



2018

SLOW PITCH

RULE BOOK

INDEX

RULE 1	THE PLAYING FIELD
RULE 2	EQUIPMENT
RULE 3	PLAYERS AND SUBSTITUTES
RULE 4	BLOODBORN PATHOGENS
RULE 5	THE GAME
RULE 6	PROTESTS
RULE 7	PITCHING RULES
RULE 8	BATTING
RULE 9	BASE RUNNING
RULE 10	LIVE BALL/DEAD BALL
RULE 11	TOURNAMENT RULES
RULE 12	RULES OF CONDUCT
RULE 13	YOUTH PROGRAM
RULE 14	COACH PITCH
	FIELD DIAGRAM FOR COACH PITCH
RULE 15	POOL PLAY TIE BREAKER

**SEAA SLOW PITCH
RULE BOOK**

RULE 1—DEFINITIONS

ALTERED BAT: A bat is considered altered when the physical structure of a legal bat has been changed. Examples of altering a bat are replacing the handle of a metal bat with a wooden or other type handle, or inserting material inside the bat. A flare or cone grip is considered an altered bat.

ADDITIONAL HITTER (s): A team may use unlimited additional hitter (s). The batting order must remain constant, however, any 10 of the players in the line up may play defense. It is not mandatory that a team use an AH (s) but failure to declare such a hitter (s) prior to the game precludes the use of an AH (s) in that game.

APPEAL PLAY: When requested by the offense or defense, a play on which an umpire makes a ruling. The appeal must be made prior to the next legal, illegal pitch, or intentional walk, or when all the fielders have left fair territory.

BASE ON BALLS: Permits a batter to gain first base without liability to be put out. Awarded to the batter when the umpire declares four pitches to be balls. Pitcher may intentionally walk a batter by notifying the plate umpire. (SP Only)

BASE PATH: An imaginary line three feet to either side of a direct line between two bases. The runner is restricted to this base path when a fielder is making an attempt to put the runner out.

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

BATTED BALL: Any pitched ball, legal or illegal, that hits the bat or is hit by the bat and lands in either fair or foul territory. No intention to hit the ball is required.

BATTER-RUNNER: An offensive player who has hit a fair ball and has not been put out or reached first base. A batter becomes a batter-runner the moment the bat contacts the ball and the ball is fair.

BATTER'S BOX: The area in which the batter is restricted to, while in position to bat. The batter must have both feet entirely within the lines of the box prior to the pitch (the lines are considered to be within the box).

BATTING ORDER: An official listing of offensive players in an order in which they must bat.

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

Effect: The ball is dead. A live ball that strikes a base coach unintentionally is not called a blocked ball.

BUNT: A batted ball not swung at, but intentionally tapped with the bat.

CALLED GAME: A game that the Tournament Director or Chief Umpire terminates for any reason.

CATCH: When a fielder catches a batted, pitched, or thrown ball with his hand(s) or glove. It is NOT a catch if a fielder, after contacting the ball, collides with another player, umpire, fence, or falls to the ground and drops the ball. To be a valid catch the fielder must control the ball with his hand(s) or glove and his release of the ball must be voluntary and intentional. A ball batted into the air and strikes anything other than a defensive player while it is in flight is the same as if it had struck the ground.

CATCHER'S BOX: Area behind home plate in which the catcher must stay until a pitched ball has reached or passed home plate or is batted.

CHARGED CONFERENCE: A charged conference takes place when:

- A. Offensive Conference: The offensive team requests a suspension of play to allow a manager or other team representative to confer with the batter, another team representative, and/or runner (s)
- B. Defensive Conference. The defensive team requests a suspension of play, and
 - a. A representative enters the playing field and talks with any defensive player.
 - b. A defensive player approaches the dugout and receives instructions.

CHOPPED BALL: A batted ball in which the batter strikes the ball in a deliberate downward chopping motion.

COACH: Any member of the offensive team who occupies the coach's box at first or third base. Only one coach is permitted in each box.

COACH PITCH FIELD LAYOUT: End of Book.

COURTESY RUNNER: Any player that runs for a runner without a charged substitution.

DEAD BALL: Any ball not in play. A live ball that becomes dead during play.

DELAYED DEAD BALL: An infraction, signaled by the umpire, in which the ball remains live until all play has been completed and time is called by the umpire.

DISQUALIFIED PLAYER: A player removed from the game for a rule violation. A team may continue to play shorthanded if no substitute is available (see shorthanded definition). pg. 9. Any disqualified player discovered playing in the game will constitute a forfeit.

EJECTED PLAYER: A player or coach removed from the game by the umpire, usually for an un-sportsmanlike act or conduct. A team may NOT continue to play short-handed. If no substitute is available, the game is a forfeit. Any ejected player or coach discovered participating in the game would constitute a forfeit.

FAIR BALL: A batted ball that:

- A. settles or is touched by a player or umpire over fair territory between home plate and first base, or home plate and third base.
- B. bounds over any part of first or third base, regardless of where the ball hits after going over the base.
- C. bounds or rolls past first or third base on or over fair territory.
- D. while on or over fair territory, touches a person, attached equipment, or clothing of a player or an umpire.
- E. touches first, second, or third base.
- F. first falls or is first touched on or over fair territory beyond first, second, or third base. G. while over fair territory, passes out of the playing field beyond the outfield fence.

***Note:** A fair fly ball will be judged according to the position of the ball and the foul line, including the foul pole. The position of the fielder has no bearing on whether the ball is fair or foul. **Play:** A batted ball settles on home plate.*

RULING: Fair ball.

FAIR TERRITORY: The part of the playing field within, and including, first and third base foul lines from home plate to the bottom of the extreme playing field fence and extending perpendicularly upward.

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

FORCE OUT: An out which can be made only when a base runner loses the right to the base he is occupying because the batter becomes a batter/base runner, and before the batter/runner or a succeeding base runner has been put out.

FOUL BALL: A batted ball that:

- A. settles or touched on or over foul territory between home plate and first base or home plate and third base.

- B. bounds or rolls past first base or third base on or over foul territory.
- C. While on or over foul territory, touches the person, attached equipment, or clothing of a player or an umpire, or any object foreign to the natural ground and provided a fair ball had not been declared prior to the ball entering foul territory.
- D. first falls or is touched on or over foul territory.
- E. touches the bat a second time or batter while the ball is within the batters box.
- F. immediately rebounds up from the ground or home plate and hits the bat a second time while the batter is in the batter's box.

FOUL TIP: A batted ball which goes directly from the bat, not higher than the batter's head, to the catcher's glove and is legally caught by the catcher.

Note: *If the ball goes higher than the batter's head, and then is legally caught, the batter is out. If the ball does not go higher than the batter's head, it is merely a foul ball. A foul tip is a strike.*

HANDICAPPED/DISABLED PLAYER: If a player has a handicap that prevents them from playing offense or defense, that player may have a designated player to bat or play defense for them. The designated player may not occupy any other position in the line-up or in the field. Designated player may not be used as a substitute for any other player.

ILLEGAL BAT: Rule 3 Sec. 1 pg. 6--Effect K-L

ILLEGALLY BATTED BALL: An illegally batted ball occurs when:

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

Effect: *C. The opposing team has the option of taking the result of the play or the ball is dead, the batter is out, base runners may not advance.*

ILLEGALLY CAUGHT BALL: When a fielder catches a batted or thrown ball with hiscap, illegal glove or any part of his/her uniform that is detached from its proper place.

ILLEGAL PLAYER: A player not listed on a team's roster or who is listed on another team's roster that has already secured a State or World Tournament Berth.

ILLEGAL RE-ENTRY: A starter who re-enters the game unannounced, a starter who re-enters the game for a second time, a substitute who re-enters the game, or a starter who enters in an incorrect batting position.

IN JEOPARDY: A term indicating that the ball is in play and an offensive player may be put out.

IN FLIGHT: A term used for any batted, thrown, or pitched ball that has not touched the ground, object, or person other than a fielder.

INFIELD: That portion of fair territory that is normally played by the infielders.

INNING: The portion of a game that teams alternate between offense and defense. Each team is allowed three outs while on offense. A new inning begins immediately following the third out of the home team.

INTERFERENCE: The act of an offensive player or team member, umpire, or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary.

LEGAL TAG: The act of a fielder in touching a base with any part of the body, while holding the ball securely in the glove or hands. The act of touching a runner with the ball, or with the glove holding the ball. The fielder must maintain secure possession during and immediately after the tag.

OBSTRUCTION: The act of:

- A. A defensive player who hinders or prevents a batter from striking at or hitting a pitched ball.
- B. A defensive player not in possession of the ball, or not in the act of fielding a batted ball or about to receive a thrown ball, who impedes the progress of a runner who is legally running the bases. Contact is not necessary to impede the progress of the runner. Obstruction will be determined by whether the ball or the runner will arrive first.

OUTFIELD: That portion of fair territory that is normally played by the outfielders.

OVER SLIDE: The act of a runner who slides to a base and their momentum causes them to lose contact with the base, putting them in jeopardy. A batter runner may over slide first base.

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

PITCHER'S BOX: A pitcher's box will be used in all SP play. The box will be chalked off beginning at the front of the pitcher's plate which is located 50 feet from home plate. The box will run 6 feet and be perpendicular to the pitcher's plate.

PIVOT FOOT: The foot placed on the pitcher's plate by the Pitcher. The pivot foot must maintain constant contact with the pitcher's plate until the pitched ball is released.

PLAY BALL/PLAY: The term used by the plate umpire to indicate that play shall resume after a dead ball interval.

QUICK PITCH: A pitch by the Pitcher with an attempt to catch the batter off guard. This can happen when the batter first takes his position in the batter's box or just after the previous pitch.

RUN-RULE: A run limit when a team is ahead that will end the game. Run rule is 20 runs after 3 innings, 15 runs after 4 innings and 10 runs after 5 innings.

SACRIFICE FLY: Any caught fly ball that permits a base runner to score a run after the caught fly ball is first touched.

STRIKE ZONE: When a batter assumes a natural batting stance, it is the space directly above home plate which is not higher than the batter's highest shoulder nor lower than the front knee. Where the ball contacts the ground or glove has no bearing on the actual strike zone.

SUSPENDED GAME: An incomplete game that will be resumed at a later time or date. When a suspended game is resumed, it must be started at the point of interruption, with the same identical situations as when the game was suspended.

THREE FOOT-LINE: Is a line parallel to, and 3 feet from the base line, starting at a point half way between home plate and first base. The batter-base runner is declared out when he/she runs outside the three foot line, and in the judgment of the umpire interferes, intentionally or unintentionally, with the fielder attempting to field the batted ball, or interfering with a thrown ball.

TIME: Term used by the umpire to suspend play.

TURN AT BAT: Begins when a batter first enters the batter's box and continues until he is put out or becomes a batter-runner.

UNIFORM CODE: Shirts must be of the same color and have a number of contrasting color on the back. Players on the same team may not wear identical numbers. Logos, if present, must match. Ball caps or visors, if worn, must be worn properly. Caps or visors are optional. *Hard plastic visors are illegal.* In regard to blood rule, a player may change uniforms to one that does not match color, without a penalty.

RULE 1--THE PLAYING FIELD

SECTION 1. FIELD: The playing field shall have a clear and unobstructed area between the foul lines and within the radius of the prescribed fence distances from home plate.

SECTION 2. FENCE: The minimum outfield fence distances from home plate is 200 ft. There is no maximum distance.

SECTION 3. FIELD LAYOUT: In addition to marking for foul lines, the following will be included:

- a. **THE THREE- FOOT LINE-**A line drawn parallel to and 3 feet from the base line, starting at a point halfway between home plate and 1st base.
- b. **PITCHER'S BOX-**A pitcher's box consisting of the area from the front of the pitcher's plate and extending back 6 feet perpendicular to the pitcher's plate shall be used. *Note: This pitcher's box should be chalked off. The pitcher's box allows the pitcher to release the ball at 50 ft to 56 ft from home plate. The box is assumed to be in place even if it is not visible. Slow Pitch Youth only.*
- c. **THE BATTER'S ON-DECK CIRCLE-**A 5-foot circle placed between home plate and 1st base and between home plate and 3rd base.
- d. **THE BATTER'S BOX-**Shall measure 3 feet by 7 feet and be located on each side of the batter's box.. The inside lines of the batter's box shall be 6 inches from home plate. The front line shall be 4 feet in front of the center of the plate. The lines are considered as being in the box.
- e. **THE CATCHER'S BOX-** Shall be 10 feet in length from the rear outside corners of the batter's boxes and shall be 8 feet 5 inches wide.
- f. **THE COACH'S BOX-**Will be located behind a line 15 feet long, drawn outside the diamond. The line is parallel to and 8 feet from the foul lines, extended from the bases toward home plate.

RULE 2--EQUIPMENT

SECTION 1. THE OFFICIAL BAT:

- A. Maximum length: 34 inches.
- B. Maximum weight: 38 ounces.
- C. Maximum diameter: 2 ¼ inches.
- D. The bat must be rounded and have a smooth surface.
- E. Must not exceed a BPF (Bat Performance Factor) of 1.20 and must have the manufacturer's printing stating "Official Softball".
- F. Have a safety grip of tape, cork, or composite material to facilitate holding the bat.
- G. Made of hardwood, aluminum or other metal tubing, fiberglass, graphite composite, or bamboo.
- H. The knob must be welded or mechanically attached to the bat. (The one-piece rubber grip, which includes the knob, is illegal). Any material added to the handle as a safety grip must not make the knob dysfunctional. I. The angular-handled bat is legal.
- J. Bats, weighted bats, or approved bat weight attachments may be used in loosening up. Weighted donuts, fans, pipes, and sledgehammers are illegal and will not be used either on the field or off the field.
- K. Bats made of titanium or titanium alloys are illegal.
- L. Double and triple-walled bats that do NOT have a BPF rating are illegal.

Effect: Sec. 1 A-J. If a bat does not meet the foregoing specifications, has pronounced flat spots, dents or does not have the manufacturer's printing stating "Official Softball" or in the umpire's judgment the bat has been tampered with, the umpire shall prohibit the use of the bat.

Effect: Sec. 1 K-L. Any bat that exceeds the BPF of 1.20 or a bat made of titanium or titanium alloy or a double or triple-walled bat that does not have a BPF rating will be removed from the tournament. If a bat is suspected of being made of titanium, titanium alloy or exceeds a BPF of 1.20 or has been repainted, or suspected of being repainted, the bat is illegal and will be removed from the game. Any doubt what so ever, Umpires and Directors should rule on the side of safety and rule the bat illegal.

Note: The penalty for use of an illegal bat is covered in Rule 9, Sec.2 B. (pg. 18).

Comment: There are some older bats used by players that do not have a BPF rating. Tournament Directors will determine the legality of the bat and determine if the bat should be used or not. The manufacturer should label newer bats with a BPF. Any double or triple-walled bat that does NOT have a BPF factor is illegal.

Comment: Using only approved weighted bats or attachments is for the safety of players and spectators. Players should only warm-up while on the playing field and away from spectators.

SECTION 2. OFFICIAL SOFTBALL: Must be a maximum of .47 cor. The ball must have a manufacturer's stamp with the cor. rating and be stamped SEAA.

Effect: Sec. 2. Pitchers are responsible to ensure they are pitching a legal ball. If a batter hits an illegal ball, there is no penalty. The ball is removed from the game and replaced with a legal ball. Tournament directors/umpires may approve or disapprove game balls that have become unreadable or are questionable.

SECTION 3. GLOVES: Legally adopted gloves may be worn by any fielder. Catchers and first basemen may wear a glove or a mitt of any size. All other players are restricted to a finger type glove. The space between the forefinger and thumb shall not exceed 5 inches at the top. The webbing shall not be constructed to form any type of net or tray. There are no specific color requirements for a glove.

Note: If there is doubt whether a glove is legal or illegal, it shall be ruled a legal glove.

SECTION 4. SHOES: Must be worn by all players, coaches & participants. Shoes having metal cleats or hard plastic screw on cleats will be allowed in Youth play, 23u-14u only.

SECTION 5. CATCHER'S MASK: Must be worn during play.

Recommendation: Protective equipment for softball is recommended by Sporting Events Association of America in all SEAA play.

Note: In Youth play a NOCSAE stamped/approved mask and helmet must be worn.

SECTION 6. BATTING HELMETS: Must be worn by players at all times when on field.

SECTION 7. EQUIPMENT LEFT ON FIELD: Equipment shall not be allowed to remain on the playing field during the playing of the game, either in fair or foul territory. *Exception: An official warm-up bat or device which may be kept in the area of the on-deck-circle only during that teams turn at bat.*

Effect: Sec. 7. A bat dropped by a batter-runner in foul territory, or mask, cap, etc. dropped incidental to making a play will be considered as foreign to the normal playing area and foul ball rulings will be made accordingly.

SECTION 8. EXPOSED JEWELRY: Any jewelry judged to be dangerous by the umpire, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so that the medical alert information remains visible.

SECTION 9. CASTS AND BRACES: Casts must be padded. Braces with exposed hard surfaces must be padded. Prosthesis may be worn. If in the opinion of an umpire a device is unsafe, it may be declared illegal.

SECTION 10. EQUIPMENT DISAPPROVAL: SEAA reserves the right to disapprove any equipment which, in

SEAA'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 skill.

RULE 3-- PLAYERS AND SUBSTITUTES

SECTION 1. TEAM: A Team shall consist of 10, 11, or 12 players, if the additional hitter(s) is used. Players of the team in the field may be stationed anywhere on fair territory, except the catcher, who must be in the catcher's box, and the pitcher, who must be in a legal pitching position at the start of each pitch. No part of the defensive player's foot (except catcher) may be on or outside the foul line, from the time the pitcher steps on the rubber until the pitch is released.

SECTION 2. STARTING THE GAME WITH 9 PLAYERS: A team may start the game with (9) nine players and may add a tenth player, in the 10th batting slot, after the game has started.

1. To start a game with 9 players:

- a. The vacant position must be listed last in the batting order.
- b. An out will be taken when the vacant position in the batting order appears.

2. When starting the game with 9 players, and a substitute arrives, they must be inserted immediately into the vacant spot. If he/she refuses to enter for any reason, that player becomes ineligible the remainder of the game.

Effect: Sec. 2. At no time will an eleventh player be added once the game has started. If a 10th player is not added, there will be an automatic out recorded in the 10th batting slot.

SECTION 3. FINISHING A GAME WITH 9 PLAYERS: A team that started the game with 10, 11 or 12 players may finish the game with nine players. When a team is left with a vacant spot(s) in the lineup, because of injury or disqualification of a player, the opposing team may not, with 2 outs, intentionally or unintentionally walk the previous batter, in order to get to the "automatic out" created by the vacant spot in the batting order. If the previous batter is walked, the vacant spot in the batting order is skipped, the "automatic out" is waived, and the next batter is the player whose name follows the vacant spot in the batting order. This only applies when there are two outs.

SECTION 4. SHORT-HANDED RULE: To continue a game once started with a full team listed on batting order:

- a. If a team begins play with the required number of players as listed (10), that team may continue a game with one less player than is currently in the lineup whenever a player leaves the game for any reason other than ejection.
- b. If one (1) AH is used, a team may finish with two less than they started with. If two (2) Ahs' are used then a team may finish with 3 less. Under no circumstances shall a team be permitted to bat less than nine.
- c. If the player leaving the game is a runner or batter, the runner or batter shall be declared out.
- d. When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat. The player who has left the game cannot return to the lineup. *Exception: The player who has left the game under the blood rule may return even after missing a turn at bat.*

SECTION 5. RE-ENTRY:

- A. Any of the starting players and substitutes, may be substituted and re-entered once, provided players occupy the same batting positions whenever in the line-up. The player and the substitutes may not be in the line-up at the same time.
- B. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry.

Effect: Sec. 5 A-B: Violation of the re-entry rule is considered an illegal substitution. The illegal substitute is disqualified.

SECTION 6. SUBSTITUTES: A substitute may take the place of a player in their team's batting order. The following regulations govern player substitutions.

- A. The manager or team representative of the team making the substitution shall notify the plate umpire at the time the substitute enters. The plate umpire shall then report the change to the scorer.
- B. A substitute shall be considered officially in the game when reported to the plate umpire.

C. A substitute who enters the game without reporting is considered an unreported substitute.

1. After a pitch, legal or illegal, or a play is made. **Effect:** *Player is disqualified and all action stands.*

2. Offending team informs the umpire prior to a protest by the offended team.

Effect: *No violation regardless of how long the player (s) were in the game. All action stands.*

3. An unreported substitute bats and reaches first base safely and is discovered.

- a. Before the next pitch, legal or illegal
- b. Before the defense has left the field of play.
- c. Before the umpires have left the field of play.

Effect: *All runners will return to the last base occupied prior to the batted ball. The unreported substitute is called out and disqualified. All other outs that occurred on this play also stand.*

4. An unreported substitute is discovered after completing their turn at bat.

- d. After the next pitch, legal or illegal.
- e. Before the defense has left the field.
- f. Before the umpires have left the field of play.

Effect: *The unreported substitute is disqualified. If on base a legal substitute takes their position. Any advance of runner (s) as a result of the play is legal. If no legal substitute is available an out is recorded.*

5. An unreported substitute runner is brought to the attention of the umpire BEFORE a pitch, legal or illegal.

Effect: *No Penalty. Replace the unreported substitute with the correct player or enter them as a legal substitute.*

6. An unreported substitute runner is protested AFTER a pitch, legal or illegal.

Effect: *The runner is disqualified and replaced on base. Any advance of runners is legal. If no substitute is available an out is recorded.*

7. An unreported substitute on defense is protested by the offense BEFORE a pitch, legal or illegal.

Effect: *No penalty. Replace with the correct player or enter them as a legal substitute *

8. An unreported substitute on defense MAKES A PLAY and is protested.

- g. BEFORE the next pitch, legal or illegal.
- h. Before the defense has left the field.
- i. Before the umpires have left the field of play.

Effect: *The unreported substitute is disqualified and the offensive team has the option to:*

1. Take the result of the play.

2. Have the last batter return to bat and assume the ball and strike count. All runners return to the last base occupied prior to the play. An unreported substitute on defense is protested AFTER a pitch, legal or illegal, to the next batter.

3. **Effect:** *The unreported substitute is disqualified and all play stands.*

NOTE:

1. *If the team in violation has no legal substitutes to replace the player disqualified, it is treated the same as the shorthanded rule.*

2. *If the substitute is an illegal substitute for any reason, the substitute will be subject to the penalty for that violation.*

D. A player will violate the illegal substitution rule until a pitch, legal or illegal, or a play made. The use of an illegal substitute is handled as a protest by the offended team while the player is in the game.

Effect: *Once the umpire has been informed the illegal substitute shall be disqualified, and can be legally replaced either by a substitute or a starter who re-enters the game*

- E. If an injury to a batter-runner prevents them from proceeding to an awarded base, and the ball is dead, the batter/runner may be substituted for. The substitute will be allowed to proceed to any awarded base(s). The substitute must legally touch any awarded or missed base (s) not previously touched. This is not a courtesy runner, but a legal substitute.

SECTION 7. BATTER DISTRACTION: No defensive player shall take a position in the batter's line of vision, with a deliberate attempt to act unsportsmanlike in an effort to distract the batter.

Effect: Sec. 6. *The umpire shall first warn the offender, and then eject any player from the game, who repeats the offense.*

SECTION 8. COACHES ALLOWED ON FIELD:

- a. There shall be no more than two coaches, for the team at bat, to give words of assistance and directions to the members of their own team. One coach shall be stationed in each coaching box at first and third bases. They must remain in that box. (CP Exception)
- b. There shall not be more than one charged offensive conference between players and coaches or other players each inning. Any additional request shall be denied.

Effect: *The manager or coach who insists on another charged conference will be ejected.*

SECTION 9. CONDUCT OF PARTICIPANTS: Managers, coaches, players, substitutes, trainers, batboys, team members or occupant of the bench, from any place including the coaches' boxes, shall not:

- a. Discuss or argue balls and strikes, incite, or try to incite by words, or sign, or demonstration, either opponents and/or spectators.
- b. Use language, which will in any manner, refer to or reflect upon opposing players, the umpires or spectators
- c. Commit any act that could be considered unsportsmanlike conduct.
- d. Sling or throw a bat.

Effect: Sec. 8. *For a first offense the violator should be warned that, should the offense be repeated the result will be prompt ejection from the game. All flagrant offenses (including a first offense) shall cause the offender to be immediately removed from the game and playing area. The ejected player is to be out of sight and sound of the umpires. Failure to comply will result in forfeiture of the game.*

RULE 4--BLOOD BORN PATHOGENS

Blood born pathogens are diseases that can be transmitted through contact with blood and body fluids. These include but are not limited to Hepatitis B and HIV/AIDS.

The increase of blood born diseases has demanded an increase in precautions during athletic events. Procedures for reducing the potential for transmission of infectious disease shall be followed but are not limited to the following:

1. A player that has flowing blood from an open wound shall NOT participate until the bleeding has stopped and the wound covered. If there is an excessive amount of blood on the clothing or bandage, the clothing or bandage will be changed before the player may participate. Player may return to game with different color uniform, without a penalty.
2. Injured players should be replaced so that their wounds may be treated properly. In the event no substitutes are available, teams will be given a reasonable amount of time to attend to injured players. The amount of time allowed/umpire's discretion.
3. Teams should have first aid kits and rubber gloves for treating injured players. This will help in reducing the amount of delay when a player is injured.
4. The following precautions should be used while attending injured players but are not limited to the following:
 - a. Use rubber gloves to prevent contact with body fluids.
 - b. Wash hands and other skin surfaces contacted by body fluids.
 - c. Clean all contaminated surfaces with a solution made from household bleaches (Center for Disease Control recommends 1-100) or other disinfectants.
 - d. Items contaminated by body fluids should be disposed of properly.

RULE 5--THE GAME

SECTION 1. FIRST OR LAST BAT: Shall be decided by a toss of a coin, unless otherwise stated in the rules of the organization under which the schedule of games is to be played.

Note: The team electing to bat last will be the Home Team and will furnish an official scorekeeper in the event an official scorekeeper is not provided.

SECTION 2. FITNESS OF THE GROUND: At the beginning of the game, the fitness of the ground shall be decided by the Tournament Director and/or field director. After a game has been started, the umpires shall make the decision as to the fitness of the ground, or the intensity of the weather, for continuing play.

SECTION 3. A REGULATION GAME: Shall consist of seven innings, unless otherwise listed below:

- a. Seven full innings are not played if the Home Team has scored more runs in six innings than the Visiting Team scores in their seven innings or the Home Team scores more runs in their half of the seventh inning.
- b. A game that is tied at the end of seven innings shall be continued by playing additional innings until one team has scored more runs than the other at the end of a completed inning, or the Home Team scores more runs in their half of the extra inning.
- c. A game called by the umpire, which cannot be resumed will be a regulation game if:
 1. Four or more innings have been played.
 2. The Home Team has scored more runs in three innings than the Visiting Team has scored in their four innings.
 3. The Home Team has scored as many or more runs during their half of the fourth inning.
- d. A regulation tie game shall be declared if the score is tied when the game is called after four or more completed innings, or if the Home Team has equaled the score of the Visiting Team, while batting during an uncompleted inning.

Effect: Sec. 3 c-d. The umpire is empowered to call or suspend a game at any time because of rain, darkness, panic or for any other cause which puts the umpire, players or spectators in peril.

Effect: Sec. 3. Games that are not regulation or regulation tie games shall be resumed from the exact point where the game was stopped.

SECTION 4. GAME WINNER: Shall be the team that scores the most runs in a regulation game or an extra-inning game.

- a. The run rule which awards a win to a team that is ahead in a game after three innings is 20 runs, after four innings is 15 runs and after 5 innings is 10 runs. The run rule will be in effect in all games, championship included.
- b. In the event a game is CALLED:
 1. After four innings, the total number of runs scored legally at the end of a completed inning, shall be the score.
 2. After four innings, if the score is tied after a complete inning, the game will be completely replayed.
 3. After four innings, if the Home Team has equaled or scored more runs during their half of an inning, the runs are all counted and the score is either tied or the Home Team wins.
 4. After four innings, if the Home Team does not score more runs or as many runs in their half of an incomplete inning to either tie or win the game, the game reverts to the last inning that was fully completed providing 4 innings have been played

Note: The Visiting Team must have batted at least four times before it is considered a regulation game.

SECTION 5. CHARGED CONFERENCES:

- A. **OFFENSIVE CONFERENCE:** There shall be only one charged conference between the manager and / or other team representative(s) and the batter, another team representative, and/or runner (s) in an inning. The umpire shall not permit any such conferences in excess of one in an inning. *Effect: Ejection of the manager or coach who insists on another charged conference*

- B. DEFENSIVE CONFERENCE:** There shall be only three (3) charged conferences between the manager or other team representative from the dugout with any defensive player (s) in a seven inning game.

Note: For every inning beyond seven, there shall be one charged conference per inning between the manager or other team representative from the dugout with any defensive player (s).

Effect: The fourth and each additional, charged conference in a seven inning game or for any charged conference in excess of one per inning in an extra inning game, shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again.

a. The following are not defensive conferences:

1. If the team representative enters the playing field and informs the umpire prior to verbal comments with any defensive player that the pitcher will be removed.
2. Shouting instructions from the dugout area to the pitcher.
3. If a dugout representative confers with any defensive player during a charged offensive conference and is ready to play ball when the offense is ready.
4. A manager playing in the game may confer with any defensive player is not charged; however, an umpire may control repeated meetings between a playing manager and a pitcher by first issuing a warning and then disqualifying the manager.

SECTION 6. A SUSPENDED GAME: Can result if the umpire stops play for any reason such as power failure of lights, protested game in accordance with these rules, any act of God, etc., that precludes immediate continuance of the game, to the conclusion of the full seven innings, or as required. In all sanctioned tournament play, the game must go the complete 7 innings or 6 1/2 innings with the home team ahead.

Effect: Sec. 5. When a suspended game is resumed, it must be started at the point of interruption with the same identical situations as when the game was suspended. Players not available when game is resumed may be replaced with a substitute.

SECTION 7. A RUN SHALL SCORE: One run shall be scored each time base runner legally touches first, second, third bases and home plate before the third out of an inning, unless the third out is the result of a force out, or the batter-runner is out before reaching first base. Base runners may advance and a run score only on a legally batted ball, or on a play, or overthrow, or error resulting from plays that started with, and immediately follow the batted ball, or when the bases are full, so that runners are forced to move up, or advance, by reason of the batter being awarded first base by the umpire in accordance with these rules.

SECTION 8. A RUN SHALL NOT SCORE IF THE THIRD OUT OF AN INNING IS THE RESULT OF:

- A. The batter-runner being put out legally before touching first base.
- B. A base runner forced out at any base.
- C. A preceding base runner being called out for failing to touch a base.
- D. A base runner being called out for leaving a base too soon on a pitched ball.
- E. An appeal play at first base on the batter-runner for the third out of the inning.
- F. Carries his/her bat and reaches first base or beyond. (If third out of inning)
- G. A base runner shall not score a run ahead of a base runner preceding him in the team's batting order, if the preceding runner has not been put out.

Effect: Sec. 8, G. A preceding runner appealed out for missing a base does not affect the following runners on the first or second out. However, no preceding runner crossing home plate may return to touch any missed base after a following runner has scored. If the fielding team appeals a preceding runner missing a base, which is allowed, the following runner's score is counted, unless the appealed out is the third out of the inning. If no appeal is made, then all runs scored are counted.

Note: If a fair fly ball in the outfield touches a defensive player and goes over the fence without touching the round, four bases will be awarded to the batter. It is not a home run.

SECTION 9. FORFEITED GAME: A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

1. If a team fails to appear upon the field or being on the field, refuses to begin the game for which it had been scheduled, at the time the game was assigned.

Effect: Sec. 9. 1. Tournament Directors may adopt a grace period before a forfeit is declared in a tournament.

2. If after a game has begun, a team refuses to play or resume play.
3. If a team uses tactics specifically designed to delay or hasten the playing of a game.
4. If an ejected player, coach, or manager doesn't leave the field area immediately, when ordered to do so. (Out of sight and sound).
5. If for any reason a team does not have the designated number of players to begin or continue the game.
6. If the ejected player is discovered participating again in the game.
7. If the ejection of a player (s) from the game results in fewer than the required number of players to continue the game. (If there is no substitute (s)).

Effect: Sec. 9. A-F. The score will be 7-0 in favor of the team not at fault. The umpire is instructed and cautioned to employ his best discretion to avoid forfeiture of any game, within the scope of good reasoning.

RULE 6---PROTESTS

SECTION 1. PROTESTS SHALL NOT BE ALLOWED OR CONSIDERED:

When based upon a decision involving judgment on the part of any umpire.

- a. Whether a ball was fair or foul.
- b. Whether a base runner was safe or out.
- c. Whether a pitched ball was a strike or ball.
- d. Whether a runner did or did not touch a base.
- e. Whether a runner left base too soon on a caught fly ball.
- f. Whether a fly ball was or was not legally caught.
- g. Whether interference did or did not occur.
- h. Whether the field is fit to continue or resume play.
- i. Whether there is sufficient light to continue play.

SECTION 2. PROTESTS THAT SHALL BE RECEIVED AND CONSIDERED:

- a. Any other matter involving the accuracy of the umpire's judgment.
- b. Misinterpretation of a playing rule to a given situation.
- c. Failure of an umpire to apply the correct rule to a given situation.
- d. Failure to impose the correct penalty for a given situation.

SECTION 3. NOTIFICATION OF INTENT TO PROTEST:

1. The notification of intent to protest must be made immediately before the next pitch. Exception: Player eligibility.

- a. The manager of the protesting team shall immediately notify the home plate umpire that the game is being played under protest. The umpire will notify the scorekeeper and the opposing manager.
- b. It is the umpire's responsibility to record the surrounding conditions to aid the correct determination of the issue. (i.e. Innings, outs, names of players involved, runners on base, score and etc.)

SECTION 4. OFFICIAL TIME TO PROTEST: In the absence of a league rule stating a time limit to file a protest, protests that arise, other than during the playing of the game must be filed within a reasonable time. Forty-eight hours from the end of a game is suggested as maximum time limit for filing a written protest.

A. Formal Protest should contain the following information:

- a. The date, time, and place of the game.
- b. Names of the Umpires and Scorekeeper.
- c. The rule and section of the official rules, or adopted league rules under which the protest is being filed.
- d. The essential facts, conditions, and decisions surrounding the cause for the protest. B. The decision made on a protested game may result in:
 - a. Protest not allowed--game stands as played.
 - b. Protest allowed--resumed from point of protest.
 - c. Protest allowed--game forfeited in favor of the team not at fault.

Note: Highly technical protests and those which, could or did not have any effect on the playing of the game, or the final results, should be discouraged or disallowed.

SECTION 5. PROTESTS INVOLVING PLAYER ELIGIBILITY:

- a. If an illegal player is discovered during a game, the offending team forfeits that game. Any previous games, won or lost, shall stand.
- b. In tournament play protest for ineligibility must be made before the end of the game being protested.

SECTION 6. PROTEST FEE:

In tournament play, a protest fee of \$100.00 (cash) will be paid immediately. If the protest is upheld, the protest fee shall be returned. If protesting player eligibility the protest is \$100.00 per player. Same conditions apply.

SECTION 7. IDENTIFICATION:

Identification for any player that is protested must be provided. Including picture ID and birth certificate or driver's license.

RULE 7--PITCHING RULE

SECTION 1. LEGAL POSITION OF THE PITCHER'S FEET:

The pitcher must release the ball after coming to a complete stop with one or both feet in contact with the pitcher's plate or within the pitcher's box. One foot must remain in contact with the plate/box when the pitch is released with an underhand motion. A step simultaneous with the release of

the ball may be taken in any direction with the free foot. The catcher must remain within the catcher's box until the pitched ball is batted, hits the ground/home plate, or reaches the catcher's box.

SECTION 2. PITCHER'S LEGAL MOTION:

- A. After assuming the pitching position, the pitcher must present the ball in front of his body (for at least one second) in either one or both hands, before starting the delivery motion.
- B. The pitcher may hold or grip the ball in any manner before delivery.
- C. Only a definite underhand motion is permitted in the delivery of the pitch. The hand shall be below the hip.
- D. Any action or motion, by the pitcher (i.e. stops or pauses in the pitching motion or fakes a pitch or any other illegal action prior to the release of the pitch) while on or off the pitching rubber shall result in:

Effect: Sec. 2 D. Dead ball, a ball shall be called on the batter and a warning issued to the pitcher, that a similar act will be grounds for removal from the pitching position. These acts are considered illegal pitching actions, and are not to be considered illegal pitches.

- E. The pitch starts when the pitcher makes any motion that is part of his/her wind-up, after the required pause. Prior to the required pause, any wind up may be used providing he/she does not make any motion to pitch without immediately delivering the ball to the batter, whether on or off the pitching rubber. He/ she delivers the ball on the first forward swing of the pitching arm past the hip.
- F. Once the pitcher begins his delivery motions, the batter may not request time out.
- G. The pitched ball must be released within 10 seconds from the time the pitcher has the ball and the batter has taken his position in the batter's box.
- H. The pitcher must face home plate on delivery of pitch.
- I. The pitcher may not pitch the ball behind their back or between their legs.
- J. After release of the pitch, there are no restrictions on pitcher's subsequent movements, or the fielding positions he may assume as a defensive player.

SECTION 3. LEGAL DELIVERY:

- A. The pitch must be released at a moderate speed. The speed is left up to the judgment of the umpire, who shall warn the pitcher, if excessive. If the pitcher repeats such an act, he/ she shall be removed from the pitching position for the remainder of the game.
- B. The pitched ball must arc at least six feet (6) from the ground and not rise higher than twelve feet (12) from the ground. (CP exception).
- C. The hand shall be below the hip.

- D. The catcher must be in and remain in the lines of the catcher's box when the pitcher is in position and remain until a pitched ball has reached or passed home plate or is batted.
- E. The catcher shall return the ball directly to the pitcher after each pitch, except after a strike out or put out by the catcher.

SECTION 4. FOREIGN SUBSTANCES:

At no time during the progress of the game shall the pitcher be allowed to use tape, or any other substances, including a glove, upon the pitching hand or fingers; nor shall any foreign substance be applied to the ball. Under supervision and control of the umpire, a bag containing powdered resin may be used to dry the hands. The pitcher may wear a sweatband on the pitching hand (wrist or above).

SECTION 5. QUICK PITCH:

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

- a. ILLEGAL PITCH EFFECTS: Effect: Sec. 1-5: Any infraction of section 1-5 is an illegal pitch. (Exception: Illegal pitching actions. The umpire shall give a delayed dead ball signal and verbalize illegal pitch.
- b. If a batter swings at or contacts any illegal pitch, it is nullified and all play stands.
- c. If the batter does not swing, a ball shall be called on the batter. Runners are not advanced.

SECTION 6. NO PITCH SHALL BE DECLARED IMMEDIATELY WHEN:

- A. The pitcher pitches during a dead ball interval.
- B. A base runner is called out for leaving a base too soon.
- C. The ball slips from the pitcher's hand during the delivery or during the back swing.
- D. The pitcher pitches before a runner has returned to the base, after a foul ball has been declared and the ball is dead.
- E. The pitcher pitches before a runner has retouched the base after legitimately being off that base.

SECTION 7. WARM UP PITCHES:

At the beginning of an inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than three practice pitches to the catcher, or some other teammate. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. For excessive warm up pitches, the pitcher shall be penalized by awarding a ball to the batter for each pitch.

Exception: This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc.

RULE 8—BATTING

SECTION 1. BATTING ORDER:

A batting order for each team must be listed and delivered to the official scorekeeper, by the manager or team representative. If an official scorekeeper is not assigned to the game, the home team will be responsible to supply an official scorekeeper.

- A. A batting order submitted must be followed throughout the game, unless a substitute replaces a player. The substitute must take the turn at bat of the player that is replaced.
- B. Each player of the side at bat shall become the batter and enter the batter's box in the order in which their name appears in the official score book. If a wrong number is on the lineup sheet, correct it and continue playing with no penalty. In case of duplicate numbers, players should change numbers and scorebook should be corrected with no penalty.
- C. Except in the first inning, the first batter in each inning will be the batter whose name follows that of the player who last completed a turn at bat in the preceding inning. In the 1st inning, the player who is listed first in the official score book will be the first batter.
- D. Batter begins each at bat with a 1 ball/ 1 strike count.

Note: Batters have completed a turn at bat when they have either been put out or have become a base runner. When a third out of an inning is made before a batter completes their turn, the same batter will be the first batter in the next inning, and all previous called balls and strikes will be canceled.

Effect: Sec. 1 A-C., Batting out of order is an appeal play by the defense.

1. If an incorrect batter is discovered before completing a turn at bat, the correct batter will enter the batter's box and assume any balls and strikes accumulated by the improper batter.
2. If an incorrect batter is discovered after completing a turn at bat and before a pitch is made to the next batter.
 - a. The batter who should have batted is called out.
 - b. All base runners, if they advanced, must return to the bases they occupied at the time the incorrect batter entered the batter's box.
 - c. The next batter is the player whose name follows that of the batter called out for failure to bat. If the appealed out is the third out, this player will be the first batter of the next inning.
3. If an incorrect batter is discovered after a pitch has been delivered to the next batter.
 - a. The turn at bat of the incorrect batter becomes legal.
 - b. All base runners that advanced may do so and runs scored are counted.
 - c. The next batter shall be the one whose name follows that of the incorrect batter who just finished their turn at bat.
 - d. No one is called out for failing to bat. Players missing their turn at bat have lost that turn and do not bat again until reached in the regular batter rotation.

Effect: Sec. 1. 2-3. An intentional walk or illegal pitcher's action shall be considered the same as a pitch delivered to a batter.

4. A base runner shall not be removed from a base to bat. They miss their turn at bat with no penalty. The following player in the batting order becomes the next legal batter.

SECTION 2. THE BATTER IS OUT IF:

- A. Bats illegally.
- B. When a batter appears in the batter's box with or is discovered using an altered or an illegal bat prior to hitting the ball. The batter is also ejected from the game for using an altered bat and may be banned from SEAA.
- C. When an entire foot is touching the ground completely outside the lines of the batter's box when the ball makes contact with the bat.
- D. When any part of the foot is touching home plate when the ball makes contact with the bat.
- E. The batter steps directly across in front of the catcher to the other side of the batter's box while the pitcher is in position to pitch.
- F. When hit with his/her own batted ball, in fair territory, outside the batter's box.
- G. Bunts or chops the ball deliberately downward (fair or foul).
- H. Has a third strike or hits a second foul after two strikes.
- I. Any member of the offensive team interferes with a fielder attempting to make a play on a foul fly ball.

Note: A trapped ball that hits the ground is never intentionally dropped.

Effect: Sec. 2 A-J. The umpire will immediately call the batter out and the ball becomes dead. K. Hits a fly ball that is legally caught.

- L. Carries his bat and reaches first base or beyond. If the third out of an inning, runs do not count.

Effect: Sec. 2 K-M. The ball remains live and in play with runners in jeopardy.

SECTION 3. A STRIKE IS CALLED BY THE UMPIRE:

- A. For each legally pitched ball that passes through the strike zone before touching the ground.
- B. When a batter delays entering the batter's box more than 10 seconds. Ball is dead and a strike is called on the batter.
- C. For each pitch struck at and missed by the batter.
- D. For each batted ball striking the batter, while he is in the batter's box.
- E. For each foul tip.
- F. For each foul ball not caught on the fly with less than two strikes.

- G. The batter is allowed three strikes before being called out.
- H. For each pitch the batter steps out of the batter's box and request time-out once the pitcher has started a delivery motion.

Effect: Sec. 3 H.

- 1. If the pitcher pitches, the umpire will call the pitch a "strike". The batter may take his proper position after any such pitch (within 10 seconds) and the normal ball and strike count will continue.
- 2. If a batter steps out of the box without requesting a time-out, call the pitch on its merit, either a ball or a strike.

Note: The umpire will not give a request for time-out or call "TIME" once the pitcher has started a delivery motion.

SECTION 4. A BALL IS CALLED BY THE UMPIRE ON EACH PITCH NOT SWUNG AT BY THE BATTER IF:

- A. The pitcher fails to pitch the ball within 10 seconds.
- B. The pitched ball does not enter the strike zone.
- C. The ball strikes the ground before passing completely across home plate, or any part of the plate.
- D. The ball strikes any part of home plate. The black border around home plate is just a border and not part of the plate.
- E. An illegal pitch is made.
- F. There is an illegal pitchers action.
- G. The catcher fails to return each pitch not hit directly to the pitcher.

Effect: Sec. 4 A-G. The pitched ball is dead after each ball, strike, or illegal pitcher's action and must be returned immediately to the pitcher. Any individual who argues balls and strikes will be ejected.

SECTION 5. A FAIR BATTED BALL: A legally batted ball which is immediately in play.

- A. A ball:
 - a. That "settles" on fair ground between home and first base or between home and third base.
 - b. That is on or over fair territory when bounding to the outfield past first base or third base.
 - c. That touches first base or third base.
 - d. That first falls on fair territory on or beyond first base or third base.
 - e. While on or over fair territory, touches the person of an umpire or player.
- C. When a batted ball passes out of the field over a fence, the umpire shall declare it fair or foul according to the position of the ball as it leaves the playing area.

- D. When a batted ball hits any object including a fielder and is ruled a fair ball under the rules, it is always treated as a fair ball regardless of what happens to the ball or where it may go.
- E. A fair or foul ball shall be judged according to the position of the ball, relative to the foul lines including the foul pole, and not whether the fielder is on or over either fair or foul territory at the time the ball is first touched.

SECTION 6. FOUL BALL: A legally batted ball that does not conform to the provision of a fair ball.

- 1. A ball that "settles" on foul territory between home and first base or between home and third base.
- 2. A ball that bounds past first or third base on or over foul territory.
- 3. A ball that first falls on foul territory beyond first base or third base.
- 4. A ball, while on or over foul territory, touches the person of the umpire or a player or any object foreign to the natural ground.

Comment: The key word in the definitions of a fair or foul ball is "settles". Thus, on all calls between the home plate and the base, it makes no difference where the ball first hits. It must be judged on where it finally comes to rest.

SECTION 7. A BATTER WILL NOT SLING OR THROW THE BAT:

If a batter throws the bat intentionally, in anger, the batter should be ejected from the game. If the bat slips from the batters hands, the batter may be warned for the first offense, or disqualified from the game. No warning needed.

Note: If a batter is disqualified for slinging the bat, a courtesy runner may not be used. If there is no substitute, an out is recorded.

SECTION 8. ON-DECK BATTER:

- A. The on-deck batter is the batter whose name follows the batter in the batter's box.
- B. The on-deck batter shall take a position within the on-deck circle closest to their dugout.
- C. No more than two official softball bats or an approved warm-up bat may be used to loosen up. A combination of a warm-up bat and softball bat may be used as long as the on deck batter does not warm-up with more than two devices simultaneously.
- D. The on-deck batter may leave the on-deck circle:
 - a. To become a batter.
 - b. To direct runners advancing from third base.
- E. The on-deck batter shall not interfere with a defensive player's attempt to make an out.
- F. If it involves a runner, the runner closest to home plate will be declared out.

- G. If it involves a defensive fielder attempting to field a ball, the batter is declared out.

RULE 9--BASE RUNNING

*AT FACILITIES THAT USE THE DOUBLE BASE AT FIRST BASE:

1. A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul.
2. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion.
3. On any force out attempt from the foul side of first base, or an errant or missed throw pulling the defense into foul ground, the defense and the batter-runner can use either the white or colored portion. NOTE: This includes overthrows
4. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner must return to the white portion.
5. When tagging up on a fly ball, the white portion must be used.

SECTION 1. THE BATTER BECOMES A BATTER-RUNNER:

1. As soon as the batter legally hits a fair ball.
2. When the umpire has called four balls.
3. When the pitcher tells the umpire to intentionally walk a batter. A second intentional walk cannot be administered until the first walked batter reaches first base.
4. If the catcher interferes or prevents a batter from striking at a pitched ball.
 - a. The umpire will signal a "delayed dead ball" signal.
 - b. The offensive manager has the option to accept interference or result of play.
 - c. If the batter reaches 1st base safely and all other runners advance at least one base on the batted ball, catcher's interference is cancelled and no other options are given.
5. When a fair ball strikes an umpire or base runner on fair ground.
 - a. If a fair batted ball strikes the umpire or base runner while off base before passing an infielder, other than the pitcher, the ball is dead immediately and the batter is entitled to first base without liability to be put out.
 - b. If the fair, batted ball hits the umpire or base runner after passing a fielder other than the pitcher, or touches any fielder including the pitcher, it remains in play, with all runners being in jeopardy.

SECTION 2. BATTER-RUNNERS ARE OUT:

- A. When hit by their own batted ball in fair territory, after leaving the batter's box.
- B. After batting a fair ball, the batter makes no attempt to advance to first base or moves towards their team's dugout.
- C. When they drop the bat in fair territory and it makes contact with a fair ball, by moving into the ball.
- D. When a fly ball is legally caught, with the fielder's feet within the established boundaries of the field.
- E. When, after a fair ball, they are touched with the ball by a fielder while off a base.
- F. When, after a fair ball, a fielder holds the ball on first base, before the batter-runner touches or passes that base.
- G. When, after reaching first base safely, they over run or over slide that base, and then make an attempt to start to second base, before returning to first base.

Effect: Sec. 3 G. The runner is in jeopardy and must be tagged or put out.

- H. When they run out of the three-foot line and interfere with a fielder taking the throw, or making a play at first base.
- I. When a batter-runner interferes, either intentionally or unintentionally, with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the base runner closest to home plate shall also be called out.

Effect: Sec. 3 H-I. Ball is dead.

SECTION 3. BASE RUNNERS ARE OUT:

2. In the following situations the ball remains in play, other base runners are in jeopardy:
 - a. When, while the ball is in play, the base runner is legally touched with the ball in the hands of a fielder while not in contact with a base.
 - b. When, on a force out a fielder tags the base runner with the ball (while on or off a base) or holds the ball on the base to which the base runner is forced to advance, before the base runner can reach that base.
 - c. When running toward any base, the base runner runs more than three feet from a direct line between the base and the base they are trying for, to avoid being tagged with the ball in the hands of a fielder.
 - d. When a base runner physically passes a preceding runner before that runner has been put out.
3. In the following situations a dead ball is called, and the involved base runner is out:

- e. When a base runner is struck by a fair batted ball on fair ground while off a base and before it touches an infielder, or passes an infielder, excluding the pitcher.
 - f. When a base runner fails to keep contact with the base entitled to, until a pitched ball touches the ground, has reached or passed home plate, or is batted.
 - g. When a base runner intentionally kicks a live ball, intentionally interferes with a ball in play, whether or not the runner is in contact with his base.
 - h. When any base runner runs the bases in reverse order to confuse the defensive team, or to make a farce of the game. This includes the batter-runner moving backward toward home plate to avoid or delay a tag.
 - i. When a coach physically holds or pushes a runner to return or to leave a base.
 - j. When a defensive player clearly has the ball and is waiting for the runner and the runner deliberately crashes into the defensive player, the runner is declared out. IF THE ACT IS DETERMINED TO BE FLAGRANT, THE OFFENDER SHALL BE EJECTED.
4. These infractions constitute interference. All play stops, the ball is dead, and the runner closest to home is called out.
- k. When after being declared out or after scoring, an offensive player interferes with a defensive player's opportunity to make a play on another runner.

Exception: K. A runner continuing to run and drawing a throw may be considered a form of interference.

This does not apply to the batter-runner running on the dropped third strike rule.

- l. When one or more members of the team (includes bat boy and all other persons on the teams bench) at bat, stands, or collects at, or around a base toward which a base runner is advancing, thereby confusing the fielders and adding to the difficulty of making a play.
- m. When a coach intentionally interferes with a thrown ball while in the coach's box, or interferes with the defensive team's opportunity to make a play on another runner. A batted or thrown ball that unintentionally hits a base coach is not considered interference.
- n. When a coach runs in the direction of home plate or any other base, on or near a baseline, while the fielder is attempting to make a play on a batted ball or on a thrown ball, and thereby draws a throw in their direction.
- o. When a base runner is attempting to score and the next batter or other team members interfere with the attempted play.
- p. When a base runner interferes either intentionally or unintentionally with a fielder attempting to field a batted ball, or intentionally interferes with a fielder catching or throwing a ball, or with a thrown ball.

Exception: P. Ball dead immediately, and the involved base runner is out. If the intentional interference is an attempt to prevent a double play, the base runner closest to home is also out.

5. The following are appeal plays and the defensive team loses its right to make an appeal on any of these situations, if the appeal is not made known, before the next legal/illegal pitch, or before all fielders have left fair territory:
 - q. When a base runner fails to return to touch the base to which they are entitled when play is resumed after any suspension of play, caused by a dead ball situation, if a fielder legally holds the ball on that base.
 - r. When a base runner leaves his base to advance to the next base before a fly ball has been touched or touches some object, provided that if the fly ball is caught and returned to a fielder and legally held on the base the runner left or if a fielder touches the runner with the ball, before the runner returns to retouch the original base.

6. When a base runner fails to touch an intervening base or bases in regular or reverse order, while the ball is in play, and the ball is held legally on the missed base, or the runner is legally touched with the ball, while off the base.
 - a. Unless there are two outs, the status of a following runner is not affected by a preceding runner's violation or failure to comply.
 - b. If on an appeal, a preceding runner is the third out, no following runner shall be allowed to score.
 - c. If the appealed out is the third out, and is the result of a force out, neither preceding nor following runners shall score.
 - d. If the appealed out is the third out, and is the result of the batter-runner not touching first base, preceding runners shall not score.
 - e. On any appealed play, that is not a force out, all runners in advance of runner being appealed out who touch home plate legally before actual physical completion of the third appealed out in any inning shall be counted. Succeeding runners cannot score.

SECTION 4. BASE RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT:

- A. When a pitched ball is batted.
- B. When during a live ball play, following a batted ball, the ball is over thrown in either fair or foul territory and does not become a blocked ball.
- C. When a fielder first touches any legally caught fly ball.
- D. When a live thrown ball strikes the person of an umpire or a base runner.
- E. When a fair batted ball, or a live thrown ball accidentally strikes a coach.

SECTION 5. BASE RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT:

A. When a fair-batted ball goes over the fence or into a stand, without touching the ground, the batter shall be entitled to a home run. Effect: Sec. 5 A.

1. A fair ball that clears the fence before touching anything other than the fielder, and which is not caught, is a home run. This includes any ball hitting the top of the fence and goes over the fence.
2. When a batted ball, either fair or foul, is legally caught on the fly, while fielder's feet are still within the established lines of the playing area, the batter is out, even though the fielder's momentum may cause them to fall over the fence, into a dugout or patron areas, or across a line on the ground marking the out of play area, provided in the umpire's judgment the catch was completed. The ball is declared dead and each and every runner is advanced one base after the catch.
3. If ball is carried intentionally into a dead ball area, two bases are awarded to each base runner.

B. When a fair batted ball bounds or rolls into a stand, over, under or through a fence or other boundary of the playing field, base runners are awarded two bases, from the time of the pitch. Effect: Sec. 5, B. This award is made, whether or not the batted ball is first touched by a fielder.

C. If a fielder makes a play using an illegal glove and the infraction is discovered by the observation of the umpire or is appealed by the offensive team:

- a. The umpire(s) will signal a delayed dead ball.
- b. The manager of the offended team has the option of having the batter bat over and assuming the count he/she had prior to the pitch he/she hit--base runners return.
- c. The manager of the offended team has the option of taking the results of the play.

D. When a fielder deliberately contacts or catches a batted or thrown ball with his cap, glove, or any part of his uniform or equipment, while it is detached from its proper place on the fielder's person.

Effect: Sec. 5, D The batter and runners are entitled to advance three bases if a batted ball or two bases if a thrown ball.

1. In either case the runners may advance farther at their own risk.
2. If in the opinion of the umpire, a fair-batted ball would have cleared the outfield fence, if not interfered with, the batter shall be awarded a four base award.

E. When forced to advance because of the batter being awarded first base.

F. When obstructed by a fielder between the bases or while rounding a base, unless the fielder is trying to field a batted ball, a thrown ball, or has the ball in their possession ready to tag the runner.

Effect: Sec. 5 F. When obstruction occurs the umpire shall call and signal obstruction.

1. If a play is made on the obstructed runner, or if the batter runner is obstructed before reaching first base, the ball is dead and all runners advance without liability to be put out to the bases they would have reached, in the umpire's judgment, if there had been no obstruction.

Exception: 1. A base runner obstructed in a run down will be awarded the lead base at the time of the obstruction. Any proceeding runners, forced to advance by the award of bases for obstruction, shall advance without liability to be put out.

2. If no play is being made on the obstructed runner at the time of obstruction, the play shall proceed until completed. The umpire shall call "time" and impose such penalties, if any, as in his judgment, will nullify the act of obstruction. 3. If a fielder, without the ball, fakes a tag, the umpire may award the obstructed runner and each other runner effected by the obstruction, the bases they would have reached, had there been no obstruction.

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

G. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked.

Effect: In all cases when a blocked ball occurs on an overthrown live ball, the ball is dead. Each base runner is awarded two bases from last base occupied, unless required to retouch.

1. When a first throw is made by an infielder trying for a first play, the award is made from the batter and base runner's positions at the time of the pitch.
2. If all runners, including the batter runner have advanced at least one base when the infielder makes the wild throw, on the first play after a pitch, the award shall be governed by the position of the runners when the wild throw was made.

Note: Should more than one runner be between the same bases, the advanced runner governs the award.

3. When an accident or incident occurs that prevents a base runner from proceeding to a base to which entitled, as on a home run or other awarded base, a substitute runner shall be permitted to complete the play.

Effect: In each instance, when a batter or runner is awarded one or more bases, each base must be touched in order while advancing; otherwise the defensive team may appeal the runner at the missed base.

SECTION 6. A BASE RUNNER FORFEITS EXEMPTION FROM LIABILITY TO BE PUT OUT IF:

- A. While the ball is in play, fails to touch each base in legal order before attempting to make the next base.

Note: Should an appeal be made, it is considered a forced out when the appeal is on the batter-runner for missing first base or any other base a runner is forced to advance because the batter became a base runner.

- B. After reaching first base, the batter-runner over slides or over runs first base, and makes an attempt toward second base.
- C. After dislodging a base, the runner attempts to continue to the next base.

Effect: Sec. 6 C. To avoid being in jeopardy, the runner must either remain with the dislodged base, or remain stationary at the base's proper location. If the base runner makes an effort towards the next base, and then tries to return to the dislodged base, the runner is in jeopardy. It is entirely within the umpire's judgment whether or not the runner should be safe or out.

Exception: If a runner's momentum causes them to over slide away from the base, runner is out. If the base had not come loose the runner must stay in contact with the base. If the base is dislodged, the runner should stop in the area where the base should be. Runners should not be allowed to over slide a base and use the dislodged base as an excuse. It is the umpire's judgment whether or not the runner should be out.

SECTION 7. TOUCHING BASES IN LEGAL ORDER:

- a. Base runners required to return, or attempting to return, when the ball is in play, must touch each base in regular legal reverse order, which includes any intervening bases.
- b. No base runner may return to a preceding base after the ball has been declared dead; after touching a succeeding base or after a following runner has scored.
- c. No base runner may return to retouch a missed base or one left too soon after a following runner has scored or once the runner leaves the field of play.
- d. Two base runners may not occupy the same base simultaneously.

Effect: Sec. 7 d. The first runner touching a base shall be entitled to occupy it until legally touching the next base or is forced to leave the base because the batter became a runner. The following runner may be put out by being tagged with the ball, even though both runners are in contact with the base.

Play: Runner (R1) is on second base, runner (R2) is on first base. After a base hit, runner (R1) stops on third base and runner (R2) also advances to third base and stops. The defense tags both runners.

Ruling. Runner (R2) is out, runner (R1) is safe. Runner (R2) was not entitled to 3rd base.

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

Effect: Sec. 7 e. The runner shall be declared out by the umpire, ball dead.

- f. A base runner returning to a base to re-tag when a fly ball is caught and thrown by a fielder to any base. If the ball is thrown into a dead ball area, the two base award will include the base the runner must retouch.

Effect: Sec. 7 f. If the base runner is in contact with the base, the runner will be awarded two bases from the time of the throw. If the runner leaves the base too soon, the runner will be awarded the base that must be retouched plus one base. After awarding the bases, it may now become an appeal play if the runner fails to retouch the base.

- g. Base runners returning to a base on a ground ball or any time the runners are not required to retouch a base, are awarded two bases from the last base occupied.

SECTION 8. BASE RUNNERS MUST RETURN TO THEIR BASES:

- A. When any foul ball is not legally caught.
- B. When any illegally batted ball occurs.
- C. When a proper batter is out on appeal for failing to bat in order.
- D. When a base runner is called out for interference.
- E. When an umpire or base runner is struck by a fair, batted ball before it touches a fielder or passes any fielder other than the pitcher.
- F. When time out is called by the umpire.
- G. Base stealing is not allowed. Each runner may leave a base when a pitched ball is batted, touches the ground or reaches home, but must return to that base immediately after each pitch not hit by the batter.
- H. When an intentionally dropped ball is ruled.

Effect: Sec. 8 A-H. The ball is dead. Base runners must be allowed sufficient time to return to base when required.

SECTION 9. BASE RUNNERS ARE NOT OUT:

- A. When a batter-runner over runs or over-slides first base and immediately returns to the base.
- B. When a base runner is required to return to a base and is not given sufficient time to return.
- C. When a base runner is touched, while off the base, with the ball not securely held by a fielder or with a hand or glove of a defensive player and the ball is in the other hand.
- D. When a defensive team does not attempt an appeal play until after a next pitch is made.
- E. When a base runner remains on the base until a fly ball is touched and then attempts to advance.
- F. When a base runner runs outside a base line and behind a fielder attempting to field a batted ball.
- G. When a base runner runs outside the base line other than to avoid a fielder attempting to tag him with the ball.

- H. When a base runner is hit by a fair, untouched, batted ball that has passed an infielder, excluding the pitcher, and in the judgment of the umpire no other fielder had a chance to make an out.
- I. When a runner is hit by a fair untouched batted ball, over foul territory that, in the judgment of the umpire, no fielder had a chance to make an out
- J. When a runner is hit by a fair batted ball after it touches, or is touched by, any fielder, including the pitcher, and the runner could not avoid contact with the ball.
- K. When more than one fielder attempts to field a batted ball, and the base runner comes into contact with the one who, in the umpire's judgment, was not entitled to field the ball.
- L. When a base runner sliding into a base, dislodges it from its proper position.

Effect: Sec. 9 L. The ball remains live with all runners continuing to be in jeopardy. To avoid being in jeopardy, the runner must either remain with dislodged base, or remain stationary at the base's proper location. The base runner's momentum should not carry them past the base's proper location. If the base runner makes an effort towards the next base, and then tries to return to the dislodged base, the runner is in jeopardy. It is entirely within the umpire's judgment whether or not the runner should be safe or out. Following runners are not required to touch a base that has been dislodged and is several feet removed from its location. Runners may either touch the dislodged base or touch the area where the base is supposed to be.

- M. While in contact with a base, the runner is hit with a fair, batted ball, unless the umpire rules that the runner intentionally interfered with the ball or a fielder attempting to field a batted ball. Base runner is not out. The ball is dead. All base runners advance one (1) base if forced. Batter is awarded 1st base.
- N. When a fielder makes a play on a batter or base runner while using an illegal glove. The manager of the offended team has the option of having the batter bat over and assuming the ball and strike count he/she had prior to the pitch he/she hit (base runner returns), or taking the result of the play.

SECTION 10. COURTESY RUNNER:

- A. A courtesy runner may be used only one time per inning.
- B. The courtesy runner may be any player on the team's roster.
- C. Courtesy runner may be in the batting order.
- D. The courtesy runner may be entered at any time.

Effect: Sec. 10. In the event the courtesy runner is on base when it is their turn at bat they will not be removed from base to bat. The courtesy runner will remain on base, lose their turn at bat and an OUT will be declared in their batting slot. The batter following the courtesy runner will be the next batter. Note: Once a base runner is replaced by a courtesy runner, the original player cannot return as the base runner. If the courtesy runner is injured and cannot resume play, the courtesy runner is out.

RULE 10--LIVE BALL/DEAD BALL

SECTION 1. THE BALL IS LEGALLY PUT IN PLAY BY THE UMPIRE:

- A. At the start of the game when the pitcher has the ball while standing at the initial pitcher position, on the pitcher's plate, batter in the batter's box, catcher in catcher's box and the umpire signals "PLAY/PLAY BALL".

In each instance thereafter when the ball becomes dead and the above procedure is followed.

SECTION 2. THE BALL IS LIVE AND IN PLAY:

- A. When the pitcher has the ball in his possession at the pitcher's plate.
- B. When the pitcher delivers the pitch toward home plate.
- C. When the batter hits the pitched ball legally.
- D. As long as there is a play resulting from a legally batted ball.
- E. When a live ball strikes a photographer, groundskeeper, policeman, etc.; when they are assigned to the field as part of the game.
- F. When a fly ball is legally caught (unless it is caught on the second foul after 2 strikes).
- G. At all times during the enforcement of the infield fly rule.
- H. When any thrown ball goes into foul territory and is not blocked.
- I. When a fair batted or thrown live ball accidentally strikes the coach.
- J. When a thrown ball strikes an umpire or offensive player.
- K. When a fair ball strikes an umpire or base runner after touching a fielder, or after passing any fielder excluding the pitcher.
- L. When a fair ball strikes the umpire or offensive player on foul ground.
- M. When base runners have reached the base to which they are entitled because the fielder illegally touched or fielded a batted or thrown ball.
- N. When obstruction is called, the runner obstructed cannot be put out until reaching the base entitled to, because of the obstruction.
- O. When a base runner must return to a base in reverse order while the ball is live and in play.
- P. When a base runner is called out for passing a preceding runner.
- Q. When a base runner acquires the right to a base by legally touching it before being put out.
- R. When a base is dislodged while base runners are progressing around the bases.
- S. When a base runner is called out for being out of base lines.
- T. When a base runner is forced or tagged out.
- U. When an appeal play is involved or enforced.

Effect: Sec. 2 U. This applies during an appeal play situation, which is attempted before the umpire has called "TIME". However, after a dead ball interval, base runners may not advance during the execution of an appeal play, made immediately after the ball is again put in play.

SECTION 3. THE BALL IS DEAD AND NOT IN PLAY:

- A. When no pitch is declared.
- B. When an illegal pitcher's action is declared.
- C. When a base runner is called out for leaving a base too soon, on a pitched ball.
- D. After each pitched ball and strike not batted.
- E. When a pitched ball touches any part of a batter's person.
- F. When a foul ball is not caught in the air.
- G. When a blocked ball occurs.
- H. When the ball gets outside the established limits of the playing field.
- I. When a base runner is off a base and is hit with a fair batted ball, before the ball is touched by or passes through the infielders.
- J. When a coach intentionally interferes with a batted or live thrown ball.
- K. When a spectator or other person not in the game causes interference.
- L. When the umpire calls "TIME" for any reason.
- M. When there is interference with the batter, which is enforced.

RULE 11—TOURNAMENT RULES

SECTION 1. SANCTION FEE: Each team will pay a sanction fee of \$12.00. Sanction fee is due prior to participating in the team's first tournament. If a team changes their name, they are required to pay another sanction fee.

Note: Tournament Directors have the right to refuse a team or player(s) from participating in an SEAA sanctioned tournament or specific classification.

SECTION 2. NO SHOW POLICY: Any team that has received a playing time and drops out or fails to show for the tournament will have to pay a no show fee. (This is left to the Director's discretion).

Effect: Sec. 2. Teams will have to pay a fee of \$100.00. If this fee is not paid, the team will be prohibited from playing any further SEAA tournaments. This includes the State, World Series, and Regional tournaments.

SECTION 3. UNIFORMS: Shirts must be of the same color and have a number of contrasting color on the back. If a logo is worn, they must be the same. Players on the same team may not wear identical numbers. Ball caps or visors if worn, must be worn properly. Hard plastic visors are not allowed. . In regard to blood rule, a player may change uniforms to one that does not match color, without a penalty.

SECTION 4. TOURNAMENT ROSTERS:

- A. A roster listing the names of 15 players and 1 coach will be turned in to the Tournament Director before participating in a tournament.

Note: Youth rosters must include parental/or guardian signature.

- B. Players must have "pictured" identification at tournament site.
- C. No player will be allowed to play for more than one team in the same tournament.

SECTION 5. ILLEGAL PLAYERS:

- A. Failure to produce a picture ID creates an illegal player.
- B. A player that plays for more than one team in a tournament is an illegal player.
- C. Player not included on the roster will be ruled an illegal player.

Effect: Illegal player will be ejected from the tournament and the team shall also forfeit the game.

Exception: A team that has players on the roster that are no longer with the team, can and should, remove these players from the roster .

- A. Protest fee for illegal player(s) is \$100 per player. Protest fee refunded if player found to be illegal.

SECTION 6. Sanction Fee

Youth teams will pay \$12.00.

- A. Each Sanctioned League team will receive a State berth. Area Director will determine classification.
- B. League teams that participate in State Tournament will receive a World and/or Regional berth.
- C. Umpires for league play must be registered with SEAA.

SECTION 7. TOURNAMENT GAMES AND FIELD RULES:

- A. In youth play, the tournament director will decide format for softball.
- B. Game time is Forfeit time. A ten-minute grace period will be given for the first round.

Effect: Sec. 8 C. Teams will be given a grace period providing they do not have enough players to field a team. If a team has nine players), this is the minimum required and the game will be started.

- C. There will be no alcoholic beverages allowed.
- D. No profane language on or off the field.
- E. Any person assaulting an umpire or SEAA official will be barred from SEAA and will be prosecuted.

Comment: To ensure Tournaments run smoothly and do not run excessively long, each team's cooperation is a must. Teams must be ready to play in the event of a forfeit. Teams must HUSTLE on and off the field.

RULE 12--RULES OF CONDUCT

Each manager, coach, player, sponsor, and team follower/fan must adhere to true concept of competition, fair play, and sportsmanship. Unsportsmanlike conduct will not be tolerated either on or off the field.

Anyone seeing unsportsmanlike or derogatory acts by players or spectators will report it to the tournament director. The purpose is to prevent incidents from developing into a serious situation that would be harmful to the tournament or SEAA.

RULE 13—YOUTH PROGRAM

1. In the event of a disputed play or decision, managers or coaches must control their players. Managers or coaches may consult game officials; players will not take part in the discussion.
2. Smoking is prohibited while on the playing field or coach's box.
3. Alcoholic beverages will not be consumed or allowed in the dugout or on the field during the course of the game.
4. Sponsors, managers, coaches, or players will be suspended for fighting, abusive tactics, or unbecoming acts that are determined to be detrimental to SEAA.
5. Any person that assaults a representative of SEAA or umpire will be barred from SEAA and will also be subject to legal actions.
6. Any report by private business of damage or abuse to property, failure to pay motel or hotel bills will be grounds for suspension and be prosecuted.
7. Any team submitting bad checks to SEAA or their representatives will be subject to disbarment and will face prosecution.

SECTION 1. ELIGIBILITY DATE FOR ALL YOUTH DIVISIONS: December 31. Player's must have proof of age at tournament site. This is to include a birth certificate and picture ID. School Identification is acceptable.

Must include child's name & age. Available at most DMV's.

Note: A player's age as of December 31 determines the age division in which the player is eligible to play the following year.

Effect: Sec. 1. Failure to produce a valid birth certificate and legal identification (picture I D) will constitute an illegal player.

Notes: Players may play in an older division but not younger.

No more than 15 players may be listed on a roster. Please complete an additional roster to include all players.

Players will play in only one age division in a tournament.

SECTION 2. AGE DIVISIONS FOR YOUTH: Some discretion may be used by tournament directors to adjust age divisions.

COACH PITCH 6U---8U

10U

13U

16U

19U-23U

SECTION 3. EQUIPMENT:

- A. It is required that catchers wear a NOCSAE approved catcher's mask, with throat protector, and helmet.
- B. A batting helmet bearing the NOCSAE stamp is mandatory for each batter, on-deck batter, players, and youth coaches in the coach's box, and all runners. The batting helmet must have extended ear flaps that cover both ears and temples. The batting helmet must be worn properly at all times. *This also includes 23u division.
- C. BATS ALLOWED: Must be stamped 1.20 and have an Official Softball stamp

SECTION 4. BASE PATH, FIELD AND PITCHING DISTANCES FOR SEAA YOUTH SLOW PITCH PROGRAM:

Division	Ball	Base Line	Pitching Rubber
Girl's 6u	11"	60'	35'
Girl's 8u	11"	60'	35'
Girl's 10u	11"	60'	40 to 46'
Girl's 13u	11"	65'	46 to 52'
Girl's 16u-23u	11"	65-70	50 to 56'

*A pitcher's box will be used in slow pitch youth play.

SECTION 5. CHARGED CONFERENCES:

- A. OFFENSIVE CONFERENCE: There shall be only one charged conference between the manager and /or other team representative(s) and the batter, another team representative, and/or runner (s) in an inning.

The umpire shall not permit any such conferences in excess of one in an inning.

Effect: Ejection of the manager or coach who insists on another charged conference.

- B. DEFENSIVE CONFERENCE: There shall be only 3 charged conference (s) between the manager or other team representative from the dugout with any defensive player (s) in a seven (7) inning game.

Note: For every inning beyond seven, there shall be one charged conference per inning between the manager or other team representative from the dugout with any defensive player (s).

Effect: The fourth, and each additional, charged conference in a seven inning or for any charged conference in excess of one per inning in an extra inning game, shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again.

The following are not defensive conferences:

1. If the team representative enters the playing field and informs the umpire prior to verbal comments with any defensive player that the pitcher will be removed.
2. Shouting instructions from the dugout area to the pitcher.
3. If a dugout representative confers with any defensive player during a charged offensive conference and is ready to play ball when the offense is ready.
4. A manager playing in the game may confer with any defensive player is not charged; however, an umpire may control repeated meetings between a playing manager and a pitcher by first issuing a warning and then disqualifying the manager.

SECTION 6. HANDICAPPED/DISABLED PLAYER: If a player has a handicap that prevents them from playing offense or defense, that player may have a designated player to bat or play defense for them. The designated player may not occupy any other position in the line-up or in the field. Designated player may not be used as a substitute for any other player

SECTION 7. RUN RULE: The run rule for Youth Slow pitch, which awards a win to a team that is ahead in a game after three innings is 20 runs, after four innings 15 runs and after 5 innings 10 runs. The run rule will be in effect in all games, championship included.

PLAYING RULES FOR THE YOUTH SLOW PITCH PROGRAM NOT COVERED BY RULE 13 ARE OUTLINED IN RULE 1 THROUGH 12.

RULE 14---COACH PITCH

1. Game will consist of 5 innings.
2. Bunting is not allowed (umpire's judgment).
3. No base on balls (walks).
4. Base runner(s) must be in contact with the base until a legally pitched ball reaches home plate.
Effect: Runner is out. Ball is dead.
5. Hit batters are not allowed to take a base.
6. Infield fly rule does not apply.
7. One (1) courtesy runner per inning.
8. Throws attempted by players must be thrown in an overhand manner. The intent is to not "bowl" the ball. The Offensive coach will be given the option of taking the play or results of play.
9. FIELD LAYOUT DIAGRAM: Refer to end of rule book.

SECTION 1. EQUIPMENT:

Bats: Must not exceed a BPF (Bat Performance Factor) of 1.20 and must have the manufacturer's printing stating "Official Softball".

Batting Helmets: A NOCSAE approved batting helmet, with extended earflaps that cover both ears, is mandatory for each batter, on-deck batter, players and youth coaches in the coach's boxes and all runners.

Catcher's Equipment: Catchers must wear a NOCSAE approved head protector and approved protective mask with throat protector until the ball is hit, then it may be removed to field the ball.

Softball: 11" Optic Yellow, SEAA stamped softball. 47 cor. or less shall be used.

All SEAA safety equipment requirements must be followed.

SECTION 2. BATTERS ALLOWED:

9 to 12 batters are allowed in line-up. If all players are in batting order and a player is lost for any reason, and there is no substitute, an out will be recorded each time their time at bat comes up. If a team begins a game with 9 players and the 10th player arrives and is not immediately put into the

game, at no time may the player be entered into the game. An out will be recorded in the last batting slot. If a team begins a game with 9 players, an automatic out will be recorded in the last batting slot. A team may not play with less than 9 players.

SECTION 3. DEFENSIVE PLAYERS: A Maximum of 10 players is allowed on defense.

SECTION 4. PLAYER POSITIONS: Each team will play a maximum six (6) player infield. Infield players, with the exception of the pitcher and catcher, will be allowed to position themselves anywhere on the playing field between the foul lines of the infield. The pitcher must be in the pitcher position, Sec. 5, and the catcher must be in the catcher position. Outfielders must stay behind the 10 ft. outfield line until the ball has been hit.

Effect: Violation of this rule will result in the team having the option of batting over or taking the result of the play.

SECTION 5. PITCHER: The player, in the pitching circle, must either keep one foot in the circle at all times or retreat straight back toward 2nd base, staying within the outer diameter of the circle.

Effect: Violation of the rule will result in the team having the option of taking the results of the play or declaring no play.

SECTION 6. OFFENSIVE COACHES: A team will be allowed 3 offensive coaches as follow: One first (1st) base coach, one third (3rd) base coach and one (1) coach serving as pitcher. If a batted ball hits an adult pitcher the ball is dead and no pitch is declared. Any coach touching a base runner (s) while the ball is in play, causes the runner(s) to be called out. Other runners may advance at their own risk. Note: THE COACH THAT IS PITCHING SHALL NOT PICK UP THE BAT.

Effect: 1st infraction, the ball is dead and a warning shall be issued. 2nd infraction and all infractions thereafter: The ball is dead and the runner closest to home will be called out. Umpire shall move the bat when a player has completed their turn at bat.

SECTION 7. DEFENSIVE COACHES ALLOWED: No more than two (2) defensive coaches allowed on the field at one time. Defensive coaches must remain behind the ten (10) foot outfield lines when the ball is in play and out of the way of advancing runner (s).

Effect: 1st offense will result in a warning or ejection based on the severity. Second offense draws an ejection.

Note: Obstruction by defensive coach—The runner shall be awarded at least one base beyond the last base legally touched before the obstruction. The umpire may award additional bases that the runner would have made if no obstruction had occurred. If a runner continues beyond the base that would be awarded by the obstruction, they become in jeopardy. The ball remains live and all other runners remain in jeopardy.

SECTION 8. PITCHES ALLOWED:

- a. Batter will be allowed 5 pitches or 3 strikes unless the 5th pitch is fouled.
- b. Maximum of seven (7) pitches

6 U Exception----In the 6U division the batter will be allowed five (5) strikes in 5 pitches to hit the ball, after the fifth (5th) pitch the batter is out unless the fifth (5th) pitch is fouled. Maximum seven (7) pitches.

Note: No pitch will be declared if a batter hits the ball while standing with one or both feet outside the batter's box.

SECTION 9. PITCHING TO TEAM: Pitching coach must pitch past the twenty (20) foot arc and not past the thirty (30) foot arc between the limits of the pitching circle. Area inside the twenty (20) foot arc of home plate is foul territory. No defensive player will be allowed within the thirty (30) foot arc until after the ball has been hit.

SECTION 10. OVERTHROWN BALL:

- A. An over thrown ball into the dugout or over, under, through or beyond the fence line, immediately becomes a dead ball and the base runner(s) will be entitled to the base they are going to plus one (1) base.
- B. A ball that stays inside the playing area is considered a live ball. Runners may advance a maximum of 3 bases. If the ball is fielded and thrown away again, the runners may advance as many bases as possible with the liability to be put out.

Example: The batter may not score on an overthrown ball. Batter's progress will be stopped at 3rd base unless a second throw is made and thrown away.

SECTION 11. INJURED PLAYER: If a player is injured after the ball is batted, the offensive team may advance only one (1) base and then time shall be called. An injured player (unless a substitute) may reenter the game and must be in the same batting slot.

SECTION 12. TIME IS CALLED BY THE UMPIRE:

1. The pitcher has the ball, under control, in the pitching circle and in the umpire's judgment, all immediate play is complete.
2. When the ball is held in front of the lead runner.

3. When an infielder has control of the ball in the infield and in the judgment of the umpire, all immediate play is complete.
4. Any runner(s) past the halfway marker will continue to the next base unless occupied. Any other runner(s) not to the halfway mark will go back to the previous base. Base runner(s) do not have to be on base to establish "stopping of progress", (Umpire's judgment).

SECTION 13. TIME OUTS: Each team will be allowed one (1) time out per inning. This time out will last a limit of one (1) minute. Time out for injury shall be an Official Time out not counted against team.

SECTION 14. COMPLETE GAME: A game is complete after 3 complete innings, when the opposing team cannot possibly score enough runs to catch up. This may occur whether the team that is ahead is on offense or defense. Time limit does not come into consideration at this point.

SECTION 15. RUN RULE: 8 runs per team per inning.

–

RULE 15--POOL PLAY TIE BREAKER (also may be used in Round Robin)

1. HEAD TO HEAD COMPETITION
1. LEAST RUNS ALLOWED
2. MOST RUNS SCORED
3. COIN TOSS

EXAMPLE OF POOL PLAY TIE BREAKER

<u>TEAM NAME</u>	<u>WINS</u>	<u>LOSSES</u>	<u>RUNS ALLOWED</u>	<u>RUNS SCORED</u>
RED TEAM	1	1	12	7
GREEN TEAM	2	0	8	10
PURPLE TEAM	1	1	14	6
ORANGE TEAM	0	2	16	2
YELLOW TEAM	2	0	9	12
BLUE TEAM	1	1	10	5
WHITE TEAM	0	2	18	2

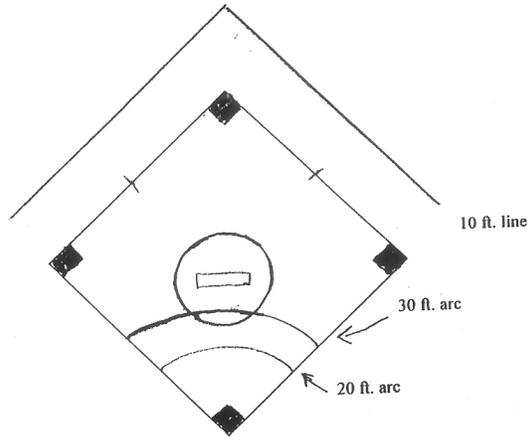
There is a tie between the Green Team and Yellow Team because of 2-0 record. Tie between them will be decided by least runs allowed. Green Team allowed less runs so Green Team is seeded # 1. Yellow Team is #2. This decides # 1 and # 2 in seeding.

Note: Format for pool play tie breaker is listed at the top.

Red Team, Purple Team and Blue Team are tied with 1-1 record. Purple Team is 5th seed because they allowed 14 runs. Red and Blue Team are now tied with a 1-1 record. Red Team beat Blue Team head to head so Red Team is 3rd seed and Blue Team is 4th seed. If Red and Blue Team did not play- Blue Team is 3rd and Red Team is 4th because Blue Team allowed less runs than Red Team. 6th seed is Orange Team and 7th seed is White Team-White Team allowed more runs than Orange Team.

**TOURNAMENT RULES POSTED AT THE TOURNAMENT WILL SUPERCEDE THE
SEAA RULE BOOK**

FIELD LAYOUT - COACH PITCH



Pitching Rubber—35 ft. with 16 ft. circle
Solid Line chalked 10 ft. behind base path
Hash Marks halfway between bases on base line
20 ft. arc in front of home plate
30 ft. arc in front of home plate
Bases 60 ft.

Drawing not to scale. Simplified illustration of field layout

b.