



SLOW PITCH SOFTBALL RULES COMPETITIVE DIVISION

Any questions or concerns about the rules must be brought up PRIOR to the tournament. Contact us at softball.wd@gmail.com

1. GENERAL

- a. Upon arrival, team leaders must complete their team roster form and hand in to tournament organizers. Only players listed on the roster may play in the tournament (maximum 15 players per roster). Players must have played in two games to be eligible to play in the finals. Each team must have 3 females on the active roster.
- b. The Tournament schedule will be posted near the registration table. Team captains are responsible to have their roster ready at the correct diamond at the scheduled times.
- c. Batting order sheets will be provided there. Each team must fill in batting order (player numbers may be included); prior to the game the team captain must give the game sheet to the Umpire. The batting order sheet must list first and last names. Please print the names legibly!
- d. If a team fails to appear at the appointed time, the Supervisor will declare the contest a forfeit. The team captain for the team who is ready to play may choose to give the opponent ten (10) minutes to obtain the necessary number of players. If the team is not able to play at the end of ten (10) minutes a forfeit will be declared. The game time is reduced by whatever portion of the ten (10) minutes was used to avoid a forfeit.
- e. There will be one umpire per game.
- f. Score will be kept by each team with the home team having the 'official' scorecard. The umpire will confirm score throughout game to ensure accuracy.
- g. Protests based upon the score will not be allowed. Questions should be directed to the umpire in a respectful manner.

2. THE PLAYING FIELD & EQUIPMENT

- a. Umpires will establish ground rules prior to the game regarding out of play areas, permanent obstacles in the field of play, etc.
- b. Teams are responsible to bring their own bats and gloves. In order for a bat to be deemed legal it must be an official softball bat. It must have a safety grip (no smooth tape) and must be free of rough or sharp edges. Baseball bats and fungo bats are not legal.
- c. Steel cleats are not allowed.
- d. Please label your equipment with your name!
- e. Game softballs will be provided. Teams must use the balls provided.

3. PLAYERS AND SUBSTITUTES

- a. A team must have 8 players present to start the game. Teams starting with 8 or 9 players will not be assessed outs for those spots in the batting order. Players arriving late may

have their name added to the bottom of the order; but you may not add an Extra Hitter after the game has started.

- b. Injured Player: A player who is bleeding or has an open wound, shall be considered an injured player. Such players may not return to the game until the bleeding has stopped and the wound properly covered.
- c. Teams shall have no more than 10 players on the field at a time while playing defense. Two of the players in the field must be female.
- d. All players must bat, including females.
- e. Every player should be on the batting line up regardless if they played defense the previous inning or not.

4. THE GAME

- a. The game will consist of 7 innings. In the event of rain, 5 innings or 4 1/2 if the home team is ahead, will constitute a game. A seven-run 'mercy' rule will be in effect each inning, if 7 runs have taken place then the next inning will take place.
- b. No new inning may be started after **45 minutes** have elapsed from when the game began. The umpire will keep the official game time.
- c. The visiting team shall bat first.
- d. Base stealing is not allowed. Runners can leave their bases as pitched ball has reached home plate or is hit. If the batter does not hit the pitch, base runners must return to their bases immediately.
- e. Infield practice is not allowed after the first inning.
- f. The ball is dead and not in play:
 - i. When a ball is declared.
 - ii. When a foul ball is not caught.
 - iii. When a runner is called out for leaving a base too soon.
 - iv. When offensive interference occurs.
 - v. When a defensive player carries the ball out of play (intentionally or unintentionally).
- g. The ball is in play:
 - i. When the infield fly rule is enforced.
 - ii. When a thrown ball remains in playable territory.
 - iii. When a base is dislodged while base runners are progressing around the bases.
 - iv. When a thrown ball strikes an offensive player.
 - v. When a thrown ball or fair-batted ball strikes an umpire.
 - v. The ball remains alive until the umpire declares time, which will be done when the ball is held by a player on the infield area and in the opinion of the umpire all play has ceased.
- h. A foul ball must reach a height of six feet or more to be legally caught for an out.

5. PITCHING

- a. The defensive (outfield) team supplies a pitcher.
- b. The batter is out after three strikes are thrown. The strike zone is that space over any part of home plate that is between the batter's back shoulder and his knees when he assumes his natural batting stance.
- c. A base on balls occurs when four pitches are judged by the plate umpire to be balls, including illegal pitches. The batter is awarded first base. This is sometimes referred to as a Walk (the ball is dead).

- d. Each pitcher must pitch the ball underhanded. This excludes any 'windmill' pitches. The ball must reach a height of 1.8 meters (6 feet) and not go over a height of 3 meters (10 feet) and cross home plate in the designated 'strike zone'.

6. BATTING

- a. A strike is called by the umpire
 - i. When any legally pitched ball enters the strike zone before touching the ground and at which the batter does not swing.
 - i. For each pitched ball including an illegal pitch, struck at and missed by the batter.
 - ii. For each foul ball, including the third strike.
- b. A ball is called by the umpire
 - i. For each legally pitched ball that does not enter the strike zone
 - i. For each legally pitched ball that the batter swings at, after the ball hits the ground or home plate.
 - ii. For each illegally pitched ball not swung at.
 - iii. When the pitcher fails to pitch the ball within 10 seconds.
- c. The batter is out:
 - i. When the third strike is called, including an uncaught foul ball that is hit after two strikes.
 - i. When a batter appears in the batter's box with, or is discovered using an altered or illegal bat.
 - ii. Immediately when the umpire declares a fair infield fly with base runners on first and second or on first, second, and third with less than two outs. This is called the infield fly rule. The ball remains alive and runners may advance at their own risk.
 - iii. If a fielder intentionally drops a fair fly ball that can be caught by an infielder, with ordinary effort, with first and second or first, second, and third bases occupied with less than 2 outs. The ball is dead and all runners return to the base they occupied at the time the ball was pitched.
- d. Fouls
 - i. A foul ball is a legally batted ball which:
 1. Settles on foul territory between home and first base or between home and third base.
 2. Bounds past first or third on or over foul territory.
 3. First touches on foul territory beyond first or third base.
 4. 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.
 5. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
 6. 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.
 7. Hits the pitcher's plate and rolls untouched to foul territory before reaching first or third base.

7. RUNNER & BATTER-RUNNER

- a. When a base runner must return while the ball is in play, he/she must touch the bases in reverse order.

- b. No runner may return to touch a missed base or one he/she had left illegally after a following runner has scored. The defence must appeal for the out to be granted.
- c. Base runners must slide or run around a fielder making a defensive play on the ball when trying to reach a base. The runner is responsible for avoiding contact in these situations. When sliding, runners must always slide for the base and will be ejected for purposely sliding into a fielder, or physically running into a fielder.
- d. When attempting to score, base runners must not touch home plate, but rather cross the home plate line. Once the runner has passed the commitment line between third base and home plate they must run home and the back catcher simply has to contact home plate while in possession of the ball for an out. No contact between base runner and back catcher is allowed.
- e. Base runners are entitled to advance bases, but accept the liability to be put out under the following circumstances:
 - ii. When the ball is overthrown into fair or foul territory and remains in play.
 - iii. When the ball is batted into fair territory.
 - iv. When a fly ball is legally caught and the base runner touches up original base.
- f. Base runners are entitled to advance without liability to be put out:
 - ii. When a fielder obstructs the base runner from making a base unless the fielder is trying to field the batted ball or has the ball ready to touch the base runner.
 - iii. When the ball is in play and is overthrown and goes out of play, all runners advance two bases from where they were when the ball left the thrower's hand.
- g. Obstruction is the act of:
 - i. A defensive player or team member, which hinders or prevents a batter from striking or hitting a pitched ball.
 - iv. A fielder, while not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of a base runner who is legally running the bases.
- h. Interference is the act of an offensive player or team member, which impedes or confuses a defensive player attempting to execute a play.
- i. Base Stealing - Base stealing is not allowed. Each base runner may leave his/her base when a pitched ball is batted or reaches home plate, but must return to that base immediately after each pitch not hit by the batter.
- j. The Base runner is out:
 - i. When a fielder legally catches a fly ball before it touches the ground.
 - ii. When, after hitting a fair ball, he is tagged while off base or thrown out prior to reaching first base.
 - iii. When an infield fly is declared.
 - iv. When in running to any base he/she runs more than three feet from a direct line between a base and the next base when a defensive player is attempting to tag the runner.
 - v. When the base runner passes a preceding base runner before that runner has been put out.
 - vi. When the base runner is legally touched after overrunning first base and turning his/her body to the left which could be viewed as an attempt to advance to second base.
 - vii. When the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play (including shouting or

waving the arms to distract the defence), the immediate succeeding runner shall also be called out.

- viii. When a base runner is struck with a fair-batted ball while off base and before it passes an infielder that could have otherwise made a play.
- ix. When, with a base runner on third, the batter or any offensive player interferes with a play being made at home base.
- x. When, in the umpire's judgment, the base coach at first or third base touches or holds the runner physically to assist a runner in returning to or advancing from the base when a play is being made on him/her.
- xi. When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner, the runner closest to home plate at the time of the interference shall be declared out.
- k. Base runners are not out under the following circumstances:
 - i. When a base runner runs around the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.
 - ii. When a base runner is hit with a fair-batted ball that has passed through an infielder, excluding the pitcher, and in the umpire's judgment no other infielder had a chance to play the ball. The ball remains "alive" under this condition.
 - iii. When a base runner is hit by a fair-batted ball after it is touched or touches any fielder.
 - iv. When a base runner is hit by a fair-batted ball while in contact with a base.
- l. Injured Runner: If an accident to a batter-runner or base runner prevents him/her from proceeding in the game, a substitute runner will be permitted.

8. PROTESTS

The Umpire's call stands! Allowable protests should be first lodged by the team captain to the game Umpire prior to the next pitch, legal or illegal. This should be done during the same stoppage of the game that the initial complaint was made. Unnecessary or excessive protesting will result in umpire ejecting player from game. Umpires and Tournament Officials will decide on whether a multigame suspension is warranted.