

2018 Major Rule Difference between USA Softball, NCAA and NFHS					
USA Softball		NCAA		NFHS	
<b>RULE 1 - DEFINITIONS</b>					
<b>Bunt</b>					
A pitched ball that is intentionally tapped with the bat, slowly, within the infield. It is not a bunt attempt if the bat is held in the strike zone.	1	A legally batted ball not swung at but intentionally tapped with the bat. A bunt attempt is any non-swinging movement of the bat intended to tap the ball into play. Holding the bat in the strike zone is considered a bunt attempt. In order to take a pitch the bat must be withdrawn -- pulled backward and away from the ball.	1.12	A bunt is a legally batted ball not swung at but intentionally tapped with the bat. An attempted bunt is any non-swinging movement of the bat intended to tap the ball into play. Holding the bat in the strike zone is considered a bunt attempt. In order to take a pitch, the bat must be pulled back and away from the ball	2.8.1 2.8.2
<b>Catch and Carry</b>					
A catch and carry is a ball caught in live ball territory and carried into dead ball territory. A ball caught or touched by a fielder that is in dead ball territory is a dead ball	1	Same as USA Softball	9.3 9.13	Same as USA Softball	8.4.3f
<b>Charged Conference</b>					

<p>Offense: There shall be no more than one charged conference between team representatives and the batter, another team representative, and/or runners in an inning. The umpire shall not permit any such conferences in excess of one in an inning.</p> <p>Defense: There shall be only three charged conference between manager or other team representative from the dugout with any defensive players in a seven inning game. For every inning beyond seven, there shall be one charged conference per inning between manager or other team representative from the dugout with any defensive players</p>	5.7	<p><b>Each team is allowed 7 charged conferences per regulation game. Each team is allowed 1 charged conference per half inning for each extra inning. Any remaining conferences from regulation do not carry over into extra innings. Rule 6.12 will still apply in all innings, except that in 6.12.4.1 each additional conference will count against the total of 7 charged conferences during regulation.</b></p>	6.7.2 6.12	Same as USA Softball	3.7.1
<b>Official Line Up</b>					
<p>The official document listing the starting players and substitutes of a given team. The line-up card shall contain the first and last name, defensive position and uniform number of each player. If a wrong number is on the line-up, correct it and continue playing with no penalty. All available substitutes should be listed in the designated place by their last name, first name and uniform number.</p>	1 4.1	<p>The card that contains the first and last names, uniform numbers and positions of all starting players, listed the order in which they will bat, and the first and last names and uniform numbers of all eligible substitutes. In addition, it shall include the first and last name of the head coach. In the event the team has co-head coaches, one shall be designated as the head coach for that game.</p>	5.7.1	<p>The team's line up card shall include first initial and last name, jersey number, position and batting order for each starting player and shall include each eligible substitute. Line up's become official after they have been exchanged, verified and then accepted by the plate umpire during the pregame conference.</p>	3.1
<b>Runner</b>					

Runner: An offensive player who has reached first base and has not yet been put out or scored.	1	Runner: The offensive player who is in the process of running the bases whether as a batter-runner or base runner.	1.19	Runner: A runner is an offensive player who is advancing to, touching or returning to a base.	2.50.1
<b>Offensive Player</b>					
No definition		Offensive Player (OP): The player in the batting order who is not playing defense because the DP has entered to play defense for her.	8.1.2.7	No definition	
<b>Stealing</b>					
The act of a runner attempting to advance during a pitch. In Fast Pitch runners can advance once the pitched ball leaves the pitcher's hand.	1	No definition		A stolen base is the advance of a runner to the next base without the aid of a base hit, putout, a passed ball or a wild pitch.	2.55
<b>Strike Zone</b>					
Fast Pitch: Between the batter's: arm pits and the top of the knees. Slow Pitch: Between the batter's back shoulder and the front knee.	1	The area over home plate between the bottom of the batter's sternum and the top of her knees. The top of the ball must be in the horizontal plain and either side of the ball in the vertical plain of the strike zone...	11.3.1	Same as USA Softball	2.56.3 2.56.4
<b>RULE 2: THE PLAYING FIELD</b>					
<b>Backstop (padding)</b>					

No mention of padding. On dimensions mentioned which 25' minimum and 30' maximum.	2 Dim. Table	When the backstop is wood, cement or brick, it is strongly recommended that it be padded from dugout to dugout beginning no higher than one foot off the ground and extending to the top of the wood, cement or brick or six feet from the ground, whichever is shorter. Padding is required by the 2016 season.	2.3	Same as USA Softball	1.3C
<b>Branding on Bases</b>					
No Rule		Only a sticker with NCAA, team or conference logo, name or abbreviation sticker or label may be used, only in the middle third of the rise of the base. At no time is the branding sticker allowed on top of the base.	2.7 NOTE	No Rule	
<b>Double Base</b>					
Double Base (Distance Table). The base is 15X30 inches and both sides of the double base shall be equal thickness. (5" max)	2.1 2.3H	The double base is not allowed	2.4	By state association adoption, a double first base is permitted. The base shall be a one or two-piece unit, 15 inches by 30 inches. The base in foul territory shall be a color other than white.	1.2.1 NOTE
<b>Catcher's Box</b>					
Fast Pitch: 7' Long 8.5' Wide. Slow Pitch: 10' Long, 8.5' Wide.	<b>2.3D</b>	Same as USA Softball for Fast Pitch.	2.2	Same for Fast and Slow Pitch: 10' Long 8.5' wide	2.10.2
<b>Pitching Distance</b>					

<p>Girl's Fast Pitch: 10U 35', 12U 40', 14U, 16U, 18U – <b>43'</b> Boy's Fast Pitch: 10U 35', 12U 40', 14U, 16U, 18U <b>46'</b> Girl's Slow Pitch: 10U 40', 12U 46' 14U, 16U, 18U <b>50'</b> Boy's Slow Pitch: 10U 40' 12U 46' 14U, 16U, 18U <b>50'</b></p>	2.1	43'	2.27	Female Fast Pitch: 43'. Male Fast Pitch 46' Slow Pitch: 46' for Females and Males using the 12" ball. 50' for Females using the 11" ball.	1.2.b
<b>Fences</b>					
<p>No mention of padding. Minimum and maximum distance set in adult and JO Divisions.</p>	2.1 Official Distance Table	<p>Institutional fields with a 6 feet or taller fence shall be a minimum of 190 feet in left and right fields and 220 in center field. Institutional field with 4 foot fence shall be a minimum of 210 feet in left and right field and 230 in center field. It is highly recommended that a municipal field meet the same requirements.</p>	<b>2.15.2</b>	Same as USA Softball	1.3.C
<b>Erasing Batter's Box Lines</b>					
<p>No rule</p>		<p>Strike on the batter if the offense intentionally removes the lines and ball if the defense does the same. Coaches who remove any line shall receive a warning then an ejection on the second offense.</p>	2.20.3 EFFECT 11.23.3.10 EFFECT	Same as NCAA with the exception that after an occurrence a team warning is issued and the next violation is a ball / strike and the offender and coach restricted to the dugout.	3.6.17
<b>Running Lane</b>					

<p>The three-foot line is drawn in foul territory parallel to and three feet from the baseline, starting at a point halfway between home plate and first base.</p>	<p>2.3 A</p>	<p><b>The runner's lane is the area that is the last half of the distance between home plate and first base where a batter-runner must run to avoid interfering with a fielder's attempt to receive a thrown ball. It is bounded by a 30-foot line drawn in foul territory parallel to and 3 feet from the first-base line, starting at a point halfway between home plate and the back edge of first base. (See diagram at end of rule.) If the infield is skinned, it is recommended the runner's lane be skinned.</b></p>	<p>2.28</p>	<p>Same as USA Softball</p>	<p>1.1 Diagram</p>
<p><b>RULE 3: EQUIPMENT</b></p>					
<p><b>Official Bat</b></p>					

<p>The official bat for USA Softball Championship Play must meet all USA Softball specifications and requirements of Rule 3, Section 1 and:</p> <p>1) The official bat, made up of the knob, handle, grip, taper, barrel, and end cap shall be free of burs, dents, cracks, sharp edges rattles and show no signs of excessive wear. The official bat may be marked OFFICIAL SOFTBALL by the manufacturer, be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at it's largest part, including any tolerance expansion. The official bat must bear either the ASA 2000 Certification Mark, ASA 2004 Certification Mark, or ASA 2013 Certification Mark (Slow Pitch Only) and must not be listed on the USA Softball Non Approved Bat List. And 2) must be included on the list of approved bat models published by the USA Softball or painting the name or number of the player will not make the bat an altered bat.</p>	3.1A	<p>The bats shall bear the permanent ASA 2004 certification seal and be on the current NCAA Approved Softball Bat List as maintained on the NCAA and SUP websites indicating compliance with the bat performance standard per the appropriate ASTM testing protocol.</p> <p>a) The barrel, taper and handle shall be one piece or multi-piece permanently assembled.</p> <p>b) If it is a multi-piece permanently model, the connection shall be sufficiently stiff to resemble its initial manufactured condition and have not excessive wobble.</p> <p>c) Shall be metal, plastic, graphite, carbon, magnesium, fiberglass, ceramic, titanium or any composite material.</p> <p>d) Shall not have exposed rivets, pins, rough or sharp edges or any form of exterior fastener that would present hazards. Bats shall be free of damage (rattles, dents, burrs, wobble and cracks) and not be altered from their certification specifications.</p>	3.3.1	Words OFFICIAL SOFTBALL not required	1.5.1
<b>Approved Bat List</b>					
<p>On the USA Softball website, <a href="http://www.USAsoftball.com">www.USAsoftball.com</a></p>	3.1	<p>Upon arrival to the field, each coach shall provide a new, printed copy of the current NCAA Approved Softball Bat List for each day of competition.</p>	5.2	Not required at the field	1.5.1.d

<b>Non-Approved Bat list with an ASA Certification Marks</b>					
On the USA Softball Website, <a href="http://www.USAsoftball.com">www.USAsoftball.com</a> . A list of 28 Bats that were previously approved by USA Softball and are no longer an approved bat.	3.1	A list of inappropriate bats that do not bear the 2004 Certification Mark and is not on the current approved NCAA bat list	3.3.1.4 3.4.1.3 5.2.2	Same as USA Softball	1.5.1.d
<b>Damaged Bats</b>					
The official bat, shall be free of burs, dents, cracks, sharp edges rattles and show no signs of excessive wear.	3.1A1	In regard to dents on the barrel, if the bat ring goes over the bat, it should not be regarded as a damaged bat.	3.3.1.3	Be free of rattles, dents, burs cracks and sharp edges. Bats that are broken, altered or deface the ball are illegal.	1.5.1
<b>Safety Knob</b>					

<p>The knob shall have a diameter of at least 1/4 inches with no sharp edges. The knob will be permanently attached to the bat and may be covered with grip tape.</p>	<p>3.1B</p>	<p><b>The bat shall have a knob of a minimum of ¼ inch protruding at a degree angle of 90 or less from the handle. It may be molded, lathed, welded or adjustable, but must be permanently fastened. A “flare” or “cone” grip attached to the bat will be considered altered. The knob may be taped or marked for identification as long as there is no violation of this section. The knob may be solid or hollowed out to house an embedded metric sensor. If a sensor is used it shall (1) not affect performance; (2) be secured by a locking mechanism and a back-up mechanism to keep it in place; and (3) have a distinguishing "off line" mode to prevent data from being accessed during a game.</b></p>	<p>3.3.1.7.2</p>	<p>The bat shall consist of the following components (see figure 1-7): Knob. The knob may be molded, lathed, welded or permanently fastened. Devices, attachments or wrappings that cause the knob to become flush with the handle are permitted. The knob may be covered with grip tape. A one-piece rubber knob and bat grip combination is illegal. Choke-up devices are not permitted.</p>	<p>1.5.2A</p>
<p><b>Handle</b></p>					
<p>The region of the bat from the knob, not including the knob, to the start of the taper where the diameter increases. The handle will include the grip.</p>	<p>3.1C</p>	<p>The handle is the area between the knob and taper which is covered by the grip. It shall have a safety grip of cork, tape (not smooth, plastic tape) or composition material (commercially manufactured bat grip)</p>	<p>3.2.1.7.3</p>	<p>The bat handle is the area of the bat that begins at, but does not include the knob and ends where the taper begins to increase in diameter. The handle shall have a round or oval cross-section.</p>	<p>1.5.2b</p>

<b>Grip</b>					
The handle grip region of the bat must have a grip made of cork, grip tape, or other synthetic material that is permanently attached to the bat. No bare metal, wood or composite material may be exposed in this area. The grip shall be not less than 6" and not more than 15" from the knob. Any attachment such as a molded finger grip, flare cone or choke up device must be attached with grip tape. Resin, pine tar or spray substances are permissible on the grip region only.	3.1D	The safety grip shall not be less than 10 inches (25.0cm) long and shall not extend more than 15 inches (40.0cm) from the knob. It may not exceed two layers. If taped, it must be a continuous spiral but not need not be a solid layer. Resin, pine tar or spray substances placed on the safety grip to enhance the grip are permissible note grip only. It may not exceed two layers. If taped, it must be a continuous spiral but need not be a solid layer.	3.2.1.7.3	The bat shall have a safety grip of cork, tape or composition material. The grip shall extend a minimum of 10 inches, but not more than 15 inches from the handle end of the bat. Slippery tape or similar material shall be prohibited.	1.5.2
<b>Barrel</b>					
The region of the bat from the Taper to the End Cap. The barrel region shall be smooth and round within 0.050 inches in diameter.	3.1F	The color of the barrel of the bat shall be of color(s) contrasting to the ball...	3.3.1.7.5	The barrel is the area intended for contact with the pitch; it shall be round and smooth	1.5.2.d
<b>End Cap</b>					
The cap placed at the barrel end of the bat. The End Cap shall be permanently affixed to the bat to prevent alterations to the interior of the bat. It shall be affixed so that it cannot be removed by anyone other than the manufacturer without damaging or destroying the End Cap or Barrel.	3.1G	The End Cap is a rubber, vinyl, plastic or other approved material insert firmly secured and permanently affixed so that it cannot be removed by anyone other than the manufacturer, without destroying it. A bat made of one piece construction may not have an End Cap.	3.2.1.8.6	The End Cap is made of rubber, vinyl, plastic or other approved material. It shall be firmly secured and permanently affixed to the end of the bat so that it cannot be removed by anyone other than the manufacturer without damaging or destroying it. A one-piece construction bat will not have an End Cap.	1.5.2.e
<b>Construction</b>					

<p>The official bat shall be of one piece construction, multi-piece permanently assembled or two-piece interchangeable construction. If the bat is designed with interchangeable components it must meet the following additional criteria:</p>	<p>3.1 I</p>	<p><b>The barrel, taper and handle shall be of one piece or multi-piece permanently assembled</b></p>	<p>3.1.1.1</p>	<p>No such rule</p>	
<p><b>Warm Up Bats</b></p>					
<p>The warm-up bat shall meet the following requirements to be approved: A. Stamped with 1/4 inch letters WB on either end of the bat or marked in one inch letters the word WARM-UP BAT only on the barrel end of the bat. B. The warm-up bat shall comply with the safety grip and safety knob requirements of the official bat. C. Be of one-piece construction or a one-piece permanently assembled bat that clearly distinguishes itself as a warm-up bat and is approved by USA Softball. D. Shall have a safety knob of a minimum of 1/4 inch protruding at a 90 degree angle from the handle. It may be molded, lathed, welded or permanently fastened. E. Only approved attachments included in the list published by USA Softball can be used on warm-up bats.</p>	<p>3.2A-E</p>	<p>Non-altered, one-piece, wooden baseball or softball bats may be used in the pre-game warm-ups or in the on-deck circle in addition to legal softball bats. Attachments to a bat (such as sleeves, donuts and fans), are not allowed in the on-deck circle.</p>	<p>3.5</p>	<p>Warm-up bats used in the on-deck circle shall have all parts permanently and securely attached at the time of manufacture and at the time of use. No more than two bats shall be used when warming up in the on-deck circle. Devices added to a bat for warm-up purposes shall be commercially manufactured specifically for a softball bat and shall be securely attached, so as not to disengage during use. Such devices shall take, but not exceed, the general shape and size of a bat including the grip.</p>	<p>1.5.3</p>
<p><b>Official Softball</b></p>					

<p>Certified Approved: Only softballs which bear an ASA approved certification mark signifying compliance with the Ball COR and Ball Compression limitations then in effect and, and which satisfy all other applicable provisions in Rule 3, Section 3 will be allowed for use in USA Softball Championship Play. Check the Non-Approved Ball List on the USA Softball Web Site; <a href="http://www.usasoftball.com">www.usasoftball.com</a>, under the "Certified Equipment" tab.</p>	3.3A	<p>The home host team shall be responsible for providing a minimum of five twelve game balls of the same specifications and manufacturer. Each game shall begin with two new game balls (one rubbed by each team, so the manufacturer's gloss is removed) and three ten additional (new or game quality) balls.</p>	3.2.2	<p>The dynamic stiffness of 12" softballs shall not exceed 7,500 pounds/inch when tested under current ASTM test methods. The NFHS Authenticating Mark shall be on each ball as shown in Figure 1-4 of the NFHS rule book.</p>	1.3.3 1.3.8
<b>Glove/Mitt</b>					
<p>A Glove/Mitt may be worn by any player. The dimensions of any glove/mitt used by any player shall not exceed the specifications set forth in Rule 3. The Pitcher's glove may be of one solid color or multicolored as long as the color(s) are not the color of the ball being used in the game.</p>	3.4	<p>All players except the catcher must use a leather fielder's glove/mitt that meets the specifications of Rule 3. The use of any treatment or device that fundamentally changes the specifications of gloves is prohibited and renders the equipment altered and unusable for play.</p>	3.6.1	<p>A glove/mitt may be worn by any player. Glove/mitt may not be entirely Optic Yellow. No markings resembling an Optic Yellow Softball.</p>	1.4.1 1.4.1.b. c
<p>Glove/mitt - may be worn by any defensive player and must meet dimensional requirements.</p>	3.4	<p>Catcher may wear a glove / mitt of any dimension. First baseman can wear a mitt but must meet dimensional requirements.</p>	3.6.1.1	<p>Catcher can wear a glove or mitt of any dimension. Defensive fielders can wear either a glove or mitt but meet the dimensional requirements.</p>	1.4.3

Pitcher's Glove - may be one solid color or multicolor as long as one of the colors is not the color of the ball used in the game played.	3.4	Any player's glove May not be the color of the ball but may be any combination of other colors.	3.6.2	Any player's glove can be a maximum of two colors not distracting. Lacing shall not be the color of the ball. Glove/mitt may not be entirely Optic Yellow. No markings resembling an Optic Yellow Softball.	1.4.2
<b>Helmet</b>					
Helmet - Offense, must be NOCSAE approved with a NOCSAE approved face mask/guard with visible NOCSAE stamp. Chin strip OPTIONAL. No mention of color.	3.5E NOTE	All team members must use the same color, with permanent NOCSAE mark and warning label legible. Highly reflective, mirror-like chrome-finish helmets of any color are prohibit. An offensive player may wear a helmet with a commercially manufactured protective mask attached. The face mask should meet the NOCSAE standard for the mask and helmet combination and must be permanently attached by the manufacturer. In addition any defensive player may wear a face mask, whether the mask is attached to a helmet or not.	3.7.1 3.8.2 3.8.3	A batting helmet with a permanently affixed NOCSAE Stamp and legible exterior warning label is mandatory for each batter, on-deck batter, players/students in the coach's boxes, runners and retired runners. The exterior warning label may be affixed to the bill, in either sticker form or embossed. The batting helmet shall have a non-glare (not mirror like) surface.	1.6.1

Catcher must wear a mask with throat protector and approved helmet with ear flaps. EXCEPTION: Hockey Style Face Mask.	3.5C Defense, 3.5E	The catcher must wear a protective helmet while receiving pitches in a game. Highly reflective, mirror-like chrome-finish helmets of any color are prohibit. In addition, the catcher must wear a protective face mask. Traditional baseball/softball catcher's headgear or ice hockey goalie style headgear may be worn but, in either case, must bear a permanent mark (molded in, embossed or by indestructible seal) indicating compliance with the National Operating Committee on Standards for Athletic Equipment (NOCSAE) combined helmet and mask standard.	3.7.2	The catcher shall wear a catcher's helmet and mask combination that meets the NOCSAE standard at the time of manufacture. The helmet shall bear the permanent NOCSAE seal. A throat protector that is part of or attached to the mask shall be worn and extend far enough to adequately protect the throat.	1.7.1
Junior Olympic players acting as coaches in the coaches box, must properly wear double ear flap NOCSAE approved batting helmets.	3.5E Offense	Student-Athlete Base Coach. A student-athlete in the coaches' box is required to wear a NOCSAE-approved protective helmet whenever the ball is live from the first pitch of an inning to the last out of the inning.	3.7.1.1	Same as USA Softball	1.6.3
<b>Helmets Defense</b>					
Any defensive player may wear a helmet, with or without ear flaps, of similar color as the team caps. It must have a bill.	3.5E.2	<b>A defensive player may wear a helmet. If more than one player wears a helmet, the helmets must be the same color. Highly reflective, mirror-like chrome-finish helmets of any color are prohibited.</b>	3.8.3	Same as USA Softball	1.8

<b>Uniforms</b>					
<p>All players on a team shall properly wear uniforms that are like in color and style. Sleeves or straps of the uniform top may be adjusted with or without tie-ups, to the comfort of the players, provided uniform numbers remain visible. If because of the blood rule a change is required and the uniform part does not match, the player will not be penalized. All protective equipment should be worn properly. If a player is requested to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will not be allowed to play. EFFECT: Players wearing metal cleats after being warned by the umpire shall be ejected.</p>	3.6	<p>All eligible players should be attired with uniforms (jersey, pants, shorts and socks) of identical style and color and trim differing only in size and players' numbers and names. Uniform accessories (namely foul weather apparel, headgear, knee/shin pads, undershirts and undershorts) are optional parts of the uniform and may be mixed of styles. Uniforms, all accessories and protective equipment must be worn properly and as designed. A uniform part that must be changed because of saturation of blood shall not cause the player to be penalized.</p>	3.10 Exception	<p>Uniforms of all team members shall be of the same color and style. State associations may, on an individual basis, permit a player to participate while wearing a different style uniform for INCLIMATE WEATHER, RELIGIOUS REASONS OR OTHER SITUATIONS. Accommodations should not fundamentally alter the sport, heighten risk to the athletes/others or place opponents at a disadvantage.</p>	3.2.1 3.2.13 NOTE
<b>Sleeves</b>					

<p>Players may wear a solid-colored undershirt. It is not mandatory that all players wear an undershirt, but if more than one player wears one, they must be like in color and style. No player may wear ragged, frayed or slit sleeves on exposed undershirts.</p>	3.6.C	Same as USA Softball	3.10.8	<p><b>Exposed undergarments, if worn, are considered part of the official uniform. All exposed undergarments shall be a solid, single color: black, white, gray or a school color...</b></p> <p><b>c. Garments other than team uniforms – such as arm sleeves, leg sleeves, and tights – are permissible. Anything worn on the arm or leg is a sleeve, except a brace, and shall meet the color restrictions.</b></p>	3.2.7.C
<b>Headwear</b>					
<p>Ball caps are mandatory, must be alike, and worn properly in Male F.P. In Female F.P. ball caps and visors are optional for players. If worn they may be mixed, but must be worn properly. If one type is worn, they must all be of the same color. Handkerchiefs do not qualify as headwear and cannot be worn around the head or neck. Plastic visors are not allowed.</p>	3.6A2	<p>Headgear. Visors and caps are uniform accessories, may be mixed, and must be of the same predominant color and worn as intended by the manufacturer. Exception: The catcher's headgear may be of a different color than other defenders' headgear.</p>	3.10.1	<p>Headwear (caps, visors, headbands, ribbons, etc.) may be mixed. If worn, they must be white, black, beige or school color (the colors are not required to be the same for team members). Flat items, no longer than 2 inches, used to control the hair, such as bobby pins, barrettes and hair clips are permitted. Plastic visors, bandanas and hair beads are prohibited.</p>	3.2.5
<b>Pants</b>					
<p>All players' pants must be long, short, or mixed in style, as long as they are like in color.</p>	3.6B	<p>The uniform may consist of pants or shorts, but all players on the same team must be attired the same.</p>	3.9	<p>State Associations may, on an individual basis, permit a player to participate while wearing a different style uniform for religious reasons.</p>	3.2.1

<b>Numbers</b>					
Uniform numbers; Players may not wear the same number, whether in the game or not. Numbers 0 and 00 are not considered to be the same number	3.6D	Players on the same team shall not wear the same number. 0 and 00 are considered the same number	3.10.4	No players on the same team may wear identical numbers, (0 and 00) are considered the same number.	3.2.2
<b>Jewelry</b>					
Exposed Jewelry judged dangerous by umpire must be removed and may not be worn during the game. Religious or medical alert bracelets may be worn but must be taped to the body.	3.6.F	No such rule		Players prohibited from wearing jewelry. 1st offense a team warning and jewelry must be removed. Next offender and head coach restricted to dug/out bench area.	3.2.12
<b>Shoes</b>					
Junior Olympic Fast Pitch Boys and Girls 18U A/B Gold and 16U A/B Gold and 14U A/B classifications of play may wear metal cleats.	3.6G Excepti on	Metal toe plates and metal cleats are permitted.	3.9	Metal toe plates and metal cleats are permitted.	3.2.11 NOTE
<b>Exposed Undergarments</b>					
Players may wear a solid-colored undershirt. It is not necessary that all players wear an undershirt, but if more than one player wears one, they must all be like in color and style. No player may wear ragged, frayed or slit sleeves or exposed undershirts.	3.6C	Not required, but if worn by more than one player, the apparel must be the same in color. Shirt style and sleeve length may vary . Visible undergarments must be in a single, solid color and worn as intended by manufacturer.	3.10.8	Exposed undergarments, if worn, are considered part of the official uniform. All exposed undergarments shall be solid, single color, black, white, gray or school color.	3.2.7
<b>Wrist Bans</b>					

No Such Rule		No Such Rule		Any wristband with a playbook/placard attached shall be considered equipment and is permitted as long as it is a single solid color, and it is not optic yellow. It does not have to match the color of the upper undergarment. It shall only be worn on the non-pitching arm.	3.2.7C
<b>Equipment Inspection</b>					
The National Championship UIC, Assistant UIC or Staff has the right to remove any and all equipment not meeting Rule 3 including bats and helmets, through pregame inspection, bat testing or during a game.	3.7B 3	If an umpire detects the inappropriate bat during the pregame inspection, the bat shall be removed from the team's possession.	3.4 EFFECT 5.2	No such rule	
<b>All Equipment</b>					
<b>(JO Fast Pitch Only) For pregame inspection, all equipment shall be inspected by the umpire, and is to be placed outside the dugout/team area prior to the start of the game.</b>	3.7C	Coaches are responsible for ensuring that their players are legally equipped and properly attired to reflect a positive image of the game.	3.1.2	<b>The head coaches to verify that their players are legally and properly equipped. It is no longer necessary for umpires to check the equipment as the responsibility rests with the coach and administration of the school. Rules 7-4-2 and 10-2-3I provide the authority to umpires to penalize for equipment violations. The umpire is permitted but is not required to inspect equipment. Umpires are no longer required to inspect equipment.</b>	4.1.2D

<b>RULE 4: PLAYERS, COACHES, SUBSTITUTES.</b>					
<b>Number of Players to start a game</b>					
A team must have the required number of players present in the dugout to start the game.	4.1A	Each team shall have a least nine eligible players in the game at all times.	8.1.1	Each of the two teams must start with nine players. In Fast Pitch only, a team may use the Designated Player/Flex Option (DP/Flex).	3.1.1
<b>Line-up Changes</b>					
Line-up cards must be completed and submitted to the scorekeeper and umpire at the start of each game. Eligible roster members may be added to the available substitute list at any time during the game.	4.1A 1-2	Each team must submit a complete line-up card to the official scorer and opponent 20 minutes before game time and to the plate umpire at the pre-game meeting. Coaches must let the umpire know of any defensive changes. A coach may make substitutes by notifying the plate umpire of the forthcoming changes. Substitutes are not required to enter the game at the time the substitution is reported to the plate umpire. Projected reentries are not allowed	5.7.2 8.5.1.3	The home team and then the visiting team shall deliver their respective lineup cards, in duplicate, to the plate umpire. The umpire shall then permit inspection by both captains/coaches. The substitution regulations as in Rule 3 are then in effect. A player who is not listed as an eligible substitute on the lineup card shall not be prohibited from playing. The plate umpire shall record all substitutions on the lineup card, and then announce immediately any change(s) to the opposing team's head coach.	4.1.2b 3.3.1 3.3.3
<b>Team Members</b>					
The team shall consist of 9 players in Fast Pitch or 10 players in Fast Pitch with the DP	4.1C.1	Each team shall have at least nine eligible players in the game at all times.	8.1.1	Team members are players listed on the teams roster and lineup as submitted to the umpire at the pregame meeting.	2.58
<b>Shorthanded Rule</b>					

Teams can play shorthanded to start or continue a game. The game can start or finish with one less player than required to start (8). The game can continue with one less player than is currently in the batting order.	4.1D 1-2	No rule in NCAA		No rule in NFHS	
<b>Re-Entry</b>					
Any player may be substituted for or replaced and re-entered once, provided the player occupies the same position in the batting order.	4.5.A	Substitutes may not re-enter	8.6	Same as USA Softball with the following exception: In the top of the first inning only, the pitcher and catcher are identified as those players listed on the lineup as the pitcher and catcher; both must face at least the first batter on defense (one pitch).	3.3.5
<b>Substitute</b>					
The manager or team representative of the team making the substitution shall notify the plate umpire at the time the substitute enters.	4.6.A	<b>Any player may be substituted for at any time when the ball is dead A coach may make substitutes by notifying the plate umpire of the forthcoming changes. Substitutes are not required to enter the game at the time the substitution is reported to the plate umpire. Projected substitutions and re-entries are not allowed.</b>	8.5.1.1 and 8.5.1.3	Same as USA Softball	3.3.2
<b>Unreported Substitute</b>					

There is no penalty of disqualification for the unreported substitute. If the unreported substitute is an illegal player eject the player.	4.6.C	There is no disqualification unless the unreported player is an illegal player, in which case the illegal player is ejected.	8.3.3 and 8.3.4	Players and substitutes shall not enter the contest unreported. The umpire shall issue a team warning to the coach of the team involved and the next offender on that team shall be restricted to the dugout/bench for the remainder of the game. The head coach is also restricted to the dugout/bench for the remainder of the game for a second violation.	3.6.7 Penalty
<b>Projected Substitute</b>					
No rule by umpires as part of good game management		Projected reentries are not allowed.	8.5.1.3	A projected substitute is the act of entering a substitute without first removing a player from that position in the line-up.	2.57.4
<b>Illegal Player</b>					
The use of an illegal player in handled as a protest by the offended team while the illegal player is in the game. The illegal player is disqualified. An out can be recorded if protested at the proper time.	4.6.F (1-4)	Illegal players: players who compete in a game in a way in which they are not allowed to participate.	8.3.4	Illegal offensive or defensive players may be discovered by the umpire or either team anytime after the ball becomes live and an illegal substitute has taken a position: Penalty, restricted to the dugout/bench remainder of the game. Can also be called out.	3.4
<b>Coach/Team Personnel</b>					

<p>A coach is responsible for the team's actions on the field and will represent the team in communications with the umpire and opposing team. A player may be designated as a coach in the event the coach is absent or that player is acting as a player/coach.</p>	<p>4.7A</p>	<p>The head coach is the person employed or appointed by an institution to be responsible for the softball team. The head coach is accountable for:</p> <p>4.4.1.1 The team's conduct;</p> <p>4.4.1.2 Observance of the official rules;</p> <p>4.4.1.3 Ensuring that all players are legally and safely equipped and properly attired;</p> <p>4.4.1.4 Presenting an approved bat list with highlighted and numbered models for all bats available for use in the game; and</p> <p>4.4.1.5 All communication with the umpire whether initiated by assistants or other team personnel. If the head coach leaves the field, he/she should inform the umpire of his or her temporary replacement.</p> <p>4.4.2 In the event the team has co-head coaches, one shall be designated as the head coach on the lineup card.</p> <p>4.4.3 In the event the head coach is unavailable, an acting head coach shall be named. He/she must be an approved representative of the</p>	<p>4.4</p>	<p>Prior to the start of the game at the pre-game conference, a head coach shall be responsible for verifying to the plate umpire that the line-up card is correct, all his/her players are properly equipped, and that players and equipment are in compliance with all NFHS rules.</p>	<p>3.5.1.2. 3.4.5.7</p>
<p><b>Use of Electronic Equipment</b></p>					

<p>No electronic equipment to include cell phones, pagers, etc. are allowed to be worn or carried on the playing field. EFFECT: Disqualification or ejection from the game after a warning</p>	<p>4.7C.5</p>	<p>Scouting information obtained from outside the dugout involving current opponents shall not be relayed or given to the playing field or to team personnel during the contest. A team may film or videotape only contests in which it is playing, but may record (from video truck, satellite feed or airwaves, not video camera) any game which is or will be televised. <b>Team personnel, including players, are prohibited from wearing any device capable of transmitting information while on the field (e.g., cell phone, smart watch, etc.).</b></p>	<p>5.9.6 5.9.8</p>	<p>The use of electronic devices by team personnel to transmit or record information pertaining to his/her player or team's performance shall be permitted within the team's dugout/bench area only. Information obtained from an electronic device may be used for coaching purposes during the game</p>	<p>1.8.6</p>
<p><b>Post Game Use of Video</b></p>					
<p>No Rule</p>		<p>If available, television monitoring or institutional replay equipment may be used following a game in only the following situations: (1) By the umpires to verify personnel involved in a fight, (2) By the umpires to verify personnel who left the team area to join in a brawl, (3) By the SRE to confirm the accuracy of a softball incident report involving a protest or possible suspension.</p>	<p>5.9.9 13.2 13.3</p>	<p>The use of electronic devices is permitted during a game; however any information obtained shall not be used to review decisions made by the umpires.</p>	<p>3.6.11</p>
<p><b>Disqualified Player</b></p>					

A disqualified player is prohibited from playing but can remain in the team area or serve as a coach/manager.	4.8A	No rule		The Restricted Player Rule has the same effect as the USA Softball Disqualified Player Rule.	4.1
<b>Ejected Participant</b>					
An ejected participant must leave the grounds and have no contact with the umpires or participants in the game. EFFECT: The game is forfeited.	4.8B	Definition-The exercise of an umpire's authority to remove a player and/or other team personnel from further participation in a game. Ejections are classified as either administrative ejections or behavioral ejections.	1.1.9 13.2	The umpires right to disqualify players or to remove non-players for objecting to decisions or for unsporting conduct is absolute	10.1.5
<b>Arguing Balls and Strikes</b>					
Any arguing of the judgment of balls and strikes will result in a team warning. Any repeat offenses will result in the ejection of the team member.	4.8.C	Same as USA Softball	13.8.4 EFFEC T	The offender will be ejected, unless judged to be minor, then the offender will be warned and ejected if the offense is repeated.	3.6.15 Penalty
<b>RULE 5: THE GAME</b>					
<b>Home Team</b>					
Prior to the start of all games, the choice of which team will bat first or last in the inning shall be decided by a coin flip	5.1	The home team may be determined in a variety of ways (for example, coin flip, mutual agreement, conference or tournament assignment, custom.) WHERE	1.28	No Rule in NFHS	
<b>Fitness of the Grounds</b>					

The fitness of the grounds for a game shall be decided solely by the plate umpire.	5.2	When on site within one hour before game time the coaches of both teams and/or the site administrator shall decide whether a game shall not be started because of unsatisfactory conditions of weather or playing field, except for the second game of a doubleheader.	5.3.1	The home coach shall decide whether the grounds and other conditions are suitable for starting the game.	4.1.1
<b>Regulation Tie Game</b>					
Games that are regulation tie games shall be resumed at the exact point where they were stopped.	5.3F	If the competing teams, league, conference or tournament committee wish not to be bound by the tie game rule and wish to complete a regulation tie game from the point at which the game was terminated, they may do so by formally opting to use the Halted Game Rule. Otherwise a game stopped after five or more innings with the score tied is considered a regulation tie game, not a Halted Game, and may not be resumed. Intent to use the Halted Game Rule must be declared before the game starts.	6.15.3	If a regulation game has a tie score as in 4.2.2 it is a tie game unless the State Association has any prescribed game ending procedures.	4.2.5
<b>Called Game</b>					
A called game is a game ended by the umpire	5.3C	A travel policy that allows a game to conclude before its actual completion may be established by conference or tournament policy or agreed upon by opposing coaches.	6.17.4	Same as USA Softball	2.26.2
<b>Forfeited Game / Field Enough Players</b>					

<p>A Forfeit shall be declared by the umpire for several reasons including not having enough players to field a full team or shorthanded team. No rule for a declaration of no contest.</p>	<p>5.4</p>	<p>EFFECT: A forfeit shall be declared in favor to the team with sufficient players in the event on team is no longer able to field a team of at least nine players. In the event neither team can field a team, the game is declared "No Contest." (See Rule 6.20) unless the failure to field a team is as a result of misconduct suspensions (See Rule 13)</p>	<p>8.1.1.1 8.1.1.2 EFFEC T</p>	<p>A Forfeit shall be declared by the umpire for several reasons including not having enough players to field a full team. No rule for a declaration of no contest.</p>	<p>5.1.f</p>
<b>Run Ahead Rule</b>					
<p>15 after three innings, 12 after four and 8 after five innings.</p>	<p>5.9.1A (1B)</p>	<p>A regulation eight-run rule game shall be declared by the plate umpire if one team is ahead after five or more complete innings.</p>	<p>6.14</p>	<p>A state association may adopt game-ending procedures that determine how games are ended, including suspended games. However, if a state association does not have established game-ending procedures, by mutual agreement of the opposing coaches and the plate umpire, any remaining play may be shortened at any time or the game terminated.</p>	<p>4.2.3</p>
<b>Time Limit</b>					

<p><b>1 hour and 20 minutes finish the inning and play one more when applicable beginning with the first WARM-UP Pitch.</b></p>	<p><b>5.10</b></p>	<p>No Rule</p>		<p>A state association may adopt game-ending procedures that determine how games are ended, including suspended games. However, if a state association does not have established game-ending procedures, by mutual agreement of the opposing coaches and the plate umpire, any remaining play may be shortened at any time or the game terminated.</p>	<p>4.2.3</p>
<p><b>Tie Breaker Rule</b></p>					
<p>Starts in the top of the eighth inning. Place the person who is scheduled to bat last in the inning on second base. If team is shorthanded and the last batter is the open spot go to the previous batter.</p>	<p>5.11 A/B</p>	<p>If, after the completion of at least seven innings of play, the score is tied, the tie-breaker rule MAY be played to determine a winning team. Whether the tiebreaker procedure will be used, and when it shall be invoked, must be determined not later than pregame meeting.</p>	<p>6.16 6.16.2</p>	<p>A regulation called game has a tie score when ended as in 4.2.2 it is a tie game unless the State Association has any prescribed game ending procedures.</p>	<p>4.2.5</p>
<p><b>Dugout Conduct</b></p>					

<p>Dugout Conduct: A. Coaches, players, substitutes and other bench personnel shall not be outside the designated bench, dugout/team area except when the rules allow or is justified by the umpire. B. Adult: Participants may not smoke or use alcohol beverages inside the dugout or on the playing field. C. ( JO only ) The use of alcoholic beverages or tobacco products in prohibited at all Junior Olympic Championships. EFFECT: The first offense is a team warning. Any repeat offense shall result in the ejection of that team member</p>	5.12	<p>Whether a warning is issued or not, Umpires have the authority to remove a player and/or other team personnel from further participation in a game for unsporting behavior or verbal misconduct. The on-site administrator will make him/herself available to assist the umpire crew as requested.</p>	13.2.1	<p>Any abusive conduct or unsporting behavior by team personnel in the dugout or on the field will result in the prescribed action by rule.</p>	3.6 1.20
<b>RULE 6: PITCHING</b>					
Preliminaries					

Before starting the pitch the pitcher shall comply with the following. Both feet must be on the ground and in contact with the pitcher's plate.	6.1..A-E 6.1.C	<b>Both feet must be on the ground in contact with the pitcher's plate. Any part of each foot in contact with the ground or pitcher's plate must be completely within the 24-inch length of the pitcher's plate.</b>	10.2.1.1	Prior to the start of the pitch the pitcher shall take a position with the pivot foot on or partially on top of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground and within the 24 inch width of the pitcher's plate. <b>Any step backwards must begin prior to the start of the pitch Once the pitch has started, the pitcher shall not take more than one step which must be forward, toward the batter and The step backward may end before or after the hands come together.</b>	6.1.2.a &b FP
<b>Taking a Signal</b>					
While on the pitcher's plate, the pitcher shall take a signal or appear to take a signal with the hands separated. The ball must remain in either the glove or pitching hand.	6.1.D	<b>While in this position, the pitcher shall pause for a noticeable stop of at least two seconds to take or simulate taking a signal</b>	10.2,2	Same as USA Softball	6.1.b
<b>Start of the Pitch</b>					
The pitch starts when the hands are separated once they have been placed together.	6.2	Same as USA Softball		The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of the wind up after the hands have been brought together.	6.2.2a
<b>Number of Revolutions</b>					

The pitcher must not make more than two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and to the rear before starting the windmill motion.	6.3.D	Not more than one and a half revolutions.	10.6.1	Not more than one and a half clockwise revolutions of the arm in the windmill pitch.	6.1.4d
<b>Continuing the Revolution</b>					
The Pitcher shall not make another revolution after releasing the ball	6.3M	Same as USA Softball	10.6.5	The Pitcher does not continue to wind up after taking the forward step or after the ball is released. NOTE: Continuation of wind up is considered any action that, after the ball is released causes the arm to continue to rotate past the shoulder.	
<b>Legal Delivery</b>					
The Pitcher may not throw behind their back or through their legs and the ball must be delivered on the throwing side of the body.	6.3F	No such Rule		The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.	6.1.3.c
<b>Illegal Pitch Effect</b>					

<p>1) If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, the runner is considered to have touched that base. 2) Otherwise, the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter and advancing all runners one base. 3) If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and all runners are awarded one base.</p>	<p>6.3 Effect</p>	<p>...(2) If the batter does not reach first base safely or if any runner fails to advance at least one base, the coach of the offensive team may choose the result of the play or the standard effect for an illegal pitch, which is that a ball is awarded to the batter, and each base runner advances one base. (3) If the batter is hit by an illegal pitch not swung at, the batter is awarded first base, and each other base runners advance one base, only if forced. (4) If ball four is an illegal pitch, the batter is awarded first base, and each other base runners advance one base, only if forced.</p>	<p>10.8 EFFECT</p>	<p>Same As USA Softball</p>	<p>6.1</p>
<p><b>Covering the Pitcher's Plate</b></p>					
<p>No such Rule</p>		<p>A team representative or player shall not intentionally cover the pitcher's plate nor erase the line of the pitcher's lane. EFFECT: For a first violation in a game, a ball shall be awarded to the batter. Subsequent violation by the same team shall result in the violator(s) being ejected.</p>	<p>2.20.3</p>	<p>No Rule in NFHS</p>	
<p><b>Pitching Lane</b></p>					

The Pitcher's step must be forward and stay within the 24" length of the pitchers plate. We do not draw a pitcher's lane.	6.3I	The Pitcher's Lane: The area to which the pitcher is restricted when pitching. The lane is lines drawn on the field of play.	2.26 10.4.2	Same as USA Softball	6.1
<b>Foreign Substance</b>					
A defensive player shall not at any time during the game be allowed to use any foreign substance upon the ball, pitching hand or fingers. Under the supervision and control of the umpire, powder resin, and/or an approved drying agent that is included on the list published by USA Softball may be used by the pitcher. The resin must be left on the ground and the approved drying agent in the pitcher's pocket. A pitcher who licks their fingers must wipe the fingers off before bringing them in contact with the ball. EFFECT: Illegal pitch.	6.6A	Under the supervision and within view of the umpire, a resin (i.e. a drying agent) may be used on the pitcher's hand/fingers. <u>Any</u> substance (including resin, <u>dirt or saliva</u> ) applied to the pitcher's hands and fingers must be wiped off <u>if it would transfer to the ball</u> . 10.13.2 No player or other team personnel may apply moisture or <u>any</u> substance to the ball <u>or into a glove which will then contact the ball</u> or do anything else to deface the ball.	10.13.1 10.13.2	The pitcher shall not at any time during the game be allowed to use tape or other substance on the ball or contact points of the pitching hand or fingers; nor shall an other player apply a foreign substance to the ball. A pitcher who licks her fingers shall wipe them off before bringing them in contact with the ball. Under the supervision and control of the umpire, powdered resin or any comparable drying agent may be used to dry the had. The pitcher shall not wear any item on the pitching hand, wrist, arm or thighs which the umpire judges to be distracting to the batter.	6.2.2
<b>Warm-Up Pitches</b>					

At the beginning of each half inning or when the pitcher relieves another, not more than one minute may be used to deliver not more than five pitches. This does not apply if the umpire delays the start of play due to substitution, conference, injuries or other umpire responsibilities.	6.9 Effect	At the start of the game and the beginning of each half inning, the pitcher of record may throw not more than five pitches or four pitches and one throw to first base or any combination that is limited to five throws from the pitcher in a continuous manner.	10.19 10.19.2	At the beginning of each half-inning or when a pitcher relieves another, not more than one minute may be used to deliver not more than five pitches to the catcher or other teammate. <b>NOTE: If the incoming pitcher has already pitched in the game, she will receive 5 warm-up pitches. When a pitcher is removed by rule and the incoming pitcher has not pitched in the game, the umpire is authorized to allow more warm-up pitches. Umpire is authorized to allow more pitches when weather is inclement or if pitcher was removed by rule or due to an injury</b>	6.2.5 Note 2 3.7.1
<b>RULE 7: BATTING</b>					
<b>On Deck Circle</b>					
Adds Women's to the classifications that can use either On Deck Circle as long as the on deck batter is behind the batter and not on the batter's open side.	7.1A Excepti on	The on-deck batter is restricted to the on-deck circle nearest her dugout for warm-up swings	11.1.1	The on-deck batter shall take a position within the lines of the on-deck circle closest to her dugout	7.5.1
<b>Batting Order JO Pool Play</b>					

<p><b>Junior Olympic Fast Pitch Pool Play: Nine defensive players will bat or teams have the following options: 1. Bat nine players without the DP/Flex. 2. Bat nine Players and use the DP/Flex. 3. Bat up to and including all roster players without a DP/Flex. 4. Bat up to and including all roster players with the DP/Flex</b></p>	7.2.F	No such Rule		No such Rule	
<b>Batting Position</b>					
<p>The batter must take a position in the batter's box within 10 seconds after being directed by the umpire.</p>	7.3C	<p>The batter must be in the batter's box, catcher in catcher's box and the pitcher must be in contact with the pitcher's plate within 10 seconds after the pitcher receives the ball in preparation to pitch or after the umpire calls, "Play ball."</p>	11.2.1	<p>A batter shall not delay the game by failing to promptly take her position with both feet completely inside the batter's box within 10 seconds after the ball is returned to the pitcher to prepare for the next pitch, or by stepping out of the box when the pitcher is on the pitcher's plate.</p>	7.3.1
<b>Batter remains in the batter's box (between pitches)</b>					
<p>After entering the Batter's Box, the batter must remain in the box with at least one foot between pitches and while taking signals an practice swings. (There are eight exceptions). Violation can result in a warning or a strike being called. No pitch need be thrown.</p>	7.3D Effect	No such Rule		No such Rule	

<b>Batter using Altered or Non-Approved Bat</b>					
When caught using an Altered or Non-Approved bat after completing their time at bat and before the next pitch legal or illegal, the penalty is: The batter is out, ejected, if in a tournament, the player may be subject to future penalties, all outs stand.	7.6C Effect	Bats deemed inappropriate (altered, illegal or non-approved) (pregame or during play) shall be removed from the team's possession and secured by the plate umpire from either team for the duration of the game. If the inappropriate bat is rediscovered while the batter is in the batter's box or after her turn at bat or before a pitch to the next batter, the batter (or now batter-runner if their term at bat is completed) shall be declared out and ejected, and any advance by base runners shall be nullified.	3.3.5 Effect	When the batter enters the batter's box with an altered bat and the infraction is detected before the next legal or illegal pitch. The batter and Head Coach are ejected.	7.4.2 Effect
<b>Batter using an Illegal Bat</b>					
When a batter is caught using an illegal bat after completing their time at bat the penalty is: The batter is out, all outs count and all runners return to the base occupied at the time of the pitch.	7.6E Effect	Bats deemed inappropriate (altered, illegal or non-approved) (pregame or during play) shall be removed from the team's possession and secured by the plate umpire from either team for the duration of the game. If the inappropriate bat is rediscovered while the batter is in the batter's box or after her turn at bat or before a pitch to the next batter, the batter (or now batter-runner if their term at bat is completed) shall be declared out and ejected, and any advance by base runners shall be nullified.	3.4.1 Effect	THE BATTER IS OUT: When the batter enters the batter's box with an illegal bat or is discovered having used an illegal bat and the infraction is detected before the next legal or illegal pitch (only the umpire or defense may detect an illegal bat. Runners are returned to the base occupied at the time of the pitch. The batter and Head Coach are ejected.	7.4.2 Effect

<b>The Batter is out when hitting the ball out of the box</b>					
When an entire foot is touching the ground completely outside the lines of the batter's box at the time the ball makes contact with the bat.	7.6.F	<b>At the moment of bat-ball contact, the batter may not contact the pitch when any part of her foot is outside the lines of the batter's box.</b>	11.2.5 11.15.1	Same as USA Softball	7.4.2
<b>Batter interferes with the Catcher</b>					
The batter is out: When hindering the catcher from catching or throwing the ball by stepping out of the batter's box, when actively hindering the catcher while in the batter's box.	7.6P-S Effect	Regarding the effect of batter's interference... Delayed dead ball is signaled. The defensive team shall choose the result of the play OR the batter is out and each base runner shall return to the base legally occupied at the time of the pitch.	11.20.2 EFFECT	Same as USA Softball	7.4.4 Penalty
<b>Batter hit foul ball</b>					
No such Rule		<b>A legally batted ball that is declared foul cannot be changed to fair regardless of additional information that might be made available to the calling umpire. Exception: Dead ball awards (i.e., out-of-the-park home run, ground rule double, and hit-by-pitch).</b>	11.5.2	No such Rule	
<b>RULE 8-BATTER-RUNNER AND RUNNER</b>					
<b>Base on Balls</b>					

<p>When four balls have been called by the umpire. The batter-runner is awarded first base. If the pitcher desires to intentionally walk a batter, all pitches must be legally delivered?</p>	<p>8.1.C 6.4</p>	<p>If the pitcher purposely throws four balls to a batter, it is scored as an intentional base on balls. All pitches including a pitchout must be legally pitched to the catcher. The ball is live and the batter is awarded first base.</p>	<p>10.15</p>	<p><b>A request made to the umpire by the defensive coach or catcher, for the purpose of awarding the batter first base. The request may be made prior to or during the at-bat. On an intentional walk the ball is dead and runners may not advance unless forced. If the pitcher defensive coach or catcher desires to walk a batter intentionally, he/she may do so by notifying the plate umpire who shall award the batter first base.</b></p>	<p>2.65.2 8.1.1C</p>
<p><b>Batter hit by pitch in the Strike Zone</b></p>					
<p>(Fast Pitch) When a pitched ball not swung at nor called a strike touches any part of the batter's person including the hands or clothing. If no attempt is made to avoid being hit, the batter will not be awarded first base unless it is ball four.</p>	<p>8.1F Excepti on</p>	<p>Same as NFHS</p>	<p>11.13.1</p>	<p>A pitched ball that is entirely within the batter's box strikes the batter or her clothing. No attempt to avoid the pitch is required. However, the batter may not obviously try to get hit by the pitch.</p>	<p>7.32</p>
<p><b>Batter Runner - Three-Foot Lane Interference</b></p>					

<p>When the batter-runner runs outside the three-foot lane and, in the umpire's judgment interferes with the fielder taking the throw at first base. Batter-runner may run outside to avoid a fielder fielding the ball. The batter-runner is considered outside the lane when the ball hits a body part which is outside the lane.</p>	<p>8.2.E/ Interp.</p>	<p><b>The runner's lane is the area that is the last half of the distance between home plate and first base where a batter-runner must run to avoid interfering with a fielder's attempt to receive a thrown ball. It is bounded by a 30-foot line drawn in foul territory parallel to and 3 feet from the first-base line, starting at a point halfway between home plate and the back edge of first base. (See diagram at end of rule.) If the infield is skinned, it is recommended the runner's lane be skinned. When either of her feet is completely outside the runner's lane, in contact with the ground, and, in the judgment of the umpire, she interferes with the fielder taking the throw at first base. Exception: She may run outside the runner's lane: (1) if she has not yet reached the start of the runner's lane; (2) to avoid a fielder attempting to field a batted ball; (3) or if she leaves the lane on her last stride in order to touch</b></p>	<p><b>2.28</b> <b>12.5.5</b> <b>12.7.1.5.</b> <b>2</b></p>	<p>The batter-runner is considered outside the running lane if either foot is completely outside the lane in contact with the ground.</p>	<p>8.2.6</p>
<p><b>Running Bases in Reverse Order</b></p>					

<p>A runner shall not run bases in reverse order to confuse the fielders nor to make a travesty of the game. The ball is dead. The runner is out.</p>	8.3.D	<p><b>The batter-runner is out when she runs the bases in reverse order, runs intentionally into the outfield between bases or runs through first base unnecessarily into the outfield on a walk, dropped third strike or any batted ball either to confuse opponents or to make a travesty of the game. A runner shall not run bases in reverse order or intentionally run into the outfield between bases either to confuse the fielders or to make a travesty of the game.</b></p>	12.5.9 12.10.3	Same as USA Softball	8.3.6
<p><b>Runner advancing on a base on balls</b></p>					
<p>When forced to vacate a base because the batter was awarded a base on balls. Effect: (Fast Pitch) 1 The ball remains live unless it is blocked. 2 Any runner affected is entitled to one base and may advance farther with liability to be put out.</p>	8.5.A	<p>The ball is live. The batter is awarded first base. If forced other runners can advance without jeopardy of being put out but may advance at the risk if being put out</p>	10.15	<p><b>A runner is entitled to advance without liability to be put out when a. forced to vacate a base because the batter was awarded first base EFFECT: (F.P) The ball remains live unless it is blocked. All runners affected are entitled to one base and may advance farther at their own risk if the ball is in play. On an intentional walk, the ball is dead.</b></p>	8.4.3
<p><b>Dead Ball Appeal</b></p>					

<p><b>Once the ball has been returned to the infield and time is called, any COACH or infielder, with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving too soon on a caught fly ball. No runner may leave a base during this period as the ball remains dead until the next pitch</b></p>	<p>8.7.F-I Effect</p>	<p>After the ball is returned to the infield and time is called a request by a coach or any fielder with or without the ball may ask umpire to make a decision on the appeal play.</p>	<p>7.1.2.2.1</p>	<p>Once all runners have completed their advancement and time has been called a request by a coach or any defensive player with or without the ball may make a verbal appeal...</p>	<p>2.3.b</p>
<p><b>Obstruction</b></p>					

When a runner advancing or returning to a base is obstructed by a fielder who neither has the ball or is attempting to field the ball or when a fielder fakes a tag without the ball: The obstructed runner and all other runners shall always be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction. In the umpire's judgment, a defensive player making a fake tag could be ejected from the game.

<p>8.5.B (4) EFFEC T &amp; NOTE</p>	<p><b>Obstruction occurs when a defensive player, not in possession of the ball or in the act of fielding a batted ball, impedes a batter's attempt to make contact with a pitch or impedes the progress of any runner who is legally running bases on a live ball. It can be intentional or unintentional. It is obstruction if a defensive player is blocking the whole base/plate or base path without the ball and/or the runner does not have a clear path to the base/plate.</b></p> <p><b>Notes:</b></p> <ol style="list-style-type: none"> <li><b>1. Once in possession of the ball, the defensive player can be positioned between the runner and the base/plate.</b></li> <li><b>2. Obstruction may be ruled even though there is no physical contact.</b></li> <li><b>3. The runner may still be called out if she was clearly beaten by the throw.</b></li> <li><b>4. In past years, coaches taught their players to block the base,</b></li> </ol>	<p>9.5.1</p>	<p>A fielder not in possession of the ball or not making an initial play on a batted ball, impedes the progress of a runner or batter-runner who is legally running the bases.</p>	<p>8.4.3.b Penalty c &amp; 3.6.2 Penalty</p>
<p><b>Blocked Ball</b></p>				

When a fielder loses possession of the ball, and the ball leaves live ball territory or becomes blocked. Runners must be given the opportunity to complete their base running responsibilities.	8.5.G Note	<b>When the ball goes out of play, all runners must be given an opportunity to complete their base running responsibilities as determined by the umpire. Once a runner has been given sufficient time to advance or return and shows no immediate intention of doing so, a dead-ball appeal can be made.</b>	7.1.2.2. 3	Same as USA Softball	5.1.1.G
<b>Physical Contact with an Umpire or Opponent</b>					
When a defensive player has the ball and the runner remains upright and crashes into the defensive player.	8.7.Q	Any threat of physical intimidation or harm, including pushing, shoving, spitting, kicking, throwing at or attempting to make aggressive physical contact, or use of equipment in a combative manner, shall not be tolerated and is considered fighting.	13.3 EFFECT	The runner is out if she remains on her feet and crashes into a defensive player. Malicious contact supersedes obstruction.	2.35 8.1.14
<b>Leaving the Base Too Soon on a Pitch</b>					
When the runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitcher's hand. Effect - Sections 7R-S: 1 The ball is dead. 2 "No pitch" is declared. 3 The runner is out.	8.7S	Base runner leaving a base prior to release of the pitch is a delayed dead ball.	12.14.1 EFFECT	Same as USA Softball	8.6.18 Penalty
<b>Look Back Rule</b>					

<p>The " Look Back" rule shall be in effect for all runners when the ball is live, the batter-runner has reached first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher's circle. When a runner is legitimately off a base... the runner may stop once, but then immediately return to the base or advance to the next base. Once the runner stops at a base for any reason, the runner will be declared out if leaving the base. There are five (5) scenarios describing the batter-runners responsibilities after touching first base, etc.</p>	<p>8.7.T 1-3[a-e] EFFEC T Excepti on</p>	<p>The look-back rule is in effect when the ball is live, the batter-runner has touched first base and the pitcher has possession (for example, has the ball in her hand or glove, under her arm or chin, or between her legs) and control of the ball within the pitcher's circle. The pitcher is considered to be in the pitcher's circle when both her feet are within the circle or on the lines.</p>	<p>12.16.1 EFFECT</p>	<p>Same as USA Softball</p>	<p>8.7.1-4 [a-e] EFFEC T Excepti on</p>
<p><b>Base Runners Switching Bases</b></p>					
<p>When runners switch bases after a conference each runner on an improper base will be called out and the head coach ejected. An appeal is not required, it can be called when noticed by the umpire.</p>	<p>8.7.Y EFFECT</p>	<p>After proper appeal, when after a conference, base runners switch positions on the bases they occupied, the ball has been put back in play, and before the end of the half inning. Each runner on the improper bas shall be declared out and ejected, in addition the Head Coach shall be ejected for unsportsmanlike conduct.</p>	<p>12.8.3 EFFECT</p>	<p>No rule in NFHS</p>	
<p><b>Courtesy Runners</b></p>					

A courtesy runner may be used for the pitcher and the catcher.	8.10.A-G	NCAA has no rule.		Same as USA Softball with the following exception: In the top of the first inning only, the pitcher and catcher are identified as those players listed on the lineup as the pitcher and catcher; both must face at least the first batter on defense (one pitch).	9.1-7. Exception & Penalty
<b>Offensive Team Personnel congregating near Home Plate.</b>					
USA Softball has no such rule. This is controlled by the umpire with good game Management. The players should be kept in foul territory as in NCAA's new rule.		Offensive team personnel shall congregate only in foul territory around home plate to congratulate runner(s). The offended team will be warned, any subsequences the batter-runner will declared out.	12.17.3 .4.2 EFFECT	NFHS has no such rule. This is controlled by the umpire with good game Management. The players should be kept in foul territory as in NCAA's new rule.	
<b>Check Swing</b>					
The Plate umpire may ask for help on check swings if they feel they did not have the whole play. The umpire on a pick off may ask for help if they feel they were missing an element of the play. They need not nor should not ask on pure judgment calls.	Umpire Manual	On a decision regarding a checked swing, when asked by the catcher, the plate umpire must seek a decision from the appropriate base umpire when the pitch is called a ball. On a decision regarding a pick-off when asked by either coach, the base umpire must confer with his or her partner.	15.9.1.1 15.9.1.2	Any umpire's decision which involves judgment, such as whether a hit is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe or out, is final. If there is reasonable doubt about some decision being in conflict with the rules, the coach or captain may ask that the correct ruling be made.	10.1.4

<b>No Huddle</b>					
No such rule		<p>After an out, the defense is allowed to throw the ball around the infield, but then must throw the ball directly to the pitcher. A team cannot huddle at the pitcher's circle or elsewhere.</p> <p><b>EFFECT – The umpire shall warn the violator and her coach for the first offense in the game. For any subsequent offense by any member of the warned team in the same game, a ball is awarded to the batter.</b></p>	9.1		
<b>RULE 9: PROTESTS</b>					
<b>Types of Protests</b>					
<p>There are three types of protests A. Misinterpretation of a playing rule must be made: 1. Before the next pitch legal or illegal 2. before the next play 3. before all infielders have left fair territory 4. on the last play of the game, before the umpires leave live ball territory B. Illegal Player: must be made while the player in question is in the game and before the umpires leave the playing field NOTE A-B An umpire cannot reverse a decision after a pitch, legal or illegal C. Ineligible player, can be made any time. Eligibility is the decision of the protest committee.</p>	9.1.	<p>During regular-season play, the coach shall <u>immediately</u> notify the plate umpire of his/her intent to protest before the next pitch. If the game ends (legal contest) in a situation that can be protested, the offended team <u>must</u> voice it's protest intentions <u>before the umpires exit the playing field.</u></p>	7.2.5	<p>Once a game has started on a non-regulation facility it shall not be protested for this reason. It is the option of a State Association as to whether protests are permitted. When the game is played under the auspices of an organization which permits protests to be filed the Plate Umpire shall report the protest to the organization along with all related conditions at the time of the protested play, provided the protest is brought to the attention of an umpire by the offended team at the time of the play and before the next pitch after such play.</p>	<p>1.1.9 4.4 10.2.3.i</p>

<b>Rule 10: Umpires</b>					
<b>Misconduct</b>					
Warnings can be used in a few circumstances. i.e. Arguing Balls & Strikes, Dugout Conduct are examples of when warnings can be used. This is handled with good game management.	4.8C, 5.12 Effect	New term "Warning": 13.1, Inappropriate conduct by participants may result in either informal or formal warnings at the discretion of an umpire. Umpires are not required to warn participants for inappropriate behavior before assessing a penalty except as noted specifically in the rules. 13.1.1: An informal warning may be given for circumstances where preventive umpiring is needed to prevent a situation from escalating to a degree when the umpire will be compelled to act. They are advisory in nature and carry no consequences if the undesirable behavior ceases. 13.1.2: A formal warning is issued for circumstances when the umpire needs to intervene and prevent inappropriate behavior from occurring and reoccurring. When given, they are clearly articulated as warnings and noted on the plate umpire's line-up card. 13.14: Whether a warning is issued or not, umpires have the authority to remove a player and/or other team personnel from further participation in a game for unsporting behavior or verbal misconduct. The on-site administrator shall make him/herself available to assist the umpire crew in removing the violator from the field.	13.1 13.1.1 13.1.2 13.14	In some circumstances a Team Warning is given out for the first offense. (See Improper Conduct Penalty Summary Chart - page 86).This handled with good game management.	
<b>INTENTIONALLY PITCHING AT A BATTER OR UMPIRE</b>					

<p>This handled by good game management and can result in ejections of players and coaches</p>		<p>Regarding intentionally pitching at a batter or an umpire, separate the two actions so there can be different effects. If the batter is hit, the umpire shall warn the pitcher, catcher and head coach that future violations will cause the immediate ejection of the pitcher, catcher and head coach. If the umpire is intentionally hit it results in immediate ejection of the pitcher, catcher and head coach without warning.</p>	<p>10.14.1 10.14.2 13.7</p>	<p>This handled by good game management and can result in ejections of players and coaches</p>	
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