally impedes the progress of that runner or batter-runner who is legally running the bases.**

**COMMENTS:**

*To clarify that the actions of a fielder deliberately pushing a runner off a base in an attempt to gain an out is a form of obstruction. The inclusion of these two new sub-sections now gives the runner protection from this type of play.*

**Rule 8, Sec. 7b**  
**Effect 4 EXCEPT 2.**

Added a new EXCEPTION that states if a play is made on another runner, the obstructed runner is no longer protected between the two bases the runner was obstructed, to read:

**EXCEPTION 2: If the obstructed runner safely obtains the base he would have been awarded, in the umpire's judgment, and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the bases where he was obstructed, and may be put out. The ball remains alive.**

**COMMENTS:**

*An obstructed runner should no longer be protected between the bases where they were obstructed if a subsequent play has been made on another runner. As a result of this new ruling, if another play occurs and then the defense makes a follow up play on the obstructed runner, the obstructed runner could be called out if tagged while off base.*

**Rule 8, Sec. 7b:**  
**EFFECT NOTE.**

Adds a new EXCEPTION to the NOTE in the Effect, to read:

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. **EXCEPTION: If a runner is obstructed at a base preventing the runner from touching that base.**

**COMMENTS:**

*This is same as described in Rule 8, Sec 4 and should be listed here as well. Some think there is no difference between obstruction between two bases, and obstruction at a base. This helps clarify this, as the runner is not required to return and touch a base if the obstruction occurred at the base forcing the runner to miss the base.*

**Rule 8, Sec. 7m:**

Add new sub-section to rules regarding a live ball getting lodged in umpire or offensive player clothing or equipment, to read:

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

**m. When a ball is lodged in:**

1. **Umpire gear or clothing, or**
2. **In offensive player's clothing.**

**EFFECT – Sec 7m: The ball is dead and the runners are advanced to the base or bases they would have reached, in the umpire's judgment, had the ball not been lodged.**

**COMMENTS:**

*Rule 8, Sec 5g covers a ball lodged in defensive player's uniform or equipment and the ball remains live. This rule covers a ball lodged in umpire gear or clothing or in offensive player uniform and the ball is dead.*

**Rule 8, Sec 9h:**  
**RUNNER IS OUT.**

Adds new wording stating the runner is not out if obstructed at a base and this prevents the runner from touching the base, to read:

h. When he fails to touch the intervening base, or bases, in regular or reverse order.

**EXCEPTION: If a runner is obstructed at a base preventing the runner from touching that base.**

**COMMENTS:**

*If obstructed at a base, the runner does not have to return and touch the base missed; therefore this exception was necessary to explain this.*

**Rule 8, Sec. 9k:**  
**RUNNER IS OUT:**

Add words "an untouched" and "any" to the section to read:

k. When he is struck with **an untouched** fair-batted ball in fair territory while off base, **and** in the umpire's judgment, **any** fielder had an opportunity to make an out.

**COMMENTS:**

*Adding the additional words now compliment Rule 8, Sec. 10f, which indicates the runner is not out if the batted ball has been touched by a fielder before contacting the runner. Changing "no" to "any" clarifies the wording.*

**Rule 8, Sec. 9m:**  
**RUNNER IS OUT:**

Adding the bold typed words help clarifies this sub-section too.

- m. When he interferes with a fielder attempting to field a fair-batted ball, **regardless of whether the ball has first been touched by another fielder, including the pitcher**, or intentionally interferes with a thrown ball.

**COMMENTS:**

*Many players and coaches are confused when a runner interferes with a fielder attempting to field a fair-batted ball that has been deflected by another fielder, for which there is a penalty. They confuse this with the action of a runner being contacted by a deflected ball, for which there is no penalty. The addition of the bold words should help alleviate this confusion.*

**Rule 8, Sec. 9g**  
**RUNNER IS OUT:**

Add the bold words to assist in interpreting interference, to read:

- q. When a coach, **or any other non-playing team member:**

1. Intentionally interferes with a thrown ball while in the coach's box, or
2. Interferes with the defensive team's opportunity to make a play on a runner, or batter-runner.

NOTE: It is the runner closest to home plate, at the time of the interference, who shall be declared out.

**COMMENTS:**

*There is currently no rule to cover the runner being declared out on interference by a non-playing team-member (e.g., on-deck batter serving as coach at home plate or interfering while in the on-deck circle, a batboy or girl, scorer, or other team members on the field, but not in the game).*

**Rule 8, Sec. 9v:**  
**EXCEPTION:**

No addition of words, only changed the word "unless" under Effect [3] to Exception and added:

**EXCEPTION – Sec. 9v. A runner shall not be declared out if:**

1. A play is made on him or another runner (a fake throw is considered a play), or
2. The pitcher no longer has possession of the ball within the pitcher's circle, or
3. The pitcher releases the ball by a pitch to the batter.

**COMMENTS:**

*The change was made to follow the pattern of the entire rulebook. Rather than the word "unless" being used, it was better to put an EXCEPTION and to state "A runner should not be declared out if: Same wording for 1-2-3.*

**Rule 8, Sec. 9z:**

A new sub-section to cover an offensive team moving faster runners ahead of slower, to read:

**z. When following an offensive conference, base runners switch positions on the bases they occupied prior to the conference.**

**Effect – Sec. 9z: Each runner on an improper base shall be declared out. In addition, the head coach shall be ejected for unsportsmanlike conduct.**

**NOTE: This can be brought to the umpire's attention anytime until all runners are in the dugout or the inning is over. If one improper runner is on a base, both he and all runners who had switched bases will be out, even if they had scored, and any run(s) scored will be nullified.**

**COMMENTS:**

*This has occurred in games where a team may want a speedier runner at 3<sup>rd</sup> or 2<sup>nd</sup> base, to help score a run. After a conference has been called, runners would switch bases, and if not caught could score a tying or go ahead run and win a game.*

**Rule 8, Sec. 10m:**

The note was added to compliment R8-1e which deals with a runner in contact with a base being hit with a fair batted ball, to read:

**NOTE: The ball will remain dead or alive, depending on the position of the fielder closest to the base.**

**COMMENTS:**

*No rule change. It only clarifies the wording to sub-section "m" as previously written. It is better placed in this section rather than under R8-1e, which deals with the batter-runner.*

**Rule 9, Sec 1g [3]:**  
**BALL IS DEAD.**

Added a new situation when a ball strikes an umpire or runner, to read:

- g. When a fair-batted ball strikes an umpire or runner:

1. No change.
2. No change
3. **After passing a fielder, excluding the pitcher, and in the umpire's judgment another fielder had a chance to make an out.**

**COMMENTS:**

*No rule change. It only clarifies another situation when the ball should be ruled dead when a fair-batted ball strikes an umpire or a runner, and compliments the ruling for R8-9k.*

**Rule 9, Sec. 1ac:**  
**BALL IS DEAD.**

New ruling which calls for a dead ball, reads:

**ac. (FP and SP ONLY) When the pitcher issues an Intentional walk to a batter.**

**COMMENTS:**

*This is a new ruling added this year, and needed to be placed in this section as well.*

**Rule 9, Sec. 1ad:**  
**BALL IS DEAD.**

New ruling which calls for a dead ball, reads:  
**ad. When an offensive team member deliberately erases the lines of the batter's box.**

**COMMENTS:**

*This is a new ruling added this year, and needed to be placed in this section as well.*

**Rule 9, Sec. 2ag.**  
**BALL IS ALIVE.**

New ruling, which calls for the ball to remain alive, reads:  
**ag. When a live ball becomes lodged in a defensive player's uniform or equipment.**

**COMMENTS:**

*This is a new ruling added this year, and needed to be placed in this section as well.*

**Rule 9, Sec. 4.**

The entire Section 4, titled "**A BALL REMAINS LIVE IN SLOW PITCH**" moved to Rule 9, Sec. 2ah.

**COMMENTS:**

*Due to the Section being similar to "Live Ball" situations, it was unnecessary to keep the above section separate.*

**Rule 10, Sec. M Note:**

Added two more situations from the Blood ruling, which require an appeal to be made prior to an umpire taking action, and also for when runners switch bases after a conference. **The Replacement Player or returning Withdrawn Player not reporting when they leave or enter the game, and runners switching bases following an offensive conference.**

**COMMENTS:**

*To be all-inclusive when dealing with appeals.*

**Rule 10, Sec. 8f:**

Changed "EFFECT" to allow the umpire(s) to award a base or bases when calling "Time" for an injured player, to read:  
**EFFECT – Sec 8f: In the case of injury, when time is called, the ball is dead and runner(s) may be awarded a base or bases that they would have made, in the umpire's judgment, had the injury not occurred.**

**COMMENTS:**

*Previously this effect read that runners had to return to the last base touched prior to "TIME" being called. When a person is injured, and time is called for the safety of the player, runners should not be penalized if they could make another base or bases. This effect allows the umpire(s) to make the action correct if it warrants.*

**Rule 12, Sec. 2a NOTE:**

When the Blood Rule is in effect and statistics are kept, this new wording states that the Replacement Player is credited with any statistics whether on offense or defense rather than the Withdrawn Player being given credit for any strike outs, hits, errors, etc., that the Replacement Player may have recorded, to read:  
**Note: Any statistics accrued by the Replacement Player while he is in the game, are credited to that player, even if he is a listed substitute who does not eventually enter the game as a substitution for another player.**

**COMMENTS:**

*All players, regardless of their status in a game at any given time, should be given credit for any statistics they accrue. It is not considered reasonable to credit hits, errors or other plays to a player who is not in the game.*