

## 2016 ASA-NCAA-NFHS DIFFERENCES

ASA	NCAA	NFHS
<b>and Bold is new to this document</b>		
<b>RULE 1 - DEFINITIONS</b>		
<b>Bunt</b>		
A pitched ball that is intentionally tapped with the bat, slowly, within the infield. It is not a bunt attempt if the bat is held in the strike zone.	1	A legally batted ball not swung at but intentionally tapped with the bat. A bunt attempt is any non-swinging movement of the bat intended to tap the ball into play. Holding the bat in the strike zone is considered a bunt attempt. In order to take a pitch the bat must be withdrawn -- pulled backward and away from the ball.
		1.12
		A bunt is a legally batted ball not swung at but intentionally tapped with the bat. An attempted bunt is any non-swinging movement of the bat intended to tap the ball into play. Holding the bat in the strike zone is considered a bunt attempt. In order to take a pitch, the bat must be withdrawn – pulled backward and away from the ball.
		2.8.1 2.8.2
<b>Catch and Carry</b>		
A catch and carry is a ball caught in live ball territory and carried into dead ball territory. A ball caught or touched by a fielder that is in dead ball territory is a dead ball	1	Same as ASA same except a ball touched by a player while in dead ball territory is considered a catch and carry
		9.3 9.13
		Same as ASA
		8.4.3f
<b>Catch</b>		
To be a catch a fielder must have both feet back in live ball territory or one in live ball territory and one in the air	1	Same as ASA
		1.13 9.1.3
		Must reestablish and have both feet in live territory to be a catch
		5.1.1i NOTE b.

<b>Charged Conference</b>					
<p>Definition of a Charged Conference: When a team representative requests a suspension of play or delays the game for the purpose of delivering a message to another team member, unless the pitcher is removed from the pitching position. Offensive Conferences: Only one charged conference per inning. Defensive Conferences: A total of three charged conferences in a seven inning game. For every inning beyond seven there will be one charged conference allowed.</p>	<p>1 5.7A 5.7B</p>	<p>A charged conference is a meeting that takes place anytime an offensive team representative delays the game or requests a suspension of play for any reason and delivers a message by any means to any offensive player, coach and/or representative. Offensive Conferences: Only one charged per inning. Defensive Conferences: One charged conference per inning and one per each pitching change when the pitcher has not yet pitched in the inning. If base runners leave the vicinity of their bases, it is a Charged Offensive Conference. If the team has already used one in that half inning, the head coach is ejected.</p>	<p>6.10 6.10.4 6.10.5</p>	<p>A charged conference is when the coach or dugout/bench personnel requests and is granted a timeout to meet with offensive or defensive personnel. Each team, when on defense, may be granted not more than three charged conferences without penalty during a seven inning game to permit coaches or their representatives to confer with a defensive player or players. A conference is not charged when the pitcher is removed from the pitching position.</p>	<p>2.14.1; 3.7.1</p>
<b>Inaccurate Line Up Card</b>					
<p>No penalty for an inaccurate line-up card.</p>		<p>Incorrect listing of eligible starting players and substitutes. Inaccuracies could include incorrect or omitted first name, uniform number or position. 1. First names may be omitted from the written line up as long as they are printed on the card's roster. 2. Omitting the last name makes the player ineligible, not the card inaccurate.</p>	<p>8.3.2 Appendix B</p>	<p>After the lineup card has been submitted to and verified by the umpire and a change is subsequently made to a player/substitute name or number, or if a player/substitute is added to the lineup card, the umpire shall issue a team warning to the head coach of the team involved. Any further changes made to a player/substitute name or number results in the head coach being restricted to the dugout/bench area for the remainder of the game.</p>	<p>3.1.3</p>

<b>Line Up Card</b>					
The official document listing the starting players and substitutes of a given team.	1	The card that contains the first and last names, uniform numbers and positions of all starting players, listed the order in which they will bat, and the first and last names and uniform numbers of all eligible substitutes. In addition, it shall include the first and last name of the head coach. In the event the team has co-head coaches, one shall be designated as the head coach for that game.	1.75	The team's line-up card shall include first initial and last name, jersey number, position and batting order for each starting player and shall include each eligible substitute. Line up's become official after they have been exchanged, verified and then accepted by the plate umpire during the pregame conference.	3.1
<b>Runner</b>					
Runner: An offensive player who has reached first base and has not yet been put out or scored	1	Runner: The offensive player who is in the process of running the bases whether as a batter-runner or base runner.	1.48	Runner: A runner is an offensive player who is advancing to, touching or returning to a base.	2.50.1
<b>Offensive Player</b>					
No definition		Offensive Player (OP): The player in the batting order who is not playing defense because the DP has entered to play defense for her.	8.1.2.5	No definition	
<b>Stealing</b>					
Allows 18U JO Boy's and 21U Men's Slow Pitch to steal.	1	No definition		A stolen base is the advance of a runner to the next base without the aid of a base hit, putout, a passed ball or a wild pitch.	2.55
<b>Strike zone</b>					
Arm pits and top of the knees any part of the ball.	1	The area over home plate between the bottom of the batter's sternum and the top of her knees. The top of the ball must be in the horizontal plain and either side of the ball in the vertical plain of the strike zone...	11.3.1	same as ASA	2.56.3

<b>RULE 2: THE PLAYING FIELD</b>					
<b>Backstop</b>					
No mention of padding. On dimensions mentioned which 25' minimum and 30' maximum.	2 Dim. Table	When the backstop is wood, cement or brick, it is strongly recommended that it be padded from dugout to dugout beginning no higher than one foot off the ground and extending to the top of the wood, cement or brick or six feet from the ground, whichever is shorter. Padding is required by the 2016 season.	2.1	Same as ASA	1.3C
<b>Branding on Bases</b>					
No Rule		Only a sticker with NCAA, team or conference logo, name or abbreviation sticker or label may be used, only in the middle third of the rise of the base. At no time is the branding sticker allowed on top of the base.	2.4 NOTE	No Rule	
<b>Double Base</b>					
Double Base (Distance Table). The base is 15X30 inches and both sides of the double base shall be equal thickness. (5" max)	2.1 2.3H	The double base is not allowed	2.4	By state association adoption, a double first base is permitted. The base shall be a one or two-piece unit, 15 inches by 30 inches. The base in foul territory shall be a color other than white.	1.2.1 NOTE
<b>Catcher's Box</b>					
10' Long 8.5'	2	7' Long 8.5' Wide	2.2	same as ASA	1.4.c
<b>Pitching Distance</b>					
10U 35', 12U 40', 14U, 16U, 18U – 43'	2	43 Feet	2.21	Same as ASA	1.2.b

<b>Fences</b>					
No mention of padding. Minimum and maximum distance set in adult and JO Divisions.	2.1 Official Distance Table	<b>For all new construction after 2016, it is required that the fence be 6 feet or higher and be a minimum of 190 feet in left and right fields and 220 in center field. By 2017, an institutional field with a 4 foot fence must be a minimum of 210 feet in left and right field and 230 in center field and it is highly recommended that a municipal field with a 4-foot fence used by the institution be at those same distances.</b>	2.1	Same as ASA	1.3.C
<b>Erasing Batter's Box Lines</b>					
No rule		Strike on the batter if the offense intentionally removes the lines and ball if the defense does the same. Coaches who remove any line shall receive a warning then an ejection on the second offense.	2.15.2 EFFECT, 11.2.4 EFFECT Notes 1&2	Same as NCAA with the exception that after an occurrence a team warning is issued and the next violation is a ball / strike and the offender and coach restricted to the dugout.	3.6.17

**RULE 3: EQUIPMENT****All Equipment**

<p>Notwithstanding the foregoing, the ASA reserves the right to withhold or withdraw approval of any equipment which, in the ASA's sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of the player's equipment rather than the player's individual skills.</p>	3.7A	<p>All equipment used in intercollegiate competition should be commonly available to the general public through retailers. Institutions are responsible for ensuring that the equipment used in competition meets the prescribed industry standards of safety and legality. Coaches are responsible for ensuring that their players are legally equipped and properly attired to reflect a positive image of the game. Uniforms, accessories and equipment (including batting gloves that must be worn, carried in the hands or put out of sight in pockets) must be worn properly and as designed. Exception: Sunglasses may be worn as desired. Defective equipment must be repaired or replaced immediately.</p>	3.1.1	<p>Accommodations should not fundamentally alter the sport, heighten risk to the athletes/others or place opponents at a disadvantage.</p>	3.2.13 NOTE
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**Official Bat**

<p>If a bat is not marked OFFICIAL SOFTBALL but has an ASA Certification Mark meets Rule 3, Section 1 of ASA Rules, is included on a list of approved bat models published by ASA, and is not listed on the Non-Approved Bat List with Certification Mark it is allowed in ASA Championship Play.</p>	3.1A	<p>Shall be marked OFFICIAL SOFTBALL by the manufacturer. If the words OFFICIAL SOFTBALL cannot be read because of wear and tear on the bat, the bat should be declared legal if it is legal in all other aspects.</p>	3.3.1.4	<p>Words OFFICIAL SOFTBALL not required</p>	1.5.1
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<p>The official bat for ASA Championship Play must meet all ASA specifications and requirements of Rule 3, Section 1 and: 1) The official bat, made up of the knob, handle, grip, taper, barrel, and end cap shall be free of burs, dents, cracks, sharp edges rattles and show no signs of excessive wear. The official bat shall be marked OFFICIAL SOFTBALL by the manufacturer, be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance expansion. The official bat must bear either the ASA 2000 Certification Mark, ASA 2004 Certification Mark, or ASA 2013 ASA Certification Mark (Slow Pitch Only) and must not be listed on the ASA Non Approved Bat List. And 2) must be included on the list of approved bat models published by the ASA or 3) must in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested , would comply with the ASA Bat Performance Standard.</p>	3.1A	<p>Combining Types of inappropriate Bats(New Rule 3.3.2 and 11.23.2.3: <u>3.3.2: Inappropriate bats, that is, non-approved bats which are not on the current NCAA Approved Softball bat list, illegal bats which do not meet the bat specifications, and bats whose performance characteristics have been altered shall not be in team area, on the field nor used in the game.</u></p>	3.3.2 and 11.23.2.3	<p>All bats shall meet the 2004 ASA bat performance Standard, bear either the 2000 or 2004 ASA certification mark and not be listed on the ASA Non-Approved bat list with certification marks as found on <a href="http://www.asasoftball.org">www.asasoftball.org</a>.</p>	1.5.4
<p>The official bat for ASA Championship play must meet all the ASA specifications and the requirements of Rule 3, Section 1.</p>	3.1	<p>Failure to present a bat for pre-game inspection which is later discovered in the team's possession or dugout shall be considered an unsporting act and subject to the effect in Rule 13.2. If no specific player is in possession of the bat at the time it is brought to the umpire's attention, the head coach shall be the person ejected.</p>	3.3.5.4	<p>The bat shall: Meet the 2004 ASA Bat performance standard, bear either the 2000 or 2004 certification mark (see figure 1-6) and not be listed on the ASA nonapproved bat list found on <a href="http://www.asasoftball.com">www.asasoftball.com</a>. Bat barrels made entirely of wood are permitted and need not bear an ASA mark, but shall no exceed 2 1/4 inches in diameter.</p>	1.5.1.d

<b>Altered Bat</b>					
An ASA official bat's characteristics shall remain fixed at the time of manufacture and may not be altered in any way other than specifically provided for in (Rule 3, Section 1) or as specifically approved by the ASA. Approved bats shall be considered altered if they are rolled, shaved, repainted, weighted or modified to change their characteristics from that provided by the manufacturer. Identifying the bat by means of laser marking, engraving, or painting the name or number of the player will not make the bat an altered bat.	3.1E	A bat that is illegal or non-approved bat that has been changed to resemble a legal bat or was a legal bat that has been intentionally changed from the specifications established in the ASA bat certification process and as required under Rule 3.3.1.	3.3.2.2	Altered Bat; A bat that was once legal, but has been structurally changed including, but not limited to: shaving, rolling or artificially warming the bat barrel.	2.4.2a
<b>Approved Bat List</b>					
On the ASA website, <a href="http://www.asasoftball.com">www.asasoftball.com</a>		Supplied by each coach before the start of the game to the umpires and highlight the bats they will use.	3.3.2	Not required at the field	
<b>Non-Approved Bat list with an ASA Certification Marks</b>					
<b>Damaged Bats</b>					
The official bat, shall be free of burs, dents, cracks, sharp edges rattles and show no signs of excessive wear. If any of these criteria exists the bat should be removed from competition.	3.1A -F	In regard to dents on the barrel, if the bat ring goes over the bat, it should not be regarded as a damaged bat.	3.3.3	Be free of rattles, dents, burs cracks and sharp edges. Bats that are broken, altered or deface the ball are illegal.	1.5.1



<b>Safety Knob</b>					
The knob shall have a diameter of at least 1/4 inches with no sharp edges. The knob will be permanently attached to the bat and may be covered with grip tape.	3.1B	The bat shall have a knob of a minimum of 1/4 inch protruding at an angle of 90 or less from the handle.	3.3.1.8. 2	The bat shall consist of the following components (see figure 1-7): Knob. The knob may be molded, lathed, welded or permanently fastened. Devices, attachments or wrappings that cause the knob to become flush with the handle are permitted. The knob may be covered with grip tape. A one-piece rubber knob and bat grip combination is illegal. Choke-up devices are not permitted.	1.5.2A
<b>Handle</b>					
The region of the bat from the knob, not including the knob, to the start of the taper where the diameter increases. The handle will include the grip.	3.1C	The handle is the area between the knob and taper which is covered by the grip. It shall have a safety grip of cork, tape (not smooth, plastic tape) or composition material (commercially manufactured bat grip)	3.2.1.8. 3	The bat handle is the area of the bat that begins at, but does not include the knob and ends where the taper begins to increase in diameter. The handle shall have a round or oval cross-section.	1.5.2b
<b>Grip</b>					
The handle grip region of the bat must have a grip made of cork, grip tape, or other synthetic material that is permanently attached to the bat. No bare metal, wood or composite material may be exposed in this area. The grip shall be not less than 6" and not more than 15" from the knob. Any attachment such as a molded finger grip, flare cone or choke up device must be attached with grip tape. Resin, pine tar or spray substances are permissible on the grip region only.	3.1D	The safety grip shall not be less than 10 inches (25.0cm) long and shall not extend more than 15 inches (40.0cm) from the knob. Resin, pine tar or spray substances placed on the safety grip to enhance the grip are permissible note grip only. It may not exceed two layers. If taped, it must be a continuous spiral but need not be a solid layer.	3.2.1.8. 3	The bat shall have a safety grip of cork, tape or composition material. The grip shall extend a minimum of 10 inches, but not more than 15 inches from the handle end of the bat. Slippery tape or similar material shall be prohibited.	1.5.2

<b>Taper</b>					
The transition area between the handle and the barrel. The Taper shall have a generally conical shape. It starts where the barrel decreases in size and ends where the handle diameter becomes constant.	3.1E	The taper is the transition area which consists of the narrower handle and the wider barrel portion of the bat. Its length and material can vary and the taper has the fewest rule specifications.	3.2.1.8.4	The taper is the transition area which connects the narrower handle to the wider barrel portion of the bat. The taper shall have a solid surface and shall have a conical shape. It's length and material may vary.	1.5.2.C
<b>Barrel</b>					
The region of the bat from the Taper to the End Cap. The barrel region shall be smooth and round within 0.050 inches in diameter.	3.1F	<b>The color of the barrel of the bat shall be of color(s) contrasting to the ball...</b>	<b>3.3.1.8.5</b>	The barrel is the area intended for contact with the pitch; it shall be round and smooth	1.5.2.d
<b>End Cap</b>					
The cap placed at the barrel end of the bat. The End Cap shall be permanently affixed to the bat to prevent alterations to the interior of the bat. It shall be affixed so that it cannot be removed by anyone other than the manufacturer without damaging or destroying the End Cap or Barrel.	3.1G	The End Cap is a rubber, vinyl, plastic or other approved material insert firmly secured and permanently affixed so that it cannot be removed by anyone other than the manufacturer, without destroying it. A bat made of one piece construction may not have an End Cap.	3.2.1.8.6	The End Cap is made of rubber, vinyl, plastic or other approved material. It shall be firmly secured and permanently affixed to the end of the bat so that it cannot be removed by anyone other than the manufacturer without damaging or destroying it. A one piece construction bat will not have an End Cap.	1.5.2.e

<b>Warm Up Bats</b>					
<p>The warm-up bat shall meet the following requirements to be approved:</p> <p>A. Stamped with 1/4 inch letters WB on either end of the bat or marked in one inch letters the word WARM-UP BAT only on the barrel end of the bat.</p> <p>B. The warm-up bat shall comply with the safety grip and safety knob requirements of the official bat.</p> <p>C. Be of one-piece construction or a one-piece permanently assembled bat that clearly distinguishes itself as a warm-up bat and is approved by the ASA.</p> <p>D. 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.</p> <p>E. Only approved attachments included in the list published by the ASA can be used on warm-up bats.</p>	3.2A-E	<p>Non-altered, one-piece, wooden baseball or softball bats may be used in the pre-game warm-ups or in the on deck circle in addition to legal softball bats. Attachments to a bat (such as sleeves, donuts and fans), are not allowed in the on-deck circle.</p>	3.4	<p>Warm-up bats used in the on deck circle shall have all parts permanently and securely attached at the time of manufacture and at the time of use. No more than two bats shall be used when warming up in the on-deck circle. Devices added to a bat for warm-up purposes shall be commercially manufactured specifically for a softball bat and shall be securely attached, so as not to disengage during use. Such devices shall take, but not exceed, the general shape and size of a bat including the grip.</p>	1.5.3
<b>Pre-Game Warm-Up Bats</b>					
No such Rule		<p>In addition to softball bats on the current NCAA Approved Bat List, fungo bats and non-altered one-piece, wooden baseball or softball bats, may be used in pregame warm-ups. Only legal softball bats highlighted on the team's bat list may be in the on-deck circle during the game.</p>	3.4	No such Rule	

<b>Official Softball</b>					
Certified Approved: Only softballs which bear an ASA approved certification mark signifying compliance with the Ball COR and Ball Compression limitations then in effect and, and which satisfy all other applicable provisions in Rule 3, Section 3 will be allowed for use in ASA Championship Play. Check the Non-Approved Ball List on the ASA Web Site; www.softball.org, under the "Certified Equipment" tab.	3.3A	The home host team shall be responsible for providing a minimum of five twelve game balls of the same specifications and manufacturer. Each game shall begin with two new game balls (one rubbed by each team, so the manufacturer's gloss is removed) and three ten additional (new or game quality) balls.	3.2.2	The dynamic stiffness of 12" softballs shall not exceed 7,500 pounds/inch when tested under current ASTM test methods. The NFHS Authenticating Mark shall be on each ball as shown in Figure 1-4 of the NFHS rule book.	1.3.3 1.3.8
<b>Glove/Mitt</b>					
A Glove/Mitt may be worn by any player. The dimensions of any glove/mitt used by any player shall not exceed the specifications set forth in Rule 3. The Pitcher's glove may be of one solid color or multicolored as long as the color(s) are not the color of the ball being used in the game.	3.4	All players except the catcher must use a leather fielder's glove/mitt that meets the specifications of Rule 3. The use of any treatment or device that fundamentally changes the specifications of gloves is prohibited and renders the equipment altered and unusable for play.	3.7.1	A glove/mitt may be worn by any player. Glove/mitt may not be entirely Optic Yellow. No markings resembling an Optic Yellow Softball.	1.4.1 1.4.1.b.c
Glove/mitt - may be worn by any defensive player and must meet dimensional requirements.	3.4	Catcher may wear a glove / mitt of any dimension. First baseman can wear a mitt but must meet dimensional requirements.	3.7.1	Catcher can wear a glove or mitt of any dimension. Defensive fielders can wear either a glove or mitt but meet the dimensional requirements.	1.4.3
Pitcher's Glove - may be one solid color or multicolor as long as one of the colors is not the color of the ball used in the game played.	3.4	Any player's glove May not be the color of the ball. May be tan, brown, gray, black, or any combination thereof. Lacing may not be the color of the ball.	3.7.1	Any player's glove can be a maximum of two colors not distracting. May not be gray, white or optic yellow.	1.4.2

Helmet					
Any defensive player may wear a helmet, with or without ear flaps, of similar color as the team caps. It must have a bill. <b>EXCEPTION: Hockey Style Face Mask.</b>	3.5E Defense	The catcher must wear a protective helmet while receiving pitches in a game. In addition, the catcher must wear a protective face mask. Traditional baseball/softball catcher's headgear or ice hockey goalie style headgear may be worn but, in either case, must bear a permanent mark (molded in, embossed or by indestructible seal) indicating compliance with the National Operating Committee on Standards for Athletic Equipment (NOCSAE) combined helmet and mask standard.	3.6	The catcher's helmet shall not have a glare or mirror-like surface.	1.7.1
Player acting as coach must wear a helmet	3.5E Offense	During the game, no one except players, coaches, managers, medical personnel, scorekeepers, necessary institutional personnel and bat handlers shall occupy a team's dugout. All personnel must be in appropriate attire and must be in their team's bench area or bullpen and remain there until the ball is dead or is in the pitcher's possession in the circle and time has been called.	3.8.4	Non-adult bat/ball shaggers shall wear batting helmets while in the live ball area, even if the ball is dead. A violation while in the liveball area shall result in a warning to the coach and the team and the individual. A subsequent violation may result in the individual <u>and coach</u> not being permitted on the field.	1.6.3

<b>Uniforms</b>					
<p>All players on a team shall properly wear uniforms that are like in color and style. Sleeves or straps of the uniform top may be adjusted with or without tie-ups, to the comfort of the players, provided uniform numbers remain visible. If because of the blood rule a change is required and the uniform part does not match, the player will not be penalized. All protective equipment should be worn properly. If a player is requested to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will not be allowed to play. EFFECT: Players wearing metal cleats after being warned by the umpire shall be ejected.</p>	3.6	<p>All eligible players should be attired with uniforms (jersey, pants, shorts and socks) of identical style and color and trim differing only in size and players' numbers and names. Uniform accessories (namely foul weather apparel, headgear, knee/shin pads, undershirts and undershorts) are optional parts of the uniform and may be mixed of styles. Uniforms, all accessories and protective equipment must be worn properly and as designed. A uniform part that must be changed because of saturation of blood shall not cause the player to be penalized.</p>	3.10 Exception	<p>Uniforms of all team members shall be of the same color and style. State associations may, on an individual basis, permit a player to participate while wearing a different style uniform for religious reasons. Accommodations should not fundamentally alter the sport, heighten risk to the athletes/others or place opponents at a disadvantage.</p>	3.2.1 3.2.13 NOTE
<b>Headwear</b>					
<p>Ball caps are mandatory, must be alike, and worn properly in Male F.P. In Female F.P. ball caps and visors are optional for players. If worn they may be mixed, but must be worn properly. If one type is worn, they must all be of the same color. Handkerchiefs do not qualify as headwear and cannot be worn around the head or neck. Plastic visors are not allowed.</p>	3.6A2	<p>Deletes that plastic visors, bandanas and handkerchiefs are not allowable headwear, even if covered or worn under a helmet or cap.</p>	3.10.2	<p>Headwear (caps, visors, headbands, ribbons, etc.) may be mixed. If worn, they must be white, black, beige or school color (the colors are not required to be the same for team members). Flat items, no longer than 2 inches, used to control the hair, such as bobby pins, barrettes and hair clips are permitted. Plastic visors, bandannas and hair beads are prohibited.</p>	3.2.5
<b>Pants</b>					

All players' pants must be long, short, or mixed in style, as long as they are like in color.	3.6B	The uniform may consist of pants or shorts, but all players on the same team must be attired the same.	3.9	State Associations may, on an individual basis, permit a player to participate while wearing a different style uniform for religious reasons.	3.2.1
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<b>Numbers</b>					
Uniform numbers; Players may not wear the same number, whether in the game or not. Numbers 0 and 00 are not considered to be the same number	3.6D	Players on the same team shall not wear the same number. 0 and 00 are considered the same number	3.10.4	No players on the same team may wear identical numbers, (0 and 00) are considered the same number.	3.2.2

<b>Jewelry</b>					
Exposed Jewelry judged dangerous by umpire must be removed and may not be worn during the game. Religious or medical alert bracelets may be worn but must be taped to the body.	3.6.F	Coaches determine player attire.	No Rule	Players prohibited from wearing jewelry. 1st offense a team warning and jewelry must be removed. Next offender and head coach restricted to dug/out bench area.	3.2.12

<b>Shoes</b>					
Junior Olympic Fast Pitch Boys and Girls 18U A/B Gold and 16U A/B Gold and 14U A/B classifications of play may wear metal cleats.	3.6G Exception	Metal toe plates and metal cleats are permitted.	3.9	Metal toe plates and metal cleats are permitted.	3.2.11 NOTE

**RULE 4: PLAYERS, COACHES, SUBSTITUTES.**

<b>Number of Players to start a game</b>					
A team must have the required number of players present in the dugout to start the game.	4.1A	Each team shall have a least nine eligible players in the game at all times.	8.1.1	Each of the two teams must start with nine players. In Fast Pitch only, a team may use the Designated Player/Flex Option (DP/Flex).	3.1.1

<b>Line-up Changes</b>					
Line-up cards must be completed and submitted to the scorekeeper and umpire at the start of each game. Eligible roster members may be added to the available substitute list at any time during the game.	4.1A 1-2	Each team must submit a complete lineup card to the official scorer and opponent 20 minutes before game time and to the plate umpire at the pre-game meeting. Coaches must let the umpire know of any defensive changes.	5.6.2	The home team and then the visiting team shall deliver their respective lineup cards, in duplicate, to the plate umpire. The umpire shall then permit inspection by both captains/coaches. The substitution regulations as in Rule 3 are then in effect. A player who is not listed as an eligible substitute on the lineup card shall not be prohibited from playing. The plate umpire shall record all substitutions on the lineup card, and then announce immediately any change(s) to the opposing team's head coach.	4.1.2b 3.3.1 3.3.3
<b>Team Members</b>					
The team shall consist of 9 players in Fast Pitch or 10 players in Fast Pitch with the DP	4.1C.1	Each team shall have at least nine eligible players in the game at all times.	8.1.1	Team members are players listed on the team's roster and lineup as submitted to the umpire at the pregame meeting.	2.58
<b>Shorthanded Rule</b>					
Teams can play shorthanded to start or continue a game. The game can start or finish with one less player than required to start (8). The game can continue with one less player than is currently in the batting order. (8 or 9). The Exception defines the penalty for playing shorthanded in Junior Olympic Fast Pitch Pool Play	4.1D 1-2 Exception	No such rule		No such rule	
<b>Re-Entry</b>					
Any player may be substituted for or replaced and re-entered once, provided the player occupies the same position in the batting order.	4.5.A	Substitutes may not re-enter	8.6	Same as ASA	3.3.5



<b>Unreported Substitute</b>					
There is no penalty of disqualification for the unreported substitute. If the unreported substitute is an illegal player eject the player.	4.6.C	There is no disqualification unless the unreported player is an illegal player, in which case the illegal player is ejected.	8.3.3 and 8.3.4	Players and substitutes shall not enter the game unreported. The umpire shall issue a warning to the team involved and the next offender will be restricted to the bench for the remainder of the game.	3.6.7 Penalty
<b>Projected Substitute</b>					
No rule		No rule		<b>A projected substitute is the act of entering a substitute without first removing a player from that position in the lineup.</b>	<b>2.57.4</b>
<b>Illegal Player</b>					
The use of an illegal player in handled as a protest by the offended team while the illegal player is in the game. The illegal player is disqualified. An out can be recorded if protested at the proper time.	4.6.F (1-4)	Illegal players: players who compete in a game in a way in which they are not allowed to participate.	8.3.4	Illegal offensive or defensive players may be discovered by the umpire or either team anytime after the ball becomes live and an illegal substitute has taken a position: Penalty, restricted to the dugout/bench remainder of the game. Can also be called out.	3.4
<b>Coach/Team Personnel</b>					
A coach is responsible for the team's actions on the field and will represent the team in communications with the umpire and opposing team. A player may be designated as a coach in the event the coach is absent or that player is acting as a player/coach.	4.7A	During a game, no one except players, coaches, managers, medical personnel, scorekeepers, institutional personnel and bat handlers shall occupy a team's  dugout.	4.22	Team personnel consist of all school representatives located in the team dugout, including but not limited to coaches, managers, certified athletic trainers, and scorekeepers.	2.59

<b>Use of Electronic Equipment</b>					
No electronic equipment to include cell phones, pagers, etc. is allowed to be worn or carried on the playing field. EFFECT: Disqualification or ejection from the game after a warning	4.7C.5	Scouting information obtained from outside the dugout involving current opponents shall not be relayed or given to the playing field or to team personnel during the contest. A team may film or videotape only contests in which it is playing, but may record (from video truck, satellite feed or airwaves, not video camera) any game which is or will be televised.	5.9.1 5.9.6	The use of electronic devices by team personnel to transmit or record information pertaining to his/her player or team's performance shall be permitted within the team's dugout/bench area only. Information obtained from an electronic device may be used for coaching purposes during the game	1.8.6
<b>Post Game Use of Video</b>					
No ASA Rule		If available, television monitoring or institutional replay equipment may be used following a game in only the following situations: (1) By the umpires to verify personnel involved in a fight, (2) By the umpires to verify personnel who left the team area to join in a brawl, (3) By the SRE to confirm the accuracy of a softball incident report involving a protest or possible suspension.	5.9.6 13.2 13.3	The use of electronic devices is permitted during a game; however any information obtained shall not be used to review decisions made by the umpires.	3.6.11
<b>Disqualified Player</b>					
A disqualified player is prohibited from playing but can remain in the team area or serve as a coach/manager.	4.8A	No rule		No Rule	
<b>Ejected Participant</b>					
An ejected participant must leave the grounds and have no contact with the umpires or participants in the game. EFFECT: The game is forfeited.	4.8B	Definition-The exercise of an umpire's authority to remove a player and/or other team personnel from further participation in a game. Ejections are classified as either administrative ejections or behavioral ejections.	1.1.9 13.2	The umpires right to disqualify players or to remove nonplayers for objecting to decisions or for unsporting conduct is absolute	10.1.5
<b>Arguing Balls and Strikes</b>					
Any arguing of the judgment of balls and strikes will result in a team warning. Any repeat offenses will result in the ejection of the team member.	4.8.C	<b>Questioning the Strike Zone replaces Arguing Balls and Strikes to allow for discussion of a called ball to be changed to a strike due to a checked swing.</b>	13.8.4 EFFECT	The offender will be ejected, unless judged to be minor, then the offender will be warned and ejected if the offense is repeated.	3.6.15 Penalty

<b>RULE 5: THE GAME</b>					
<b>Home Team</b>					
Prior to the start of all games, the choice of which team will bat first or last in the inning shall be decided by a coin flip	5.1	The home team may be determined in a variety of ways (for example, coin flip, mutual agreement, conference or tournament assignment, custom.)	1.28	No Rule in NFHS	
<b>Fitness of the Grounds</b>					
The fitness of the grounds for a game shall be decided solely by the plate umpire.	5.2	When on site within one hour before game time the coaches of both teams and/or the site administrator shall decide whether a game shall not be started because of unsatisfactory conditions of weather or playing field, except for the second game of a doubleheader.	5.2.1	The home coach shall decide whether the grounds and other conditions are suitable for starting the game.	4.1.1
<b>Regulation Tie Game</b>					
Games that are regulation tie games shall be resumed at the exact point where they were stopped.	5.3F	If the competing teams, league, conference or tournament committee wish not to be bound by the tie game rule and wish to complete a regulation tie game from the point at which the game was terminated, they may do so by formally opting to use the Halted Game Rule. Otherwise a game stopped after five or more innings with the score tied is considered a regulation tie game, not a Halted Game, and may not be resumed. Intent to use the Halted Game Rule must be declared before the game starts.	6.14 Note 2	If a regulation game has a tie score as in 4.2.2 it is a tie game unless the State Association has any prescribed game ending procedures.	4.2.5
<b>Called Game</b>					
A called game is a game ended by the umpire	5.3C	A conference team may establish a travel policy that allows a game to conclude before its actual completion.	6.16.4	Same as ASA	2.26.2

<b>Forfeited Game / Field Enough Players</b>					
A Forfeit shall be declared by the umpire for several reasons including not having enough players to field a full team or shorthanded team. No rule for a declaration of no contest.	5.4	EFFECT: A forfeit shall be declared in favor to the team with sufficient players in the event on team is no longer able to field a team of at least nine players. In the event neither team can field a team, the game is declared "No Contest." (See Rule 6.20) unless the failure to field a team is as a result of misconduct suspensions (See Rule 13)	8.1.1.1 8.1.1.2 EFFECT	A Forfeit shall be declared by the umpire for several reasons including not having enough players to field a full team. No rule for a declaration of no contest.	5.1.f
<b>Physical Contact with an Umpire or Opponent</b>					
A forfeited game shall be declared by the umpire in favor of the not at fault in the following cases: A. If an umpire is physically attacked by any team member and/or spectator.	5.4A	Any threat of physical intimidation or harm, including pushing, shoving, spitting, kicking, throwing at or attempting to make aggressive physical contact, or use of equipment in a combative manner, shall not be tolerated and is considered fighting.	11.33.1 EFFECT	The runner is out if she remains on her feet and crashes into a defensive player. Malicious contact supersedes obstruction.	2.35 8.1.14
<b>Run Ahead Rule</b>					
15 after three innings, 12 after four and 8 after five innings.	5.9.1A (1B)	A regulation eight-run rule game shall be declared by the plate umpire if one team is ahead after five or more complete innings.	6.1.3.	A state association may adopt game-ending procedures that determine how games are ended, including suspended games. However, if a state association does not have established game ending procedures, by mutual agreement of the opposing coaches and the plate umpire, any remaining play may be shortened at any time or the game terminated.	4.2.3

<b>Time Limit</b>					
1 hour and 40 minutes when applicable beginning with the first pitch.	5.10	No Rule		A state association may adopt game-ending procedures that determine how games are ended, including suspended games. However, if a state association does not have established game ending procedures, by mutual agreement of the opposing coaches and the plate umpire, any remaining play may be shortened at any time or the game terminated.	4.2.3
<b>Tie Breaker Rule</b>					
Starts in the top of the eighth inning. Place the person who is scheduled to bat last in the inning on second base. If team is shorthanded and the last batter is the open spot go to the previous batter.	5.11 A/B	If, after the completion of at least seven innings of play, the score is tied, the tiebreaker rule MAY be played to determine a winning team.	6.1.5	A regulation called game has a tie score when ended as in 4.2.2 it is a tie game unless the State Association has any prescribed game ending procedures.	4.2.5
<b>Dugout Conduct</b>					
Dugout Conduct: A. Coaches, players, substitutes and other bench personnel shall not be outside the designated bench, dugout/team area except when the rules allow or is justified by the umpire. B. Adult: Participants may not smoke or use alcohol beverages inside the dugout or on the playing field. C. (JO only) The use of alcoholic beverages or tobacco products in prohibited at all Junior Olympic Championships. EFFECT: The first offense is a team warning. Any repeat offense shall result in the ejection of that team member	5.12	Umpires have the authority to remove a player and/or other team personnel from further participation in a game for unsporting behavior or verbal misconduct. The on-site administrator will make him/herself available to assist the umpire crew as requested.	13.1 13.1.1 13.1.2	Any abusive conduct or unsporting behavior by team personnel in the dugout or on the field will result in the prescribed action by rule.	3.6 1.20

<b>RULE 6: PITCHING</b>					
<b>Preliminaries</b>					
Before starting the pitch the pitcher shall comply with the following. Both feet must be on the ground and in contact with the pitcher's plate.	6.1..A-E 6.1.C	Both feet must be on the ground in contact with the pitcher's plate and a portion of the pivot foot must be on or above the top surface of the pitcher's plate.	10.2.1.1	Prior to the start of the pitch the pitcher shall take a position with the pivot foot on or partially on top of the pitcher's plate and the non-pivot foot in contact with the pitcher's plate. Both feet must be on the ground and within the 24 inch width of the pitcher's plate. Any step backward shall begin before the hands come together. The step backward may end before or after the hands come together.	6.1.2.a&b FP
<b>Start of the Pitch</b>					
The pitch starts when the hands are separated once they have been placed together.	6.2	Same as ASA		The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of the wind up after the hands have been brought together.	6.2.2a
<b>Number of Revolutions</b>					
The pitcher must not make more than two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and to the rear before starting the windmill motion.	6.3.D	Not more than one and a half revolutions.	10.6.1	Not more than one and a half clockwise revolutions of the arm in the windmill pitch.	6.1.4d
<b>Legal Delivery</b>					
All Illegal Pitches are a delayed dead ball.	6A.1-3, 5-7	<b>If an illegal pitch occurs but the pitch is not released, it is an immediate dead ball.</b>	<b>10.8 EFFECT Exception</b>	Same as ASA	6.1.3.c
<b>Covering the Pitcher's Plate</b>					

No Rule in ASA		A team representative or player shall not intentionally cover the pitcher's plate nor erase the line of the pitcher's lane. EFFECT: For a first violation in a game, a ball shall be awarded to the batter. Subsequent violation by the same team shall result in the violator(s) being ejected.	10.2	No Rule in NFHS	
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**Pitching Lane**

The Pitcher's step must be forward and stay within the 24" length of the pitchers plate. We do not draw a pitcher's lane.	6.3I	The Pitcher's Lane: The area to which the pitcher is restricted when pitching. The lane is lines drawn on the field of play.	1.93, 2.15, 2.19, 10.4.1, Appendix A	Same as ASA	6.1
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**Foreign Substance**

A defensive 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, powder resin, and/or an approved drying agent that is included on the list published by the ASA may be used by the pitcher. The resin must be left on the ground and the approved drying agent in the pitcher's pocket. A pitcher who licks their fingers must wipe the fingers off before bringing them in contact with the ball. EFFECT: Illegal pitch.	6.6A	Under the supervision and within view of the umpire, a resin (i.e. a drying agent) may be used on the pitcher's hand/fingers. <u>Any</u> substance (including resin, <u>dirt or saliva</u> ) applied to the pitcher's hands and fingers must be wiped off <u>if it would transfer to the ball</u> . 10.13.2 No player or other team personnel may apply moisture or <u>any</u> substance to the ball <u>or into a glove which will then contact the ball</u> or do anything else to deface the ball.	10.13.1 10.13.2	The pitcher shall not at any time during the game be allowed to use tape or other substance on the ball or contact points of the pitching hand or fingers; nor shall another player apply a foreign substance to the ball. A pitcher who licks her fingers shall wipe them off before bringing them in contact with the ball. Under the supervision and control of the umpire, powdered resin or any comparable drying agent may be used to dry the hand. The pitcher shall not wear any item on the pitching hand, wrist, arm or thighs which the umpire judges to be distracting to the batter.	6.2.2
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**Warm-Up Pitches**

At the beginning of each half inning or when the pitcher relieves another, not more than one minute may be used to deliver not more than five pitches. This does not apply if the umpire delays the start of play due to substitution, conference, injuries or other umpire responsibilities.	6.9 Effect	At the start of the game and the beginning of each half inning, the pitcher of record may throw not more than five pitches or four pitches and one throw to first base or any combination that is limited to five throws from the pitcher in a continuous manner.	10.19 10.19.2	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 other teammate. Umpire is authorized to allow more pitches when weather is inclement or if pitcher was removed due to injury.	6.2.5 Note 2
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<b>RULE 7: BATTING</b>					
<b>On Deck Circle</b>					
<b>Allows all classifications of Junior Olympic play the ability to use either on deck circle</b>	7.1A Exception	The on-deck batter is restricted to the on deck circle nearest her dugout for warmup swings	11.1.1	The on deck batter shall take a position within the lines of the on deck circle closest to her dugout	7.5.1
<b>Batting Position</b>					
The batter must take a position in the batter's box within 10 seconds after being directed by the umpire.	7.3C	The batter must be in the batter's box and the pitcher must be on the pitcher's plate within 10 seconds after the pitcher receives the ball in preparation to pitch or after the umpire calls, "Play ball."	11.2.1	However, if the batter steps out of the box and holds up her hand to request time and the pitcher legally deliver the ball, it shall be called a strike and the ball remains live.	7.3.1
<b>Batter remains in the batter's box</b>					
After entering the Batter's Box, the batter must remain in the box with at least one foot between pitches and while taking signals and practice swings. (There are eight exceptions). Violation can result in a warning or a strike being called. No pitch need be thrown.	7.3D Effect	No Rule		No Rule	
<b>Batter using Altered or Non Approved Bat</b>					



When caught using an Altered or Non Approved bat after completing their time at bat the penalty is: The batter is out, all outs count and all runners return to the base occupied at the time of the pitch.	7.6C Effect	Bats deemed inappropriate (altered, illegal or non-approved) (pregame or during play) shall be removed from the team's possession and secured by the plate umpire from either team for the duration of the game. If the inappropriate bat is rediscovered while the batter is in the batter's box or after her turn at bat or before a pitch to the next batter, the batter (or now batter-runner if their term at bat is completed) shall be declared out and ejected, and any advance by base runners shall be nullified.	3.3.5 Effect	THE BATTER IS OUT: When the batter enters the batter's box with an illegal bat or is discovered having used an illegal bat and the infraction is detected before the next legal or illegal pitch (only the umpire or defense may detect an illegal bat. Runners are returned to the base occupied at the time of the pitch. The batter and Head Coach are ejected.	7.4.2 Effect
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**Batter using an Illegal Bat**

When a batter is caught using an illegal bat after completing their time at bat the penalty is: The batter is out, all outs count and all runners return to the base occupied at the time of the pitch.	7.6E Effect	Bats deemed inappropriate (altered, illegal or non-approved) (pregame or during play) shall be removed from the team's possession and secured by the plate umpire from either team for the duration of the game. If the inappropriate bat is rediscovered while the batter is in the batter's box or after her turn at bat or before a pitch to the next batter, the batter (or now batter-runner if their term at bat is completed) shall be declared out and ejected, and any advance by base runners shall be nullified.	3.3.5 Effect	THE BATTER IS OUT: When the batter enters the batter's box with an illegal bat or is discovered having used an illegal bat and the infraction is detected before the next legal or illegal pitch (only the umpire or defense may detect an illegal bat. Runners are returned to the base occupied at the time of the pitch. The batter and Head Coach are ejected.	7.4.2 Effect
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**Batter interferes with the Catcher**

The batter is out: When hindering the catcher from catching or throwing the ball by stepping out of the batter's box.	7.6P-S Effect	<b>Regarding the effect of batter's interference... Delayed dead ball is signaled. The defensive team shall choose the result of the play OR the batter is out and each base runner shall return to the base legally occupied at the time of the pitch.</b>	11.21 EFFECT	Same as ASA	7.4.4 Penalty
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**RULE 8-BATTER-RUNNER AND RUNNER**

**Batter hit by pitch in the Strike Zone**

(Fast Pitch) When a pitched ball not swung at nor called a strike touches any part of the batter's person including the hands or clothing. If no attempt is made to avoid being hit, the batter will not be awarded first base unless it is ball four.	8.1F Exception	Same as NFHS	11.15.1	A pitched ball that is entirely within the batter's box strikes the batter or her clothing. No attempt to avoid the pitch is required. However, the batter may not obviously try to get hit by the pitch.	7.32
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**Batter Runner - Three-Foot Lane Interference**

When the batter-runner runs outside the three-foot lane and, in the umpire's judgment interferes with the fielder taking the throw at first base. Batter runner may run outside to avoid a fielder fielding the ball. The batter runner is considered outside the lane when the ball hits a body part which is outside the lane.	8.2.E/ Interp.	<b>Deletes the runner's lane as a required line on the field and all its references.</b>	<b>12.2.8 12.13.2 12.19.1. 3.2 and note 2</b>	The batter-runner is considered outside the running lane if either foot is completely outside the lane in contact with the ground.	8.2.6
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**Obstruction**

<p>When a runner advancing or returning to a base is obstructed by a fielder who neither has the ball or is attempting to field the ball or when a fielder fakes a tag without the ball: A delayed dead ball shall be ruled and the obstructed runner and all other runners shall always be awarded the base or bases which would have been reached in the judgment of the umpire had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.</p>	<p>8.5.B (4) EFFECT &amp; NOTE</p>	<p><b>The act of a defensive team member that hinders or impedes a batter's attempt to make contact with a pitch or that impedes the progress of a runner who is legally running the bases, unless the fielder is in possession of the ball, is fielding a batted ball or is in the act of catching a thrown ball. The act may be intentional or unintentional and applies to live ball action only. Replaces "about to receive" with in the act of catching" to better define the specific protected action. "About to receive" is a longer time frame than being "in the act of catching" a thrown ball.</b></p>	<p>1.36 1.21 9.41 9.5.2.1 9.5.2.4 12.12.6. 1 12.15</p>	<p>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 the ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction, will be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction. In addition, for a fake tag, the umpire should issue a team warning to the coach of the team involved and the next offender on that team shall be restricted to the dugout/bench for the remainder of the game.</p>	<p>8.4.3.b Penalty c &amp; 3.6.2 Penalty</p>
<p><b>Leaving the Base Too Soon on a Pitch</b></p>					
<p>When the runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitchers hand. The ball is DEAD, no pitch is declared when applicable, and the runner is out.</p>	<p>8.7S</p>	<p>Base runner leaving a base prior to release of the pitch is a delayed dead ball.</p>	<p>12.20.2 EFFECT Notes 1/2</p>	<p>Same as ASA</p>	<p>8.6.18 Penalty</p>

<b>Look Back Rule</b>					
<p>The "Look Back" rule shall be in effect for all runners when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher's circle. When a runner is legitimately off a base...the runner may stop once, but then immediately return to the base or advance to the next base. Once the runner stops at a base for any reason, the runner will be declared out if leaving the base. There are five (5) scenarios describing the batter-runners responsibilities after touching first base, etc.</p>	<p>8.7.T 1-3[a-e] EFFECT Exception</p>	<p>Ball must be live, batter-runner has touched first base, pitcher in possession of the ball in the circle. If the ball goes back to the pitcher in the circle, the runner must go immediately back to the base she came from or to the next base (<u>she cannot stop</u>). If she was already stopped, the runner must immediately go forward or back. The batter-runner after over-running first base must immediately return non-stop to first base, or if she does not re-touch first base, make an attempt to second. If after passing the base, the batter-runner is heading back toward first base within the baseline extended, she may make a decision to go to either base. However, stepping beyond the extended baseline in foul territory commits her to first base, while stepping beyond baseline toward the second base side commits her to second base.</p>	<p>12.21 .1 12.21.6. 5 EFFECT</p>	<p>Same as ASA</p>	<p>8.7.1-4 [ae] EFFECT Exception</p>
<b>Base Runners Switching Bases</b>					
<p>When runners switch bases after a conference each runner on an improper base will be called out and the head coach ejected. An appeal is not required; it can be called when noticed by the umpire.</p>	<p>8.7.Y EFFECT</p>	<p>After proper appeal, when after a conference, base runners switch positions on the bases they occupied, the ball has been put back in play, and before the end of the half inning. Each runner on the improper bas shall be declared out and ejected, in addition the Head Coach shall be ejected for unsportsmanlike conduct.</p>	<p>12.5.3 EFFECT</p>	<p>No Rule NFHS</p>	

<b>Courtesy Runners</b>					
A courtesy runner may be used for the pitcher and the catcher.	8.10.A-G	NCAA has no rule.		Same as ASA with the following exception: In the top of the first inning only, the pitcher and catcher are identified as those players listed on the lineup as the pitcher and catcher; both must face at least the first batter on defense (one pitch).	9.1-7. Exception & Penalty
<b>Offensive Team Personnel congregating near Home Plate.</b>					
This is controlled by the umpire with good game management.		Offensive team personnel, other than base coaches and base runner(s), shall not touch a runner(s) who is legally running the bases on a dead-ball award until the player(s) contacts home plate. Offensive team personnel congregating near home plate to congratulate the runner(s) are restricted to foul territory only. The offended team will be warned, any subsequences the batter-runner will declared out.	9.6.3 & 9.6.3.2 EFFECT	This is controlled by the umpire with good game management.	
<b>Check Swing</b>					
The Plate umpire may ask for help on check swings if they feel they did not have the whole play. The umpire on a pick off may ask for help if they feel they were missing an element of the play. They need not nor should not ask on pure judgment calls.	Umpire Manual	On a decision regarding a checked swing, when asked by the catcher, the plate umpire must seek a decision from the appropriate base umpire when the pitch is called a ball. On a decision regarding a pick-off when asked by either coach, the base umpire must confer with his or her partner.	15.9.1.1 15.9.1.2	The umpire making the decision may ask another umpire for information before making the final decision. The use of videotape by game officials is prohibited.	10.1.4 NOTE

**RULE 9: PROTESTS****Types of Protests**

<p>There are three types of protests A. Misinterpretation of a playing rule must be made before: 1. Next pitch legal or illegal 2. Before the next play 3. before all infielders have left fair territory 4. on the last play of the game, before the umpires leave fair live ball territory B. Illegal Player: must be made while the player in question is in the game and before the umpires leave the playing field NOTE A-B An umpire cannot reverse a decision after a pitch, legal or illegal C. Ineligible player, can be made any time. Eligibility is the decision of the protest committee.</p>	9.1.	<p>During regular-season play, the coach shall <u>immediately</u> notify the plate umpire of his/her intent to protest before the next pitch. If the game ends (legal contest) in a situation that can be protested, the offended team <u>must</u> voice it's protest intentions <u>before the umpires exit the playing field.</u></p>	7.2.5	<p>Once a game has started on a non-regulation facility it shall not be protested for this reason. It is the option of a State Association as to whether protests are permitted. When the game is played under the auspices of an organization which permits protests to be filed the Plate Umpire shall report the protest to the organization along with all related conditions at the time of the protested play, provided the protest is brought to the attention of an umpire by the offended team at the time of the play and before the next pitch after such play.</p>	1.1.9 4.4 10.2.3.i
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**Rule 10: Umpires****Misconduct**

<p>Warnings can be used in a few circumstances. I.e. Arguing Balls &amp; Strikes, Dugout Conduct and having the Batter remain in the batter's box with on foot. This handled with good game management.</p>	<p>New term "Warning": 13.1, Inappropriate conduct by participants may result in either informal or formal warnings at the discretion of an umpire. Umpires are not required to warn participants for inappropriate behavior before assessing a penalty except as noted specifically in the rules. 13.1.1: An informal warning may be given for circumstances where preventive umpiring is needed to prevent a situation from escalating to a degree when the umpire will be compelled to act. They are advisory in nature and carry no consequences if the undesirable behavior ceases. 13.1.2: A formal warning is issued for circumstances when the umpire needs to intervene and prevent inappropriate behavior from occurring and reoccurring. When given, they are clearly articulated as warnings and noted on the plate umpire's line-up card. 13.14: Whether a warning is issued or not, umpires have the authority to remove a player and/or other team personnel from further participation in a game for unsporting behavior or verbal misconduct. The on-site administrator shall make him/herself available to assist the umpire crew in removing the violator from the field.</p>	<p>13.1 13.1.1 13.1.2 13.14</p>	<p>In some circumstances a Team Warning is given out for the first offense. (See Improper Conduct Penalty Summary Chart - page 86).This handled with good game management.</p>	
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**INTENTIONALLY PITCHING AT A BATTER OR UMPIRE**

<p>This handled by good game management and can result in ejections of players and coaches</p>		<p><b>Regarding intentionally pitching at a batter or an umpire, separate the two actions so there can be different effects. If the batter is hit, the umpire shall warn the pitcher, catcher and head coach that future violations will cause the immediate ejection of the pitcher, catcher and head coach. If the umpire is intentionally hit it results in immediate ejection of the pitcher, catcher and head coach without warning.</b></p>	<p><b>11.15 13.2.1 13.7</b></p>	<p>This handled by good game management and can result in ejections of players and coaches</p>
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