



2022 Official Slow Pitch
Rule Book

BSC SOFTBALL

2022 Official Slow Pitch Rule Book

*Official Slow Pitch Softball Rules Adopted,
Published, and Distributed by*

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TABLE OF CONTENTS

REGULATION 1. THE PLAYING FIELD	4
REGULATION 2. EQUIPMENT	4
REGULATION 3. DEFINITIONS.....	7
REGULATION 4. THE GAME.....	10
REGULATION 5. THE PLAYERS AND SUBSTITUTES.....	15
REGULATION 6. PITCHING RULE.....	17
REGULATION 7. BATTING	19
REGULATION 8. BASERUNNING.....	21
REGULATION 9. BALL IN PLAY AND BALL DEAD	28
REGULATION 10. TEAM CLASSIFICATIONS.....	30
REGULATION 11. TEAM/PLAYER ELIGIBILITY	31
REGULATION 12. WORLD SERIES.....	32
REGULATION 13. CO-ED TEAM RULES.....	32
REGULATION 14. SPECIAL AGE DIVISIONS	33
REGULATION 15: SENIOR DIVISIONS	35
QUICK INDEX.....	37

**FOR ALL INQUIRIES PERTAINING TO
RULE INTERPRETATIONS**

**Contact: BSC Rule Committee
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NOTE: The National Umpire Director shall serve as the Chair of the BSC Rule Committee and the BSC National Committee, inclusive of all BSC Officers, shall have final decision rights on rule interpretation.

REGULATION 1. THE PLAYING FIELD

Sec. 1. THE PLAYING FIELD is the area where the ball may be legally played or fielded. The playing field shall have a clear and unobstructed area within radius of the prescribed fence distances from home plate between the foul lines.

Sec. 2. SPECIAL GROUND RULES may be made by Tournament Directors when the field is less than the official minimum dimensions, of 300 feet for men and 275 for women. No maximum distance is set for the fence.

- A. Tournament Directors may establish limits of the playing field whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the prescribed area.

Sec. 3. THE OFFICIAL DIAMONDS of the field shall be established as:

1. 65 or 70 foot baselines shall be used in all divisions.
2. Pitcher's distances of 50 feet for both Men and Women along with a Pitching Area the width of the Pitcher's Plate up to six (6) feet behind the Pitcher's Plate.

Sec. 4. THE LAYOUT OF THE FIELD is standard softball field dimensions.

Sec. 5. BATTER'S BOXES shall be provided on either side of Home Plate, with the inside line of this Box 6 inches from Home Plate, and parallel to the sideline. The Batter's Box shall be 5-1/2 feet long, extending 3 feet forward and 2-1/2 feet toward the rear, measured from the center corner of Home Plate. The Batter's Box shall be 3 feet wide, thus forming a rectangle of 5-1/2 feet by 3 feet. The lines marking the Batter's Box are considered to be part of the Batter's Box.

Sec. 6. THE CATCHER'S BOX shall be 10 feet long from the rear outside corners of the Batter's Box on each side of Home Plate, thus forming a rectangle 10 feet long and 8 feet 5 inches wide.

Sec. 7. THE THREE FOOT LINE is drawn outside of and parallel to the First Base Foul Line starting at the outside corner of First Base and extending halfway toward Home Plate.

Sec. 8. THE COACHES' BOXES shall be established at both First and Third Bases, 10 feet from and parallel to the Base Lines. They shall be 10 feet long starting at the outside corners of the Bases and extending toward Home Plate. The width of the Box shall be 3 feet, thus forming a rectangle 10 feet long and 3 feet wide.

REGULATION 2. EQUIPMENT

Sec. 1. THE BAT shall be round in cross section, straight in length, and measure not more than 34 inches long including tape or other grip additions to the bat, and not more than 2-1/4 inches in diameter at its largest part and its weight shall not exceed 31-1/2 ounces, including tape or grip addition to the bat. The bat shall have a safety grip of tape or some other material to facilitate holding the bat during the batter's swing. The safety grip shall be not less than 10 inches long, nor extend to touch the barrel of the bat. Graphics, including BPF markings, must be permanent and cannot be decals or any other method that can be easily removed or added to the bat.

- A. **LEGAL BATS.** Only those bats approved by USSSA and have the new fingerprint stamp on the bat are legal in BSC play.

NOTE: Senior bat rules are specified in Specialty Division Regulation. Bats that do not adhere to the senior BPF (Bat Performance Factor) standards must adhere to normal BSC legal bat guidelines.

NOTE: Beginning with the 2023 season, Men's Competitive and Women's Competitive will be required to use the new NTS stamped bats with a compression of 240 lbs or greater during tournament play.

OLD – USSSA Stamp



NEW – USSSA Stamp



B. NON-COMPLIANT BAT. When a bat does not meet the specifications as defined, does not have the fingerprint stamp, has flat spots, has pronounced dents, has excessive foul tar or stick em type products, has loose knobs or end caps, is missing key graphic information, or the actual bat material is visible because paint has worn off, or if in the Umpire or BSC Director's judgment, the bat is not legal, the Umpire or BSC Director can prohibit the use of the doubtful bat.

1. A BSC Director may at any time ask to inspect a bat that has been brought into the tournament.
2. If a bat loses an end cap during play, the bat will be immediately confiscated by the BSC Director for further examination. If after inspection the bat is deemed legal, the bat will be returned. If the legality of the bat is in question after examination, steps in Regulation 2, Sec 2C will be executed.

C. ALTERED BAT. When a bat has had its physical structure changed, including, but not limited to:

1. The bat has had the surface of the barrel or the taper changed in any way as by painting or repainting or removing bat material by any means such as by sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means;
2. The bat has had the plug or the knob removed/replaced or changed in any way; and
3. The bat has had anything removed or added or inserted to the inside or outside of the bat other than tape at the handle or knob. Replacing or replacing the safety grip with another safety grip is not considered altering a bat.

NOTE: Cracked, worn, or damaged bats are not altered bats but they can be removed from play by Directors and Umpires. Paint or lettering wear shall not result in a bat being considered an altered bat as long as the bat can be identified and has the appropriate BPF marking.

D. ALTERED BAT INSPECTION/SUSPENSION. A BSC Director may at any time ask to inspect a bat that has been brought into a BSC Sanctioned event. In either case, the owner and user may either:

- a. Allow the Director to inspect the bat and reach a conclusion as to whether or not the bat might be altered. If, after making the inspection, the Director in his discretion decides that the bat might be an altered bat, the suspected offending owner and user will be subject to Regulation 7, Sec. 2B and may:
 - i. Allow the Director to send the bat to the BSC Altered Bat Committee and/or Manufacturer of the bat for a determination as to whether or not the bat is altered. **NOTE:** During the time of the examination of the bat by the Manufacturer/Altered Bat Committee, BSC may suspend the suspected offending player pending the decision. If the Manufacturer or the BSC Altered Bat Committee determines that the bat has been altered, the Altered Bat Committee may suspend a first time offender for up to two years from BSC play. For a second time offender, any suspension may be up to lifetime.
- b. Withhold the bat from inspection and accept a one year (up to life for second time offenders) suspension from BSC play with no right to appeal.

E. PITCHER SAFETY. If a pitcher is hit by a ball, the bat will be removed from tournament play and inspected according to Section 2D above.

Sec. 2 THE OFFICIAL BALL to be used shall be of a spherical design with a smooth surface. The center and core of the ball shall be of a material and design traditionally used to make softballs or other materials or design as approved by the BSC. The BSC ball shall have yellow cover. The official ball for the men will be the Worth Super Gold Dot Extreme Classic M and for the women will be the Worth Super Green Dot C-LOK Classic W.



- A. ILLEGAL BALL.** When a ball does not meet the specifications as defined. Including, but not limited to, being frozen or being restitched, the Umpire shall prohibit the use of the ball.

NOTE: The ILLEGAL BALL penalty is explained in Regulation 6, Sec. 8.

Sec. 3. THE HOME PLATE shall be made of rubber or other suitable materials. It shall be a five-sided figure, 17 inches across the front edge of the Plate facing the Pitcher.

Sec. 4. THE PITCHER'S PLATE shall be made of rubber or wood. It shall be 24 inches long and 6 inches wide. The front edge of this plate shall be centered on the direct line from Home Plate to Second Base.

Sec. 5. THE PITCHING AREA is the area the width of the Pitcher's Plate (24 inches) up to six (6) feet behind the Pitcher's Plate.

NOTE: All Pitching rules that apply to the Pitcher's actions before and during the release of the pitch along with the restrictions on height, speed, etc. shall remain the same.

Sec. 6. THE BASES other than the Home Plate shall be 15 inches square and not more than 3 inches high. They shall be made of canvas bags, plastic or other suitable materials filled with soft padding. They shall be WHITE, RED or ORANGE in color. All BASES must be securely fastened at their designated places.

NOTE: A Safety Base is optional. The Safety Base shall be 15 inches by 30 inches and not more than 3 inches high. The Safety Base should be positioned such that the white portion is located where First Base would normally be (in Fair Territory) and the colored portion (red or orange) should be in Foul Territory. Any Batted Ball hitting the white portion should be fair and any ball hitting the red or orange portion should be foul. On the initial throw to First Base from the infield or outfield, the Batter-Runner **MUST TOUCH** the red or orange portion of the base but not the white. If legally appealed by the Defense during a live ball situation, the Runner will be called out. The defensive Player **MUST** always touch the white portion. This rule is in effect only on the initial play at First Base. This does not include:

1. Returning to the base after over running,
2. Running on a base hit to the outfield, or
3. Re-tag to advance on a fly ball.

EFFECT: If the Base Runner uses the orange portion at any time after the first attempt at First Base and is not in contact with the white portion, then he is considered off the base.

Sec. 7. GLOVES may be worn by any Fielder. Catchers and First Basemen may wear a glove or mitt of any size; all other Players are restricted to a finger type glove with the space between the thumb and forefinger not exceeding more than 4-1/2 inches at the top. The webbing shall not be constructed to form any type net or tray.

Sec. 8. A SHOE shall be considered legal if it is made with either leather or canvas uppers or similar materials. The soles may have soft or hard rubber cleats. Metal cleats are prohibited.

Sec. 9. Any defensive player may wear a **MASK**.

Sec. 10. UNIFORMS While participating in Tournaments, Players should be uniformly dressed. Shirts shall be numbered. **All players must have a unique numbered jersey to be eligible to participate in the BSC World Series.**

- A. All exposed jewelry that is judged to be potentially dangerous by the umpire may not be worn during the game.
- B. Batting helmets may be worn by Players/Coaches at any time.

Sec. 11. EQUIPMENT shall not be allowed to remain on the playing field during the playing of the game, either on Fair or Foul Territory.

REGULATION 3. DEFINITIONS

ALTERED BAT is one that has had its physical structure changed as outlined in Regulation 2, Sec. 1B.

APPEAL PLAY refers to a play in which the Umpire cannot make a ruling until a decision is requested by the Defensive or Offensive Team. This appeal must be made before the next legal pitch, intentional walk, illegal Pitcher action, or before all Fielders have left Fair Territory.

BALL refers to a Pitch that does not enter the Strike Zone in flight, nor conforms to the fairly delivered Pitch stipulations, and is not struck at by the Batter.

BASE refers to one of the four stations, which must be touched by a Runner in accordance with the rules that follow, to legally score a run. The term is most often applied to the bags marking the designated spots.

BASE PATH refers to an imaginary line 3 feet to either side of a direct line between two Bases. The Runner is restricted to the 3 foot line in some cases.

BASE ON BALLS permits a Batter to gain First Base, without liability to be put out and is awarded by the Umpire when three pitches are adjudged to be balls.

BASE-RUNNER OR RUNNER is a Player of the Team at bat, who has hit a Fair Ball or who has been awarded First Base for any reason before he is put out.

BATTED BALL refers to any pitched ball that is hit by the bat or that hits the bat, thus becoming either a Fair or Foul Ball. No intent to hit the ball is necessary.

BATTER refers to the Offensive Player who takes a position in the Batter's Box.

BATTER-RUNNER is the term identifying the Offensive Player who has just hit a Fair Ball and applies until he is either put out or until the play on which he became a Runner is ended.

BATTER'S BOX is the area within which the Batter takes his position when it is his turn to bat.

BATTING ORDER is the official listing of Offensive Players in the order in which they must bat.

BENCH OR DUGOUT is the seating facility reserved for Team members in Uniform when they are not actively engaged in participating in the game.

BLOCKED BALL is a Batted or Thrown Ball that is touched, stopped, or handled by a spectator or person not engaged in the game, or that touches any object which is not part of the legal official equipment, or which hits or goes beyond a designated out-of-play area.

BUNT refers to a Batted Ball not swung at, but is intentionally met with the bat and tapped slowly. This will be declared an out.

CALLED GAME is one that the Umpire-In-Chief terminates play for any reason.

CATCH (LEGAL) is the act of a Fielder getting the ball in flight securely in possession in his hand or glove and firmly holding it, provided he does not use his cap, protector, a pocket, or other part of his Uniform, or the glove not in its normal position on the hand to stop or catch the ball. It is not a catch; however, if simultaneously or immediately following his contact with the ball, he collides with a wall, a fence, another person, or if he falls down and, as a result of any such collision, drops the ball. To establish the validity of the catch, the Fielder shall hold the ball long enough so the Umpire is convinced he had complete control of the ball.

CATCHER refers to the Defensive Player who takes his position behind Home Plate.

CATCHER'S BOX is that area where the Catcher must remain while and until a pitched ball has reached or passed Home Plate, or is Batted.

CHOPPED BALL is a Batted Ball that the Batter strikes downward so that it hits the ground within the infield, with a deliberate attempt and downward chopping motion with the bat. This will be declared an out.

COACH refers to a member of the Team at bat. Only one Coach is permitted in each Coach's Box, to direct the Players of his own Team while batting and running Bases.

CONFERENCE refers to a meeting that takes place anytime a Team Representative delays the game or requests a suspension of play for any reason and delivers a message (by any means) to any Player.

DEAD BALL is any ball not in play, or a live ball that becomes dead during play.

DEFENSIVE TEAM is the Team that is playing defensively in the field.

DESIGNATED RUNNER or DR – A designated runner or DR is any active player listed on the team's official lineup card, as a starter or as a substitute. Any player listed on the lineup card can run for any player one time per inning. **NOTE:** A designated runner will be called out if they are on base when it is their turn to bat.

DOUBLE PLAY is a continuous play by the Defense where two Offensive Players are legally put out without an intervening play or an error.

FAIR BALL is a Batted Ball that settles on Fair Territory between Home Plate and First Base, or Home Plate and Third Base, or that is over Fair Territory, including any part of First or Third Bases when bounding to the Outfield, or that first touches any base, other than Home Plate, or that first touches a Player or Umpire over Fair Territory, or which first touches the ground or an object in Fair Territory, or over Fair Territory, beyond First and Third Bases, or that while over and above Fair Territory passes out of the Playing Field, that is, over and beyond the outside fence.

FAIR TERRITORY is that part of the Playing Area within and including the First and Third Base Foul Lines, from the Home Plate to the bottom of the extreme playing area fence and then extending perpendicularly upward.

FAKE TAG is making the motions of a tag without the ball. This may be considered obstruction and the offender could be ejected.

FIELDER refers to any Player of the Defensive Team playing in the field.

FLY BALL refers to any ball Batted into the air and before it strikes some object other than a Fielder.

FORCE OUT refers to when a Runner is tagged by a Fielder with the ball (while on or off a Base) or a Fielder holds the ball on the Base to which a Runner is forced to advance before the Runner can reach that Base and before any succeeding Runner is put out.

FOUL BALL is any Batted Ball that stops or settles in Foul Territory without first being touched in Fair Territory, or which is first touched in Foul Territory, or that first touches some out-of-play object or area in Foul Territory, or that first touches Foul Ground beyond First and Third Base, or which does not conform to the requirements that would make it a Fair Ball.

FOUL TIP is a Batted Ball that goes directly from the bat not higher than the Batter's head, to the Catcher's hands and is legally caught. First contact from bat must be Catcher's hands.

HOME TEAM is the Team on whose grounds the game is being played; or, if the game is scheduled on neutral grounds, it is decided by mutual agreement or a toss of a coin. Home Team bats in the last half of the innings. In the championship game, the undefeated team is automatically the Home Team.

ILLEGAL BALL refers to a ball put into play that is not the official tournament ball or a ball that does not meet the requirements/specifications of Regulation 2, Sec. 2A.

ILLEGALLY BATTED BALL is one Batted Fair or Foul by the Batter when either one or both of his feet are in contact with the ground COMPLETELY outside the lines of the Batter's Box, or when his foot is in contact with Home Plate, or when the ball is batted with a Non-Compliant Bat.

ILLEGALLY CAUGHT BALL occurs when a Fielder catches a Batted or Thrown Ball with a glove, a mask, a cap, or with any part of his clothing detached from the proper position on the Fielder's body.

IN FLIGHT describes any Batted Ball, a Thrown or Pitched Ball, which has not yet touched the ground or some object other than a Fielder.

IN JEOPARDY is a term indicating that the ball is live and in play and that an Offensive Player may be out under these rules.

INFIELD is that portion of the Field within the Baselines and also includes the areas of the Field normally covered by Infielders in defensive positions.

INFIELD FLY is a Fair Batted Ball (not a line drive) that can be caught in flight by an Infielder with ordinary effort. Any Defensive Player may catch the ball in the Infield Area.

INNING is that portion of a Game within which teams alternate on Defense and Offense, and each team is allowed three outs during its time at bat.

INTERFERENCE is an act where Players or others interfere with a Player's opportunities.

There are three types of interference:

- A. Offensive Interference - When a Player interferes with or impedes or confuses a Defensive Player while he is attempting to make a play. This can occur by either physical or vocal actions.
- B. Spectator Interference - Occurs when a person not engaged in the game touches a live Batted or Thrown Ball which could prevent a Blocked Ball to occur, or when a person not engaged in the Game physically interferes with a Player's opportunities.
- C. Umpire Interference - Occurs when a Fair-Batted Ball strikes the Umpire on Fair Ground before passing a Fielder other than the Pitcher.

LEGAL TOUCH - Refer to **TAG** for details.

LINE DRIVE is a Fly Ball that is batted sharply and directly into the Playing Field. **NOTE:** A Line Drive should never be considered an Infield Fly.

LIVE BALL occurs when the Umpire signals Play Ball. The ball remains live until the ball becomes dead for any reason as stated in these rules.

MANAGER refers to a person appointed by the Team to be responsible for the Team's actions on the Field. Also, the Manager represents the Team when communicating with the Umpire and the opposing Team. A Player may be designated as a Manager.

NON-COMPLIANT BAT refers to one that does not meet the requirement/specifications of Regulation 2, Sec. 1A.

OBSTRUCTION

- A. Obstruction is the act of a Fielder while not in possession of the ball, or not in the act of fielding a Batted Ball, or taking a proper position to receive a Thrown Ball (Thrown Ball must already be in flight) which impedes the progress of a Runner who is legally running the Bases.
- B. Obstruction is the act of a Fielder which impedes the Batter from striking at a Pitched Ball.
- C. The obstruction does not have to be intentional and may be vocal.

OFFENSIVE TEAM refers to a Team during its half inning while it is at bat.

ON DECK refers to the area between the dugout and home plate. On offense a total of 4 (four) people, two of which are the base coaches, may be outside of the dugout. On defense a total of 2 (two) people may be outside of the dugout. All interference rules, per umpire judgment, are still in effect.

OUT refers to one of the three requirements of an Offensive Team each inning.

OUTFIELD is that portion of the Field beyond the lines of the Infield and extending to the extremities of the Playing Field. This usually refers to the area between the Foul Lines.

OUTFIELDER refers to the Defensive Player occupying a position in the Outfield, which is the most distant from the Home Plate.

OVER SLIDE or **OVER SLIDING** is the act of a Runner when his slide to a Base is with such momentum that he loses contact with the Base, and he is thus placed in jeopardy. This does not apply to the Batter-Runner, as he is first approaching First Base.

OVERTHROW is a ball thrown from one Fielder toward another and which, for any reason, goes into Foul Territory and stays within the boundaries of the Playing Field. This ball always remains live unless it becomes a Ground Rule Blocked Ball.

PENALTY is the application of the rules following an illegal act or violation.

PERSON refers to an Umpire or Player includes all of his body, his clothing, or his equipment.

PITCH refers to any delivery of the ball to the Batter by the Pitcher.

PITCHER is the Fielder designated to deliver the Pitch to the Batter.

PITCHER / INFIELDER - The Pitcher becomes an Infielder when, after releasing the Pitch to the Batter, he has a reasonable opportunity to field a Batted Ball.

PITCHING AREA is the area the width of the Pitcher's Plate (24 inches) up to six (6) feet behind the Pitcher's Plate.

PIVOT FOOT is the foot, when placed on the Pitcher's Plate or Pitching Area by the Pitcher that must be in contact with the Pitcher's Plate or Pitching Area when the Pitched Ball is released.

PLAY OR PLAY BALL is the term used by the Umpire to indicate that play shall begin or continue after a dead ball interval.

QUICK RETURN PITCH is a Pitch made by a Pitcher with the obvious attempt to catch the Batter off guard and balance. This could be when the Batter first takes his position in the Batter's Box and before he is ready, or when the Batter is still off balance from the previous pitch.

RETOUCH is the act of a Runner in returning a touch to a Base as legally required.

ROSTER in tournament play shall consist of players eligible to play on said team and shall not exceed 25 players.

SACRIFICE FLY is any caught Fair Fly Ball that permits a Runner to score a run after a caught fly ball is first touched.

STRIKE ZONE is that space directly above Home Plate that is not higher than the Batter's highest shoulder, nor lower than the bottom of the Batter's front knee, when the Batter assumes his natural batting stance. Any part of the Pitched Ball that passes through this zone is a strike.

SUSPENDED GAME is a game called before being completed which is to be completed at a later date.

TAG is the action of a Fielder touching a Base with any part of his body while holding the ball firmly and securely in his hand or glove. Also, Tag refers to touching the Runner with the ball, or with the glove holding the ball, while continuously holding the ball firmly and securely during and immediately following the tag.

THROW refers to the act of propelling the ball with the hand or arm toward a given objective and is always distinguished from the Pitch.

TIME is the announcement by the Umpire of a legal interruption of play, during which interval the ball becomes and remains dead until legally put back into play.

TOUCH refers to touching an Umpire or Player or Person. This includes any part of his body, his clothing, or his equipment.

TEAM REPRESENTATIVE is any person affiliated with the Offensive or Defensive Team, including Sponsors, Managers, Coaches, and Players in a Game.

TRIPLE PLAY refers to any continuous play made by the Defense in which three Runners are put out, provided that there is no error made between the outs.

TURN AT BAT begins when it is any individual Player's turn to bat, such as his name listed at the top of the Offensive Team's Batting Order at the beginning of an inning; or when the Batter listed immediately preceding him in the Batting Order completes his turn at bat by being put out or becoming a Runner.

REGULATION 4. THE GAME

Sec. 1. THE CHOICE OF HOME OR VISITOR shall be decided by a toss of a coin, the winner shall select the choice of being home team and batting last or visiting team and batting first. Both teams are required to present a lineup card at the coin toss. At the conclusion of the pregame if only one team has presented their lineup card to the umpire, that team will automatically be awarded home team for that game. Once the home team takes the field and the umpire calls for a batter, the visiting team will be

subject to delay of game penalties if their lineup card is not turned in and a batter in the batter box. **NOTE:** Lineup cards are available to download at www.bscsoftball.com.

Sec. 2. CONDITION OF PLAYING FIELD before the game shall be determined by the Tournament Director or Umpire in Charge. After the game has been started, the Plate Umpire (and Tournament Director) shall judge of the fitness of the ground and or the intensity of the weather for continuing play. After the Umpire has started a Game, he/she shall be the sole judge as to the fitness of the ground for continuing play.

Sec. 3. A REGULATION GAME shall consist of seven innings, unless a previously stated time limit has been established.

- A. If a game is tied at the end of the plus 1 inning, the game shall be continued using the International Tiebreaker rule until one Team has scored more runs than the other at the end of a completed inning.
- B. During the International Tiebreaker, at the start of each inning the last player to be put out on defense is placed on second base.
- C. The Umpire is empowered to call a Game at any time because of rain, darkness, or for any other cause which puts the Umpire or teams in harm way.
- D. Flip/Flop Rule —All Divisions: In the inning when the run rule is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format. If the situation reverses, the teams would flip/flop again.

Run Rule and when to Flip/Flop

Divisions	Run Rule	Flip/Flop
All Divisions (except Senior)	15 after 3 12 after 4 10 after 5	After 2nd After 3rd After 4 th
Men 50 Comp Men 50 Rec Men 55 Men 60 Women 40 Women 45 Women 50	15 after 5 15 after 5 15 after 5 15 after 5 15 after 5 15 after 5 15 after 5	All Senior Divisions Going into Open Inning, if the visiting team is leading by 10 runs

Sec. 4. A FORFEITED GAME shall be declared by the Umpire in favor of the Team not at fault in the following cases: The score will be 7-0 in favor of the Team not at fault.

- A. If a Team fails to appear on 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.
- B. If after a Game has begun a Team refuses to play or resume play as directed by the Umpire.
- C. If a Team uses tactics noticeably designed to delay or hasten the playing of a Game.
- D. If an ejected player does not leave the field immediately when ordered to do so.
- E. If for any reason a Team does not have the designated number of Players to begin or continue the game.
- F. If, after a warning by the Umpire, any one of these Rules is willfully violated.
- G. Tournament Directors may adopt a grace period before a forfeit is declared in a Tournament.

Sec. 5. A SUSPENDED GAME can result in Tournament Play, if the Umpire stops play for any reason such as power failure of light, protested Game in accordance with these rules, or any act of God, etc. that precludes immediate continuance of the Game to the conclusion of the full seven innings, or as required.

EFFECT Sec. 5. When a Suspended Game is resumed, it must be resumed under the conditions that prevailed prior to the interruption that caused the Suspended Game. However, a Tournament Director may call a game if five (5) innings have been completed or a Tournament Director may alter the tournament format in order to finish the Tournament.

Sec. 6. APPEALS. There are Five (5) reasons to make an appeal:

1. Missing of a base by a runner.
 2. Leaving a base on a caught fly ball before the ball is first touched by a defense player.
 3. Batting out of order.
 4. Attempting to advance to second base after making the turn at first base on a base hit.
 5. Ineligible Designated Runner
- A. Live Ball Appeals:** In all games an appeal may be made during a live ball by touching the Base (s) missed or left too soon on a caught live ball, or by tagging the runner(s) committing the violation if he/she is still on the playing field.
- B. Dead Ball Appeals:** The dead ball appeal may be made in all games once time has been granted by the Umpire. Any fielder, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering Umpire shall then make a decision on the play.
- C.** A runner may not return to touch a missed base or one left too soon on a caught fly ball if:
1. He/she has left the field of play.
 2. A following runner has scored after him.
 3. He/she is standing on a base beyond the base he/she left too soon and time has been called by the Umpire.

NOTE: If the runner is between any two bases and attempting to return to the base left too soon when time has been called, he/she can return to that base without penalty. If he/she continues, his/her action can be appealed.

- D. When Appeals Must be Made:** Appeals must be made before the next legal or unfair pitch, before the pitcher and all infielders have clearly vacated their normal fielding position and have left fair territory on their way to the bench or dugout area or up until the time the Umpire(s) leave the field at the end of the game.
- E. Runners May Advance** during a live ball appeal play. If the ball is dead, the runners may not advance.
- F. More Than One Appeal** may be made but guessing games will not be allowed. When an Umpire decides that the appeals on a play have been exhausted or are becoming foolish, the appeal situation is over.
- G.** An appeal must be honored even if the base missed was before or after an award.
- H.** If a runner misses home plate and the catcher misses the tag, the Umpire will hesitate slightly and if no tag is made the runner will be declared safe. If an appeal play is then made by either tagging home plate or the runner, the Umpire will then make a decision of this appeal play.
- I.** If an appeal is honored at a base to which a runner is forced to advance and the out is a forced out, no runs will score if the out is the third out. If a forced runner, after touching the next base, retreats for any reason towards the base he/she had last occupied, the force play is reinstated and he/she may again be put out if the defense tags the base that he/she is forced to advance to. **NOTE:** There may not be a force out if the batter does not become a batter-runner.
- J.** If a runner leaves a base too soon on a caught fly ball and returns in an attempt to retag, this is considered a time play and not a force out. If the appeal is the third out, all runs scored by the runners in advance of the appealed runner and scored ahead of the legal appeal will count.
- K.** If a runner passes and does not touch the first base before the throw arrives, he/she is considered to have touched the base unless an appeal play is made.
- L. Fourth Out Appeal:** An appeal may be made after the third out as long as it is made properly (Situation) Runners on first and third bases with one out. The batter hits a fly ball that is caught. Each runner leaves he/she base before the ball is touched. An appeal is made at first base for the third out. The defensive team now makes an appeal at third base before the infielders have left the infield. The runner at third is declared out for the fourth out and the run would not count.

Sec. 7. A PROTESTED GAME can result when there is a difference of opinion on the field between the protesting Team and the Umpire regarding the application or interpretation of Official Game Rules.

- A.** Conditions governing acceptance of Protests during playing of a Game.
1. Based on an Umpire's judgment such as whether a batted ball was Fair or Foul, a Pitched Ball was a Ball or Strike, a Base Runner was Safe or Out is not to be accepted for consideration.

2. Based on alleged misinterpretation or application of the Playing Rules should be accepted for consideration and decision.
3. The intention to Protest a Rule must be made known by the Manager or Captain of the Protesting Team to the Umpire immediately, and before the next legal pitch, intentional walk, illegal pitcher action, or before all Fielders have left fair territory
4. In Tournament Play, all protests must be settled before any play can be resumed as a Suspended Game except protests concerning player eligibility. If a player eligibility protest is lodged during Tournament Play and cannot be resolved at the time of the protest, the Game shall be completed. If a protest for player eligibility is determined to be valid, the offending team will forfeit the game being played and the Protest Fee is returned.
5. Protest regarding player eligibility must be registered with the plate umpire before the start of the 3rd inning. If an illegal player (not on lineup card or on team roster) enters the game after the 3rd inning, a protest can be registered with the home plate umpire at the time of the infraction.
6. If a bat is protested as being altered during a game, Regulation 2, Sec. 1C will be in effect.
7. Any Rule Protests must be made before the next legal pitch, intentional walk, illegal pitcher action, or before all fielders have left fair territory.

B. PROTEST FEE – For a team to register a player eligibility protest, it must stop play and pay a \$100.00 Protest Fee to the Head Umpire. A player must be on the lineup card or must be an active player in the game, in order to be protested. A team's roster cannot be protested. A decision made on a protest situation will result in one of the following actions: **NOTE:** Prior game lineup cards may be used, if applicable, to rule on a player eligibility protest. (For example, if a team plays two competitive players in game 1 and plays two different competitive players in game 2, the lineup card from game 1 will be used to confirm if a team has played more than the two allotted competitive players.)

1. If the protest is determined to be invalid, the game will continue from the point of protest and the Protest Fee is lost.
2. If a protest is determined to be valid, the offending team will forfeit the game being played and the Protest Fee is returned.
3. If the protest is determined to be invalid because of information unavailable to the protesting team, e.g. reclassified player/team, the game will resume and the Protest Fee will be returned.

Sec. 8. SCORING OF RUNS. A run shall not be scored if the third out of the inning is a result of:

- A. The batter being put out before legally touching 1st base.
- B. A base runner being forced out due to the batter becoming a base runner.
- C. A base runner leaving base before a pitched ball reaches home plate or before the pitched ball is batted.
- D. An appeal play at 1st base on the batter/runner for the 3rd out of the inning.
- E. No succeeding runner shall score a run when a preceding runner has been declared the third out of an inning.

Sec. 9. GAME WINNER shall be the team that scores the most runs in a regulation game. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has scored more runs than the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning.

Sec. 9A. RUN RULE a team shall be awarded a win by the Run Rule if they are ahead by 15 runs after 3 innings, 12 runs after 4 innings, or 10 runs after 5 innings.

Sec. 10. EXTRA INNINGS/TIE BREAKER. If after completion of seven innings of play, the score is tied, the following will take place:

- A. Starting with the top of the inning following the +1 inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the last player to be put out, being placed on second base.
- B. Teams shall continue playing additional innings until one side has scored more runs than the other at the end of a complete inning, or until the home team has scored more runs in their half of the inning, before the third out is made.

Sec. 11. CHARGED CONFERENCES. A manager and/or team representative, on or off the field, shall be allowed only one charged conference with a batter or base runner in any one inning.

PENALTY: A strike will be called on the batter if more than one conference occurs.

- A. **Defensive Conferences.** There shall be only one charged conference between the manager or coach from the dugout with each pitcher in an inning. If the manager is a player/manager, the Plate Umpire is to use his/her judgment to determine if a conference is to be charged.

Sec. 12. TWO PITCH GAMES

At the discretion of the Tournament Director, due to delays, games may be played as "Two Pitch" games. During these games the pitcher will have up to two pitches to deliver. If the first pitch delivered is a strike, the batter will be declared out. If the batter foul tips the first pitch, the batter will be declared out. If the first pitch delivered is a ball, the pitcher has an additional pitch to deliver. If the second pitch delivered is a strike, the batter will be declared out. If the batter foul tips the second pitch, the batter will be declared out. If the second pitch delivered is a ball, the batter will be awarded a walk.

Sec. 13. HOME RUN RULES

- A. Over-the-fence Home Runs are limited in various BSC divisions. All fair untouched fly balls over-the-fence in excess of the limit will be ruled an out.
 1. Any time the batter is ruled out because of an over-the-fence Home Run in excess of the limit, the ball is dead and no runners can advance.
 2. Any fair fly ball touched by a defensive player which then goes over the fence in Fair Territory will be declared a four base award and is not to be included in the total of over the fence Home Runs.
 3. A Home Run will be charged for any untouched fair fly ball hit over the fence in Fair Territory, whether or not runs score.

The following are Home Run Rules per Game and per Team, by Division.

Men's Competitive	6-10 Low Bid
Men's Recreation	3 and an ending inning out
Women's Competitive	6
Women's Recreation	3 and an ending inning out
Coed Competitive	6
Coed Recreation	3 and an ending inning out
Men's 40 & Over	6-10 Low Bid
Women's 35 & Over	5
Women's 40 & Over	5
Women's 45 & Over	5
Women's 50 & Over	5
Men's 50 Competitive	9 and an out
Men's 50 Recreation	6 and an out
Men's (50 & Over, 55 & Over, 60 & Over)	6 and an out

NOTE: In 6-10 Low Bid: Each team will bid on the number of home runs allowed for that game. The lowest bid wins and that bid will become the number of homeruns allowed for that game.

- B. The following home run rules will be used in qualifying tournaments, when divisions are combined.
 1. Men's Competitive plays Men's Recreation: 3-10 Low Bid and the Men's Recreation team will receive one run per inning through inning 5.
 2. Women's Competitive plays Women's Recreation: 3-6 Low Bid and the Women's Recreation team will receive one run per inning through inning 5.
 3. Men's 50 & Over Competitive plays Men's 50 & Over: 6-9 Low Bid and the Men's 50 & Over team will receive one run per inning through inning 5.

NOTE: Teams will not be awarded 5 runs at the start of the game; teams will be awarded one run per inning through inning 5. The maximum number of runs that a Men's 50 & Over team can score in an inning is 6. The team awarding runs will automatically be the home team.

REGULATION 5. THE PLAYERS AND SUBSTITUTES

Sec. 1. A TEAM shall consist of at least ten players. The game can start and/or finish with nine players, the 10th batter will be declared an out. A 10th player can be added to the 10th position any time before the end of the game. A team can bat up to 12 players. The 11th batter shall serve as the DH – Designated Hitter. The 12th batter shall serve as the AH – Additional Hitter.

- A. DESIGNATED HITTER (DH)** rule can be used in the entire program. A Team may insert a Designated Hitter into its lineup and any 10 players can take a defensive position throughout the game. If a DH is used, a Team may drop to 9 players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat.
- B. ADDITIONAL HITTER (AH)** rule can be used in the entire program. A Team may insert an Additional Hitter into its lineup and any 10 players can take a defensive position throughout the Game. If an AH is used, a Team may drop to 11 players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat.

Note: The defensive team may walk the preceding batter or multiple batters to get to the position or positions in the lineup that is an out due to having started with 9 players or having dropped to 9 or 10 players. There are no base appeals allowed when this results in the third out of the inning.

- C.** Other than the Pitcher and Catcher, players in the Field may be stationed anywhere they choose on Fair Ground as each pitch is made.
- D.** The Pitcher, in delivering the ball, must be in Legal Position at the Pitcher’s Plate or in the Pitching Area.
- E.** As each pitch is delivered, the Catcher must be in the Catcher’s Box.

Sec. 2. A PLAYER or a **SUBSTITUTE** shall be officially in the Game when his name has been entered on the official score sheet. A substitute may take the place of a player whose name is on his Team’s batting order. A player is considered a substitute when they a) take their place in the batter’s box, b) take the place of a defensive player (including pitcher) or c) take the place of a base runner. The following regulations govern the Substitution of Players:

- A.** The manager of the Team making the Substitution or the Substitute should immediately notify the Umpire.
- B.** All substitutions (offensive and defensive) must be announced. Unannounced offensive substitutions shall be declared an out. Unannounced defensive substitutions shall follow Regulation 5/Section 4B.
- C.** Each Pitcher whose name is entered on the original lineup and batting order, or who is announced as a Substitute Pitcher, or who takes a position on the Pitcher’s Plate and delivers one practice pitch, must then pitch to the first batter facing him until the batter has completed that turn at bat, or the side has been retired.
- D.** Any other player may be substituted for or removed from the Game whenever the ball is dead.
- E.** If an ejected player is discovered participating in the Game or Games he was ejected from, the Game is declared a forfeit.

Note: The officiating umpire or BSC Director may impose the specific penalty resulting from a player/coach ejection. Appeals should be directed to the Tournament Director.

Infraction Level (Examples)	Penalty
Level 1 (Verbal Altercation)	Ejection from current game
Level 2 (Physical Altercation)	Ejection form current game and the next game
Level 3 (Verbal & Physical Altercation)	Ejection from the tournament or BSC play, depending on severity

Sec. 3. CONTINUED PLAY TO INJURY, BLEEDING OR OPEN WOUND.

Player/Substitute, Manager, Coach, Trainer, Batboy or other Team member or Umpire who is bleeding or who has an open wound shall be prohibited from participating further in the Game until the bleeding is stopped and the wound covered.

- A.** If treatment can be administered in a reasonable amount of time, the individual would not have to leave the Game. The amount of time is determined by the Umpire’s judgment.
- B.** If excessive time is involved, the re-entry rule would apply to players.
- C.** If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgment of the umpire, the uniform/bandage must be changed before the individual may participate.

Sec. 4. RE-ENTRY:

- A. Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not re-enter.

EFFECT Sec. 4A. All re-entry by any starter must be reported to the Umpire and Scorekeeper at the time of re-entry. Unannounced re-entry players will be declared out.

- B. **IMPROPER RE-ENTRY:** The act of an improper re-entry is handled as a protest by the offended Team. Improper re-entry is a violation after a pitch is made. Examples of improper re-entry are:

1. Starter who re-enters in an incorrect batting position.
2. Starter who re-enters a second time.
3. A substitute who re-enters the Game.

EFFECT Sec. 4B.

1. If an improper re-entry is discovered by the Defense while the player is playing Offensively, the following penalties will be enforced:
 - A. If the improper re-entry is discovered while he is at bat, player is ejected and a proper substitute assumes any accumulated balls and strikes.
 - B. If the improper re-entry is discovered after he has completed his time at bat, but before a pitch has been made to a succeeding batter, he is called out, and the player is ejected from the Game. All Base Runners, if they have advanced, must return to the base occupied at the time the improper re-entry took a position in the Batter's Box.
 - C. If the improper re-entry is not discovered until a pitch is made to the next batter or the improper re-entry enters as a substitute runner, the player is ejected. All play that occurred while the improper reentry was in the Game will stand.
2. If an improper re-entry is discovered by the Offense while the player is playing defensively, the following penalties will be enforced:
 - A. If the improper re-entry is discovered after he makes a play on a fair-batted ball (catch or throw) or a play on a foul fly ball before the next pitch, revert back to the previous pitch, the batter and each Base Runner are advanced one base. The improper player is ejected.
 - B. If the improper re-entry is discovered after a pitch, which did not result in a batted ball on which the improper player made a play, the improper player is ejected (this includes the pitcher).

Sec. 5. NO DEFENSIVE PLAYER shall take a position in the batter's line of vision and with deliberate attempt, act unsportsmanlike in any manner in an effort to distract the batter.

EFFECT Sec 5. The Umpire shall first warn the offender, and then eject any player from the Game who repeats the offense.

Sec. 6. BASE COACHES there should be no more than two Coaches for the Team at bat to give words of assistance and directions to the member of their own Team. One Coach shall be stationed in each Coaching Box at First and Third Bases. They may remain in that box. 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.

Sec. 7 ILLEGAL PLAYER The use of an illegal player is handled as an appeal that can be made at any time while the player is in the game. A player will not violate the illegal player provision until he/she enters the game and one (1) pitch is thrown. Any action before one pitch is thrown is correctable. An illegal player violation results in the immediate ejection of the illegal player.

In addition, the following penalties will apply:

- a) If the illegal player has completed a turn at bat and before the next pitch, the illegal player is called out. Any advance by any runner as a result of the illegal player becoming a batter-runner is nullified. Any additional outs recorded on the play stand.
- b) If the illegal player has made a defensive play and before the next pitch (or the defensive team or the umpires have left the field), the offensive team has the option of 1) the result of the play or 2) replaying the last pitch.

NOTE: The illegal player can be legally replaced by any eligible substitute.

Sec. 7 TOURNAMENT DIRECTOR OR THE UMPIRE DIRECTOR may declare a higher-class player ineligible immediately without having a team protest, no matter their roster status.

Sec 8. DIVISIONS The BSC has divisions for men and women, and a coed division for both to compete in jointly. The men's division is specifically for men ages 18 and older, and the women's division is specifically designed for women ages 18 and older. With the exception of Co-Ed division, women may not compete in the men's program and men may not compete in the women's program of any division.

NOTE: Players under the age of 18 will be allowed to play with signed consent from a legal guardian and/or parent.

REGULATION 6. PITCHING RULE

Sec. 1. FOREIGN SUBSTANCES. At no time during the progress of the Game shall the Pitcher be allowed to use tape or any other substance, including a glove, upon the pitching hand or fingers; nor shall any foreign substance be applied to the ball, provided that, under supervision and control of the Umpire, a bag containing powdered resin may be used to dry the hands.

Sec. 2. 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 (3) practice pitches to the Catcher or some other Teammate.

Sec. 3. LEGAL POSITIONS OF THE PITCHER'S FEET.

- A. The pitcher may pitch from the Pitching Plate or from the Pitching Area, an area the width of the Plate and up to six (6) feet behind the Pitcher's Plate.
- B. Preliminary to Pitching, the Pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the Pitching Plate or Pitching Area. The pivot foot must be in contact with the Pitcher's Plate or Pitching Area when the pitched ball is released.
- C. The other foot (free foot) has no restriction on position and may be placed on, in front of, to the rear of, or to the side of the Pitcher's Plate or Pitching Area. After taking the initial position, the Pitcher may take more than one step with the free foot, in any direction of his choice, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.
- D. After the release of the Pitch, there are no restrictions on Pitcher's subsequent movements, or the fielding positions he may assume as a Defensive Player.

Sec. 4. PITCHER'S LEGAL MOTIONS

- A. After assuming the pitching position on the Pitcher's Plate or in the Pitching Area, the Pitcher must present the ball in front of his/her in either one or both hands before starting the delivery motions. Note: All Pitching rules that apply to the Pitcher's actions before and during the release of the pitch along with the restrictions on height, speed, etc, shall remain the same.
- 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.
- D. The Pitcher may release the pitched ball in any manner when delivering the Pitch. This includes any and all types of delivery.

EFFECT Sec. A-D. After the Pitcher presents the ball, he may make any windup or arm motions desired, either in front of his body, above his head or behind his back, including stops and pauses in these motions.

- E. Once the Pitcher begins his delivery motions; the umpire shall not give a call or signal for "Time" unless something unusual occurs.
- F. The pitched ball must be released within 5 seconds from the time the Pitcher has the ball and the batter has taken his position in the Batter's Box. From this point, the Umpire shall not give a call or signal for "Time" unless something unusual occurs.
- G. Pitcher must face Home Plate on delivery of pitch.

(NOTE: Sec. 4 A-E. Realizing that the Pitcher does not fool very many batters to the extent that they cannot hit the ball, it is desired that Pitchers not be handicapped by technicalities, when they do develop a new technique or delivery that, perhaps, will add to the pleasure and appeal to the spectators, as long as the Pitcher adheres to the basic Pitching Rules.)

Sec. 5. TYPE OF PITCH PERMITTED.

- A. The ball must be pitched underhanded at slow speed.
- B. The Pitched Ball must arc at least 3 feet after leaving the Pitcher's hand and before it passes any part of Home Plate.
- C. The Pitched Ball shall not rise higher than 10 feet above the ground.

EFFECT Sec. 5A-C. The speed of the Pitch and height of the pitched ball are left entirely to the judgment of the Umpire (NOTE: For sake of uniformity in decisions, any doubtful Pitch should be ruled as an unfairly delivered pitch). The Umpire shall warn a Pitcher who delivers a Pitch with EXCESSIVE SPEED that repeating such EXCESSIVE SPEED PITCH will cause the Pitcher's removal from the Pitcher's position for the remainder of the Game. A Pitch that does not arc the full 3 feet as required (flat level pitch) may not be an EXCESSIVE SPEED PITCH, but merely an Unfairly delivered Pitch.

Sec. 6. CATCHER POSITION 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.

EFFECT Sec. 6. An unfairly delivered pitch.

Sec. 7. 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.

Sec 8. A STRIKE shall be declared when an ILLEGAL BALL is presented for play.

EFFECT Sec. 8. If an illegal ball is put into play and a pitch is delivered, the delivered pitch will be declared a strike if this is the first occurrence. If an illegal ball is put into play and a pitch is delivered, the batter will be called out if a strike has been previously called for an illegal ball.

Sec. 9. A FAIRLY DELIVERED PITCHED BALL includes all pitches that the Pitcher delivers in accordance with the several preceding paragraphs and provisions of the Pitching Rule.

Sec. 10. UNFAIRLY DELIVERED PITCHED BALLS INCLUDE:

- A. Any Pitched ball that does not conform to all requirements of a Fairly Delivered Pitched Ball.
- B. All pitches made by the Pitcher when not conforming to pitching restrictions.
- C. Delivering a Pitch from other than the Pitcher's Plate or Pitching Area and Pitcher's Position.
- D. A quick-return Pitch.
- E. The Pitcher failing to face Home Plate on delivery of the pitch.

EFFECT Sec. 10A-E. In each case, an unfairly delivered ball shall be declared a ball by the Umpire provided, however, that if the batter strikes at any unfairly delivered Pitch, it shall be declared a Strike with no penalty for the unfairly delivered Pitch. The ball remains in play if batted by the batter.

(NOTE: Sec. 10A-E. These unfairly delivered pitches may not be so declared until the pitched ball reaches or crosses the plate.)

Sec. 11. ILLEGAL PITCHER'S ACTIONS INCLUDE:

- A. Holding the ball by the Pitcher longer than 5 seconds.
- B. Throwing the ball by the Pitcher to any fielder, unless making preliminary warm-up Pitches or making an effort to complete an appeal play, or while the ball is dead.

EFFECT Sec. 11A-B. The Umpire should immediately indicate "DEAD BALL" and award a ball to the Batter.

Sec. 12. APPEALING WHILE THE BALL IS LIVE (before Umpire calls "Time"):

Any fielder can appeal a runner once. During a live ball appeal, the Defensive Team must verbally state their appeal and touch the runner or the base which they are appealing. Ball is live and all runners may advance with liability of being put out.

Sec. 13. APPEALING AFTER BALL IS DEAD:

Umpire signals "Play Ball"; the Pitcher announces which runner and base he is appealing. The ball is now live only for the purpose of making an appeal.

EFFECT Sec. 13.

- A. The Defensive Team can have only one attempted appeal per runner.
- B. No runner may advance on an appeal play after time has been called.
- C. No runner is out if he steps off the base during an appeal.
- D. When a ball is thrown into a dead ball area, the Team forfeits their right for a second appeal on any runner.

Sec. 14. Any second conference with the same Pitcher in an inning will require the removal of that Pitcher from that position for the remainder of the Game.

REGULATION 7. BATTING

Sec. 1. THE BATTING ORDER of each team showing the players first and last name, uniform number and position, must be on the line-up card and must be delivered before the game by the manager or captain to the plate umpire. The plate umpire will submit it to the inspection of the manager or captain of the opposing team.

- A. The batting order delivered to the umpire must be followed throughout the game, unless the player is replaced by a substitute. When this occurs, the substitute must take the place of the removed player in the batting order.
- B. Each Player of the side at bat shall become the Batter and enter the Batter's Box in the order in which his name appears on the score sheet.
- C. The first Batter in each following inning shall be the Batter, whose name follows that of the Player who last completed a turn at bat in the preceding inning.
- D. A Batter completes a time at bat when he has either been put out or has become a Base Runner.
- E. When a third out of an inning is made before the Batter can complete his turn at bat, 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-E. Batting out of order is an appeal play by the Defense.

- 1. If an incorrect Batter is discovered before he completes his turn at bat, the correct Batter may take his proper place, assuming any accumulated balls and strikes.
- 2. If the mistake is discovered after the incorrect Batter has completed the turn at bat, and before a Pitch has been made to a succeeding Batter, the Batter who should have batted is called out. All Base Runners, if they have advanced, must return to the base occupied at the time the incorrect Batter took a position in the Batter's Box. The next Batter is the Player whose name follows that of the Batter called out for failure to bat. This may even be carried over to the first Batter of the next inning, if the appealed out was the third out.
- 3. If the mistake was not discovered until a Pitch is made to the next Batter, the turn at bat of the incorrect Batter is then Legal. All bases advanced or runs scored are counted, the next following Batter shall be the one whose name follows that of the incorrect Batter who just finished a time at bat. No one is called out for failure to bat, and 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. E2-3. For purposes of interpretation, an intentional walk to a next Batter or illegal Pitcher's action shall be considered the same as a Pitch delivered to the Batter.

- 4. No Base Runner shall be removed from the base he is occupying to bat in his proper place. He just misses His/her turn at bat with no penalty. The Batter following him in the batting order becomes the legal Batter.

Sec. 2. THE BATTER IS OUT IF:

- A. He bats illegally. (Refer to Regulation 3.)
- B. He hits the ball with a non-compliant or altered bat. The Umpire must discover this action before the next pitch, either by observation or because of an appeal from the Defensive Team.

EFFECT Sec. 2B. If a Batter steps into the Batter's Box with a non-compliant bat, the ball is dead, the Batter is out and he is ejected from the Game. If the Batter hits the ball with an altered bat, the ball is dead, the Batter is out, and he is ejected from the Game/Tournament, and immediately reported to the BSC National Office for consideration of suspension proceedings.

- C. He bunts or chops the ball deliberately downward (either Fair or Foul).
- D. He has a second strike.
- E. Hits a Foul Ball after 1 strike. A courtesy foul is not allowed.
- F. He steps across the plate with the Pitcher in pitching position.
- G. He intentionally interferes with the Catcher attempting a play.
- H. Any Member of his Team interferes with a Fielder attempting to make a play on a Foul fly ball.
- I. He hits a fair fly ball or line drive that an Infielder intentionally drops, with a Runner on first, Runner on first and second, first, second and third, or on first and third with less than two outs. **NOTE:** A trapped ball that hits the ground is never ruled intentionally dropped.

EFFECT Sec. 2I. The Umpire shall immediately call the Batter out and the ball is dead.

- J. He hits a fly ball that is legally caught.
- K. He hits an infield fly, with Runners on first and second, or on first, second and third bases with less than two out.

EFFECT Sec. 2J-K. The ball remains live and in play, and the Runners are in jeopardy.

- L. If a declared infield fly falls to the ground untouched and bounces Foul before passing first or third bases, it is a Foul Ball.
- M. If a fly ball falls to the ground untouched outside the Foul lines then bounces fair, before reaching first or third bases it is an infield fly

NOTE: Umpire should always call "INFIELD FLY- IF FAIR" to protect himself.

Sec. 3. A STRIKE IS CALLED BY THE UMPIRE:

- A. For each fairly delivered pitched ball by the Pitcher that passes through the Strike Zone before touching the ground.

EFFECT Sec. 3A. An Umpire should not let the Batter's position, either in the front part, or the rear of the Batter's Box, be of influence in calling strikes. Each pitch should be adjudged according to the height of any part of the ball as it is crossing only above or over any part of the Home Plate. Any individual who repeatedly argues balls and strikes will be ejected.

1. The Strike Zone is only that part, or any part of the area, over Home Plate that is lower than the top of the Batter's highest shoulder, or higher than the bottom of his front knee.
- B. For each Pitch struck at and missed by the Batter.
 - C. For a batted ball striking the Batter, while he is in the Batter's Box with no strikes.
 - D. For each Foul Tip. The Batter is out if this is the second strike.
 - E. For a Foul Ball not caught on the fly with no strikes.
 - F. The Umpire shall not give a call or signal for "TIME" when a Batter steps out of position after a Pitcher has started his delivery motions.

EFFECT Sec. 3. F. If the Pitcher pitches, the Umpire shall call "STRIKE" on each such pitch. The Batter may take his proper position after any such pitch (within 10 seconds) and regular ball and strike count shall continue.

- G. When the Batter delays entering the Batter's Box after the Umpire signals Play Ball. After 10 seconds the umpire shall declare dead ball and a strike shall be called on the Batter.

Sec. 4. A BALL IS CALLED BY THE UMPIRE on each Pitch not swung at by Batter if:

- A. The pitched ball does not enter the Strike Zone.
- B. The ball strikes the ground before passing completely across Home Plate, or any part of the plate.
- C. A pitched ball strikes any part of Home Plate.
- D. Any unfairly delivered pitch is made and not struck at.
- E. There is an illegal Pitcher action.
- F. A pitched ball is not released within 5 seconds from the time the Pitcher has the ball and the Batter has taken his position in the Batter's Box.
- G. The Catcher fails to return each pitch that is not hit directly to the Pitcher.

EFFECT Sec. 4A-G. The pitched ball is dead after each ball, strike or illegal Pitcher action and must be returned immediately to the Pitcher (unless an out occurs). Any individual who repeatedly argues balls and strikes will be ejected.

Sec. 5. A FAIR BATTED BALL is a legally batted ball that is immediately in play.

- A. A batted ball which first falls to the ground in Foul territory and then rolls or bounces into Fair territory, before passing First or Third Bases, and without having touched some object other than the ground, is a Fair ball. A batted ball first touching the ground in Fair territory, then rolling into Foul territory and then again rolling into Fair territory, is also a Fair ball provided the ball did not touch anything while over Foul territory other than the ground.
- B. A Fair or Foul ball shall be judged according to the position of the ball, relative to foul lines including the foul pole, and not whether the Fielder is on or over the Fair or Foul territory at the time the ball is first touched.
- C. When a batted ball passes out of the field over a fence the Umpire shall declare it fair or Foul, according to position of the ball, as it leaves the playing field.
- 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 fly ball falling beyond First or Third Base is judged at point of first contact.

Sec. 6. A FOUL BALL is a legally batted ball which does not conform to the provisions or rules that would cause it to be a Fair ball.

EFFECT Sec. 6. A batted ball which first strikes any person, object, fence, bench, screen, bat or other equipment, or which goes into pre-determined out-of-play area in Foul territory, remains a Foul ball regardless of where it may go.

- A. It is a strike unless the Batter already has one strike.
- B. A Foul fly may be caught, thus putting the Runners in jeopardy.
- C. A Foul ball not caught is a dead ball, and the Runners must return to their bases.

REGULATION 8. BASERUNNING

Sec. 1. A BASE RUNNER WHILE ADVANCING OR RETURNING MUST TOUCH EACH BASE IN LEGAL ORDER: First, Second, Third, and Home Base.

EFFECT Sec. 1. A Base Runner can only acquire the right to an advanced base by touching it before having been put out and shall be entitled to hold such base until he touches the next base legally, or if forced to leave the base because the Batter becomes a Base Runner and thus forces him to leave his base.

Sec. 2. THE BATTER BECOMES A BATTER-RUNNER INSTANTLY WHEN HE HITS A FAIR BALL.

EFFECT Sec. 2. The Batter-Runner is in jeopardy immediately:

- A. If a fair batted ball strikes the Umpire or Base Runner while on base before passing a Fielder, 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.
- C. The Pitcher becomes an Infielder after releasing the pitch to the Batter, and in the opinion of the Umpire has a reasonable opportunity to field a Batted ball. (This will be considered an Umpire's judgment.)

Sec. 3. THE BATTER IS AWARDED FIRST BASE:

- A. When three balls are called by the Umpire.
- B. When the Pitcher tells the Umpire to intentionally walk a Batter.

Effect Sec. 3A-B. Batter is awarded First Base only. The ball is dead.

- C. If the Catcher or other Fielder obstructs or prevents him from striking at a pitched ball. The Offensive Manager has the option to accept obstruction or result of the play.

EFFECT Sec. 3C. When a Batter is obstructed, the Batter is awarded First Base because of the obstruction, EXCEPT that if the Batter succeeds in hitting the Pitch and reaches First safely, and no preceding Runner is put out before advancing at least one advanced base, the obstruction should not be called or enforced. If the obstruction is not enforced, the ball remains live and in play.

Sec. 4. A BATTER-BASE RUNNER IS OUT under the following circumstances.

- A. When he is hit by his own batted ball in Fair territory, after leaving Batter's Box.
- B. When he drops the bat in Fair territory and it makes contact with a Fair Ball by moving into the ball.
- C. When a fly ball is legally caught, with the Fielder's feet within the established boundaries of the field.
- D. When, after a Fair Ball, a Fielder holds the ball on First Base before he touches or passes that base.
- E. When, after reaching First Base safely, he over runs or over slides that base, and then makes an attempt to start to Second Base before returning to First Base.

EFFECT Sec. 4E. The Runner is in jeopardy and must be tagged or put out.

- F. When, after hitting a fair ball, and while the ball is still live, the Batter-Runner carries the bat and touches first base or runs beyond first base while carrying the bat. Note: If this action results in the 3rd out of an inning, no runs shall score.
- G. When, after hitting a fair ball, and while the ball is still live, the Batter-Runner goes into dead ball territory.

EFFECT Sec. 4F-G. In these situations, the ball remains live and in play and other Base Runners are in jeopardy. This does not apply to walks and home runs as the ball is dead in those situations.

- H. When he runs out of the 3 foot line and interferes with a Fielder taking the throw or making a play at First Base.
- I. When he interferes 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. 4H-I. Ball is dead.

Sec. 5. BASE RUNNERS ARE OUT under the following circumstances:

- A. When a Base Runner fails to keep contact with the base to which he is entitled, until a pitched ball touches the ground, has reached or passed Home Plate, or is batted.

EFFECT Sec. 5. A. No Pitch is declared, the ball is dead and the Runner out.

- B. When the Base Runner interferes with a Fielder attempting to field a batted ball, or intentionally interferes with a Fielder catching a ball, or throwing a ball, or with a thrown ball.

EFFECT Sec. 5B. If the interference is not ruled intentional; the Batter-Runner is entitled to go to First Base. If, in the opinion of the Umpire, the interference is an obvious attempt to prevent a double play, the immediate succeeding Runner shall also be called out. When a Base Runner interferes after he is out or after scoring, the most advanced Runner shall be declared out.

- C. When a Base Runner is struck by a fair batted ball on fair ground while off his base and before it touches a Fielder, or passes a Fielder.
- D. When a Base Runner intentionally kicks a live ball, or intentionally interferes with a ball in play, whether or not the Runner is in contact with his base.
- E. When a Base Runner runs bases in reverse order other than when permitted to.

EFFECT Sec. 5C-E. It is a Dead Ball immediately, and the involved Base Runner is out.

- F. When a Base Runner who has been put out, continues to run the base thus simulating a live base Runner and thereby draws a throw to retire him a second time.
- G. When members of the Team at bat stand or collect at or around a base toward which a Base Runner is advancing, thereby confusing the Fielders in adding to the difficulty in making a play.
- H. When a Coach intentionally interferes with a live, batted ball or thrown ball.
- I. 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 his direction.
- J. When a Base Runner is attempting to score and the next Batter or other Team members interfere with the attempted play.

EFFECT Sec. 5F-J. The infraction constitutes interference. All play stops; the ball is dead, and the most advanced runner is called out.

- K. When anyone other than another Runner physically assists him while the ball is in play.
- L. When, while the ball is in play, he is legally touched with the ball in the hands of a Fielder while not in contact with a base.
- M. When, on a force out, a Fielder tags him 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 the base.
- N. When running toward any base, he runs more than 3 feet from a direct line between a base and the Base he is trying for to avoid being tagged with the ball in the hands of a Fielder.
- O. When a Base Runner PHYSICALLY PASSES a preceding Runner before that Runner has been put out.
- P. When a Base Runner fails to attempt to advance and goes into dead ball territory.
- Q. When he positions himself behind, and not in contact with, the base to get a running start.

EFFECT Sec. 5K-Q. In these situations, the ball remains live and in play, the involved Base Runner is out and other Base Runners are in jeopardy.

- R. When a Base Runner fails to return to touch the base to which he is entitled when play is resumed after any suspension of play caused by a dead ball situation, if the Fielder legally holds the ball on that base.
- S. 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 left, or if a Fielder touches the Runner with the ball before the Runner returns to retouch his original base.

EFFECT Sec. 5R-S. These 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 pitch, or Illegal Pitcher action, Intentional Walk, or before all Fielders have left fair territory.

1. Unless there are two outs, this status of a following Runner is not affected by a preceding Runner's violation or failure to comply.
 2. If, on appeal, a preceding Runner is the third out no following Runner shall be allowed to score.
 3. If, the appealed out is the third out, and is the result of a Force Out, neither the preceding nor following Runners shall score.
 4. 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.
 5. On any appealed play 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.
- T. 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.
- U. When a Defensive Player clearly has the ball and is waiting for the Runner and the Runner deliberately and forcefully runs into the Defensive Player, the Runner is declared out.

EFFECT Sec. 5U. The offender shall be ejected, the ball is dead and all other Runners must return to the last base touched at the time of the collision.

Sec. 6. BASE RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE OUT:

- A. When any live ball continues to be in play.
1. The Umpire shall call "TIME" when Base Runners cease to try to advance, because the Fielders have the ball ahead of them and all immediate play is apparently completed.
 2. Base Runners must return to the last base touched and entitled to, immediately when play is stopped in accordance with the above stipulations, they are to remain until able to leave this base legally on the next pitched ball.
- B. When, during a live ball play, following a batted ball, the ball is overthrown in either Fair or Foul territory and does not become a blocked ball.
- C. When any legally caught fly ball is first touched by a Fielder.
- D. When a live thrown ball strikes the person or an Umpire or Base Runner.
- E. When a Fair batted ball, or a live thrown ball, accidentally strikes a Coach.
- F. When another Base Runner physically passes a preceding Base Runner.
- G. When a preceding Base Runner fails to touch a base as required.

EFFECT Sec. 6B-G. In all these cases the ball remains live with all Runners continuing to be in jeopardy.

- H. 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. 6H.

1. On a Fair batted ball, or a ball over Foul ground in a situation that might become a Fair Ball, all Base Runners are entitled to advance 3 bases from the time of the Pitch.
2. On a thrown ball all Base Runners are entitled to advance 2 bases.

3. In each case, the Runners may advance further at their own risk, being in jeopardy after reaching the awarded bases. **NOTE:** 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 Home Run.

Sec. 7. 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. 7A. A Fair Ball that clears the fence before touching anything other than a Fielder, and which is not caught, is a Home Run. This includes any ball hitting the top of the fence and going over the fence.

1. When a batted ball, either Fair or Foul, is legally caught on the fly while the 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 him to fall over the fence, into a dugout; or patron areas, or cross a line, or 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. 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. 7B. This award is made whether or not the batted ball is first touched by a Fielder.

- C. When a Fielder catches a ball with an illegal glove, the catch is nullified.

EFFECT Sec. 7C. The Umpire must discover this illegal action before a next pitch, either by observation, or because of an appeal from the Offensive Team. The result of this shall be to revert to the previous Pitch, disallow the catch, and charge an error to the Fielder. The ball is dead, and the Batter and each Base Runner are advanced one base.

- D. When forced to advance because of the Batter being awarded First Base.
- E. When he is obstructed by a Fielder between the bases, or as he rounds a base, unless the Fielder is trying to field a batted ball, or had the ball in his possession ready to tag the Runner.

EFFECT Sec. 7E. The obstructed Runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. The Umpire should also award the Runner all other advanced bases, he believes the Runner would have made, had no obstruction occurred, without waiting for an appeal from the Offensive Team. If the Runner continues beyond the base awarded by the obstruction, he then becomes in jeopardy. The Ball remains live with all other Runners in jeopardy, except any preceding Runners, forced by the award as penalty for obstruction, shall advance without liability to be put out to the base which they are awarded.

- F. When a ball is live after a batted ball and is overthrown into foul territory and is blocked.

EFFECT Sec. 7F. In all cases, when a blocked ball occurs on an overthrown live ball, the ball is immediately dead. Each and every 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's and a Base Runner's positions at the time of the Pitch.
2. When an Infielder makes any FIRST attempt at a play, and then makes a Second attempted play or throw, or on any throw from the Outfield, the award is made from the last base touched by a Runner at the time this Throw is released. **NOTE:** Should more than one Runner be between the same bases, the advanced Runner governs the award.
- G. When an accident or incident occurs that prevents a Base Runner from proceeding to a base to which he is entitled, as on a Home Run or other awarded base, a Substitute Runner shall be permitted to take his place when a play is resumed so to complete the play.

EFFECT Sec. 7A-G. In each and every instance, when a Batter or Runner is awarded one or more bases, each base must be touched in regular order when advancing; otherwise, the Team in the Field may make an appeal on the Runner at the missed base, which shall be allowed.

Sec. 8. A BASE RUNNER FORFEITS EXEMPTION FROM LIABILITY TO BE PUT OUT, IF:

- A. While the ball is in play, he fails to touch each base in legal order before attempting to make the next base. Either the Batter-Runner at First Base, or any other Runner forced to advance because the Batter became a Base Runner is considered as a forced out, should an appeal be made.
- B. After reaching First Base, the Batter-Runner's momentum causes him to overrun or over slide First Base; the Batter-Runner makes an attempt to start toward Second Base before returning to retouch First Base.
- C. After dislodging in a base, the Runner attempts to continue to the next base.

EFFECT Sec. 8C. To avoid being in jeopardy, the Runner must either remain with the dislodged base, or remain stationary at the base's proper location, that is, where the base was originally located. If the Base Runner makes a start toward the next advanced base, and then tries to return to the dislodged base, he is in jeopardy, and it is entirely within the Umpire's judgment whether or not the Runner should be safe or out.

Sec. 9. BASE RUNNERS MAY, AND SHALL, RETURN TO BASES AT VARIOUS TIMES:

- 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.

EFFECT Sec. 9A. (NOTE: the below are APPEAL PLAYS.)

- 1. Base Runners are in jeopardy until they return to their bases, in order to comply with the several sections of these rules, when the ball is live.
- 2. No Base Runner may return to a preceding base after the ball has been declared dead if the Base Runner touches any succeeding base, or after a following Runner has scored.
- 3. No Base Runner may return to retouch a missed base, after a following Runner has scored.

- B. Two Base Runners may not occupy the same base simultaneously.

EFFECT Sec. 9B. The first Runner touching a base shall be entitled to occupy it until he has touched the next base legally, or is forced to leave the base due to the Batter becoming a Base Runner. The following Runner may be put out by being tagged with the ball even though both Runners are in contact with the same base.

- C. A Base Runner shall not run bases in reverse order to confuse the Fielders, or to make a travesty of the Game.

EFFECT Sec. 9C. The Base Runner shall be declared out by the Umpire, and the ball is dead.

- D. A Base Runner returning to a base to retag a base on a fly ball caught and thrown by a Fielder to any base. If the ball is thrown by a Fielder into the restricted area, the Base Runner shall be awarded the base he must retouch, plus one base. Since the Base Runner is required to regain the base he first occupied, he is awarded that base and only one more.

EFFECT Sec. 9D. If the Base Runner is in contact with the base, he will be awarded two bases from the time of the throw. If he leaves the base too soon, he will be awarded the base he must retouch plus one base. It may now become an APPEAL PLAY and the Base Runner may be put out. The determining factor shall be whether the Base Runner had possession of the Base at the time of the throw.

- E. A Base Runner returning to a base on a ground ball or any time Runners are not required to retouch the bases; Runners are awarded two bases from the last base occupied.

Sec. 10. 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 an Offensive Player 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.

EFFECT Sec 10A-F.

1. The ball is immediately dead.
2. Base Runners may be forced to advance, if the Batter is credited with a hit as per "E" above thus awarded First Base, thereby forcing other Runners to advance.
3. Base Runners need not touch intervening bases, when required to return.
4. Base Runners must be allowed sufficient time to return, when required.

Sec. 11. BASE STEALING OR ADVANCING IS NOT PERMITTED AS A RESULT OF ANY PITCHED BALL NOT HIT: Base Runners must keep in contact with their base and may leave it only when a pitched ball has reached or passed Home Plate, is batted, or hits the ground.

EFFECT Sec. 11.

1. Each pitch not hit becomes dead and Base Runners must immediately return to their base, as the Catcher is returning the ball to the Pitcher at his position.
2. After a Runner has returned to his base, he cannot leave it again, during a Pitched ball situation until the Pitched ball again reaches Home Plate, is batted, or touches the ground.

Sec. 12. BASE RUNNERS ARE NOT OUT:

- A. When a Batter-Runner overruns or over slides First Base and immediately returns to that 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 with the ball not securely held by a Fielder.
- D. When a Defensive Team does not attempt an appeal play until after a next pitch is made
- E. When a Base Runner holds his base until a Fly ball is touched, and then attempts to advance.
- F. When a Base Runner runs outside a baseline, and behind a Fielder attempting to field a batted ball.
- G. When a Base Runner runs outside the baseline, other than to avoid a Fielder attempting to tag him with the ball.
- H. When a Base Runner is hit by a batted ball that has passed or touched a Fielder.
- I. When a Base Runner makes contact with a Fielder, not entitled to field the ball, when more than one Fielder is attempting to field a batted ball.
- J. When a Base Runner sliding into a base dislodges it from its proper position.

EFFECT Sec. 12J. If a Runner sliding into a base is adjudged to be safe by the Umpire before dislodging the base, he remains safe by either staying at the position the base is supposed to occupy, or by remaining in contact with the base. The Runner puts himself in jeopardy when he attempts to advance to the next base. If he then tries to return to the misplaced base, it is entirely within the Umpire's jurisdiction to declare the Runner safe, or out, if he is tagged with the ball.

- K. Following Runners are not required to touch a base, if the base is several feet removed from its proper location.

EFFECT Sec. 12K. Following Runners may either touch the dislodged base, or touch the original position of the base as if the base were in its proper location.

- L. When, while in contact with the base, the Base Runner is hit with a Fair batted ball unless the Umpire rules that the ball was intentionally interfered with, or a Fielder interfered with, while attempting to field a batted ball.
- M. When while in contact or off of a base, the Base Runner is hit with a Fair batted ball that first hits a base unless the Umpire rules that the ball was intentionally interfered with, or a fielder with, while attempting to field a batted ball.

EFFECT Sec. 12L-M. The ball remains live with all Runners continuing to be in jeopardy.

REGULATION 9. BALL IN PLAY AND BALL DEAD

Sec. 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 or in the Pitching Area, the Batter in the Batter's Box, the Catcher in Catcher's Box and the Umpire signals "play."
- B. In each instance thereafter when the ball becomes dead and the above procedure is repeated.

Sec. 2. THE BALL IS LIVE AND IN PLAY:

- A. When the Pitcher has the ball in his possession at the Pitcher's Plate or in the Pitching Area.
- 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, or others when they are assigned to the field as part of the Game.
- F. When a fly ball is legally caught (unless it is the second Foul caught after one strike.)
- 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-batted ball strikes an Umpire or Base Runner after touching a Fielder, or after passing any Fielder including the Pitcher/Infielder.
- 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, but the Runner obstructed cannot be put out until he reaches the base to which he is entitled, 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 the baselines.
- T. When a Base Runner is forced or tagged out.
- U. When an Appeal Play is involved or enforced.

EFFECT Sec. 2U. 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.

- V. Whenever the ball is not DEAD, as provided in Section 3 of this Rule.

Sec. 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 Batter bats illegally, or hits the ball with a non-compliant or altered bat.
- G. When a Batter deliberately BUNTS or CHOPS THE BALL DOWNWARD.
- H. When the Batter is hit by his own-batted ball, either fair or foul.
- I. When a Foul Ball is not caught on fly.
- J. When a Batter steps completely across the Plate, with the Pitcher on the Pitcher's Plate.
- K. Intentionally dropped fair fly ball or line drive, by an Infielder. (See 7-2H)
- L. When the Batter hits a second Foul after one strike. (See 7-2D)

EFFECT Sec. 9A-L. The Ball is immediately dead, and no Runner may advance a base.

- M. When an Offensive Team member causes interference.
- N. When the Base Runner deliberately crashes into a Defensive Player who is waiting to make a tag.
- O. 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.
- P. When a blocked ball occurs.
- Q. When the ball gets outside the established limits of the Playing Field.
- R. When a Coach intentionally interferes with a batted or live-thrown ball.
- S. When a live-thrown ball hits or is obstructed by a player, coach, manager, or any object outside the defensive team's dugout.
- T. When a ball is caught with an illegal glove in any manner.
- U. When a spectator or other person not in the Game causes interference.
- V. When a batted ball hits an Umpire before the ball is touched by, or passes through the Infielder, the Batter is awarded First Base. No Base Runners may advance except to make room for the Batter-Runner.
- W. When "TIME" is called for any reason by the Umpire.
- X. When there is obstruction on the batter, which is enforced.

EFFECT Sec. 3M-X. The Ball is immediately dead; however, the Runners are permitted to retain any bases they may have advanced to, or any bases they may be awarded at the time of, or because of, the interference.

EFFECT Sec. 3S. The Ball is immediately dead and the runner closest to home plate is out.

REGULATION 10. TEAM CLASSIFICATIONS

Sec. 1. The BSC will consist of four Divisions which will be called Men's Competitive, Men's Recreation, Women's Competitive and Women's Recreation

- A. During the 2022 Season the BSC Organization will continue developing a player classification system. The new classification system will identify impact players as Elite. In 2021, and beyond, the BSC Classification Committee will also begin evaluating players in the Recreation division for inclusion on the BSC Elite List.
- B. Until the Player Classification system is complete, teams will submit their team registration and identify their preferred classification. Team classifications must be approved by the BSC Classification Committee.
- C. The BSC Classification Committee reserves the right to reclassify teams during the current season based on changes to a team's roster.
- D. The BSC Classification Committee will review the classification of all teams based on performance two times a year (June 15th and September 15th) and reserves the right to reclassifying teams following those reviews.

Sec. 2. The BSC Classification Committee will govern all classifications (players and teams).

- A. Once a team registers and competes as a Competitive, Super Rec or Major team in during the current season in any other Black American organization, the team will immediately be classified as a competitive team in BSC.
- B. Once a team registers and competes as a Class B or above team in during the current season, the team will immediately be classified as competitive in BSC.
- C. Players classified as Black American Competitive, Class B or above from the prior season will be classified as competitive in BSC. This includes teams that were moved up from the prior season.
- D. An individual player can compete in the Competitive division (BSC Competitive, B or above) with a Competitive team one time during the current season without penalty to their classification. Any player that competes in the Competitive division or an Equalizer division with a Competitive team more than one time, will be ineligible to play in the Recreation division for the rest of the season.
- E. A Men's Competitive Team may not have more than three (3) Major Players on their roster.
- F. Players on the BSC Elite list (which includes the Men's Major Player List and Men's Major Player Watch List) cannot compete in the Recreation division.
- G. Conference Players cannot compete in any recreation division.
 - 1. Players who played Class B or played on a Conference team in the prior season must be approved to play at the Recreation level by the BSC Classification Committee in the current season.
- H. A Recreation team may have two players who are classified as Competitive from the prior season.
- I. A player must play at the Competitive level at least one year before becoming eligible for reclassification. Competitive players will not be automatically reclassified as a Recreational player after playing at the Recreational level for 2 years.
- J. Reclassified competitive players and/or players on reclassified teams will not be subject to Regulation 10, Sec 2-C.
 - 1. The deadline to submit paperwork for reclassification is March 1st.
- K. Recreation teams can participate in a Competitive division as a complete team with no penalty to the team or players on that team's roster.

Sec. 3. Teams participating in BSC tournaments will be allowed to have 4 players that are not of black origin on the roster. Those 4 will be allowed to participate in the game on offense or defense at the same time.

REGULATION 11. TEAM/PLAYER ELIGIBILITY

Sec. 1. TEAM ELIGIBILITY

- A. This Organization shall be for amateur Slow Pitch players to compete as a team under an adopted set of administrative rules and playing rules.
- B. No team shall be allowed to compete in BSC sanctioned tournaments without paying their team registration fees to the Organization.
- C. The cut-off date for adding players to a team roster shall be in accordance with rules set forth in this rule book (Sec. 2D).
- D. Male team rosters shall include only male players and female team rosters shall include only female players.

Sec. 2. PLAYER ELIGIBILITY

- A. A player is eligible to compete in the BSC program as long as they abide by the BSC Playing Rules, when listed as a member of an eligible team.
- B. The method to be used to classify a player as a participant in all programs will be governed by the BSC Classification Committee.
- C. A BSC Tournament Director may not manage, coach, participate as a player, or umpire in any tournament in which they serve as a Tournament Director.
 - 1. A team's roster will be frozen for the BSC World Series immediately following a qualifying event. Rosters will be frozen when a team wins a berth at a qualifying tournament or when a team wins a berth that is passed down at a qualifying tournament.
 - 2. BSC will begin freezing qualified rosters starting with the Southeastern Shootout.
 - 3. A team may request to forfeit the berth. If approved, the winning team forfeits their berth and the team's roster is not frozen.
- D. The total number of adds for a frozen roster is governed by the date of the qualifying tournament in which a team's roster was frozen. All players added to a frozen roster must sign a paper roster to complete the add transaction.
 - 1. Teams frozen before June 1st will get six (6) adds:
 - i. At least one (1) must be added before June 1st or the team loses that add
 - ii. At least one (1) must be added before July 1st or the team loses that add
 - iii. After July 1st team will get four (4) adds and they may be added up until 72 hours before the start of the World Series
 - 2. Teams frozen after June 1st will get five (5) adds:
 - i. At least one (1) must be added before July 1st or the team loses that add
 - ii. After July 1st team will get four (4) adds and they may be added up until 72 hours before the start of the World Series
 - 3. Teams frozen after July 1st will get four (4) adds and they may be added up until 72 hours before the start of the World Series.
- E. A total of 6 players can be released from a team's qualified frozen roster. Any request for release after the 6th release must be approved by the BSC National Committee.
- F. Competitive Teams may not have any players on their world roster or may not add any players to their world roster, if said players has not competed in at least one (1) BSC tournament during the current season.
- G. Any player that is released from a qualified team's roster cannot return to that team during the current season. A player may be released from only one qualified roster during the current season.
- H. A team with a frozen roster with less than ten players which has used all options for additions and releases may apply for status of disbandment with the BSC Classification Committee. If approval is given, the team forfeits all. Teams may not apply for disbandment after August 1st.
 - 1. A disbanded team may not reform as a new team with more than 6 players.

2. A disbanded team may not reform as a new team with players who have not competed in one (1) BSC tournament during the current season.
3. No more than 6 players from a disbanded team may join an established team.

REGULATION 12. WORLD SERIES

Sec. 1. Teams may become eligible to participate in World Series as follows:

- A. The preceding year's champion and runner-up will receive an automatic unpaid berth.
- B. Teams must play in one National Invitational Tournament (NIT) and one Qualifier tournament to be eligible to participate in the BSC World Series.
- C. Teams that do not meet the minimum qualifications to participate in the BSC World Series may appeal to the National Committee.

Sec. 2. The top two finishers of the World Series Men's Recreation and Women's Recreation divisions will automatically be required to compete the following year in the next highest classification. Additional teams, identified by the BSC National Committee, will also be required to compete the following year in the next highest classification.

- A. Teams may appeal their classification after competing in one (1) National Invitation Tournament (NIT) and one (1) regular Qualifier the following year.
- B. Teams must participate in the next highest classification if they have four (4) players from the previous year's team.
- C. No more than two players from the move-up teams will be allowed to compete on the same team in the Recreation division the following year.
- D. The move-up teams will automatically be able to compete in a Modified Equalizer division during the following year, when a Competitive Division doesn't make. If a move up team picks up a competitive player from the prior season for a Modified Equalizer, that player will be committed to that team's roster for a period of 45 days.

NOTE: This division is noted as a "Modified Equalizer" because it will not be open to all Competitive teams.

NOTE: (Sec. 2) Rule also applies to teams that change their team name.

Sec. 3. Player Eligibility for Competitive Teams. In order for a player to be eligible to participate in the BSC World Series, every player must have a) played in one BSC or USSSA Black American tournament during the current season or b) been on a team's roster by May 1st without ever being removed.

Sec. 4. All players must have a unique numbered jersey to be eligible to participate in the BSC World Series.

REGULATION 13. CO-ED TEAM RULES

Sec. 1. Five Male and five Female Players must be in the lineup at all times (six and six if A.H. is used). Any five Male and any five Female Players must play Defense. Exception: A minimum of 9 Players can start a Game. However, there must always be five Females Players in the lineup. An out shall be declaring the 10th position in the lineup when that position is scheduled to bat. A 10th Player may be added in the 10th position of the lineup at any time before the end of the Game. That added Player must be Male.

Sec. 2. Teams participating in BSC tournaments will be allowed to have 4 players that are not of black origin on the roster.

Sec. 3. The 11 Inch softball will be used when a Female is batting and a 12 Inch softball will be used when a Male is batting. It is an appeal play when the wrong ball is pitched to a Batter. If the appeal is allowed, then the Batter returns to bat with the same ball and strike count he/she had at the time of the pitch. Also, any Base Runners must return to the base occupied at the time of pitch.

Sec. 4. In the Co-Ed Program, Teams starting with 12 Players may drop down to 11 or 10 Players, but cannot have more Males than Females in the line-up. For example, if a Female Player is removed from the line-up, the Male Player following her in the line-up must be removed. All vacant sports in the line-up will be declared an out every time that position in the line-up is due to bat. If a team starts with 9 or 10 Players, they are not allowed to add the 11th or 12th Player at a later time.

Note: The defensive team may walk the preceding batter or multiple batters to get to the position or positions in the lineup that is an out due to having started with 9 players or having dropped to 11 or 10 players. There is no base appeals allowed when this results in the third out of the inning. Male and Female Players must alternate in the batting order. Note: If a team starts with 9 Players, a Female Player must occupy the first position in the batting order.

Sec. 5. When a Male Batter receives a base on balls or intentional walk, he will be awarded First and Second Base with the next Female Batter having the option to walk or bat.

NOTE: If the next Female chooses to walk, it is not considered an intentional walk for the purpose of making an appeal.

Sec. 6. The Co-Ed Program will consist of two Divisions that will be called Competitive and Recreational and will remain constant with the Competitive and Recreational Classification rules as stated in Regulation 10.

- A. A Recreation Co-Ed team may have one (1) competitive male player and one (1) competitive female player or two (2) competitive female players.
- B. A Recreation Co-Ed team may not have any players (male or female) on the BSC Elite List
- C. A Recreation Co-Ed team may not have any men on the Major Player's List or the Major Player Watch List

REGULATION 14. SPECIAL AGE DIVISIONS

Sec. 1. The BSC will offer special divisions for men and women. Women will have a 35 & Over Division and the men will have a 40 & Over Division and a Senior Division.

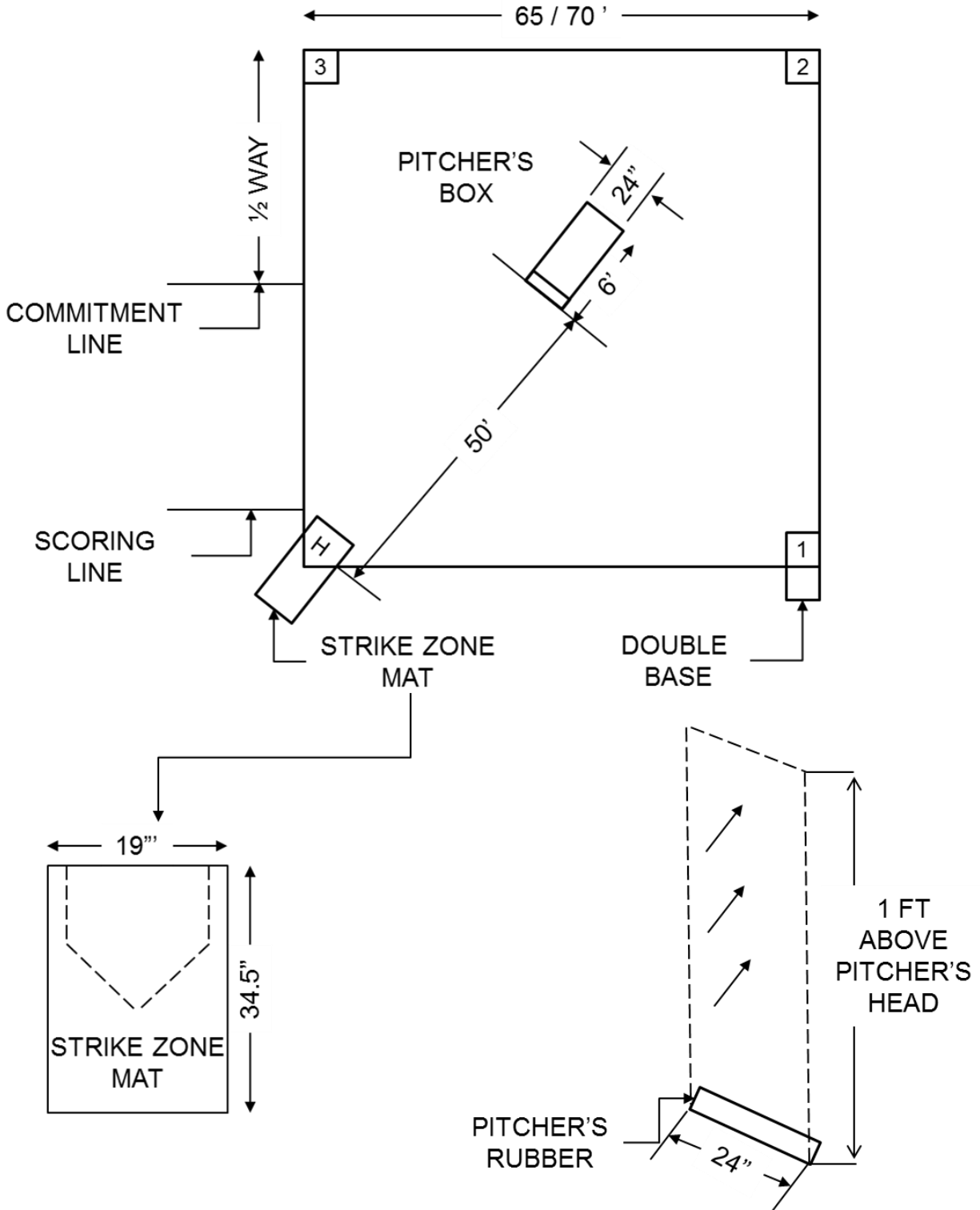
- A. In order to be eligible to compete in the Women's 35 & Over Division, players must turn 35 years old by December 31 of the current year.
 - i. A Women's 35 & Over team may not have more than three (3) players on the Elite list.
- B. In order to be eligible to compete in the Men's 40 & Over Division, players must turn 40 years old by December 31 of the current year.
 - i. A Men's 40 & Over team may not have more than three (3) players on the Elite list.
 - ii. A Men's 40 & Over team may not have more than two (2) players on the Major Player list.
- C. In order to be eligible to compete in the Women's 40 & Over Division, players must turn 40 years old by December 31 of the current year.
 - i. A Women's 40 & Over team may not have more than three (3) players on the Elite list.
- D. In order to be eligible to compete in the Women's 45 & Over Division, players must turn 45 years old by December 31 of the current year.
- E. In order to be eligible to compete in the Men's 50 & Over Division, players must turn 50 years old by December 31 of the current year.
 - i. A Men's 50 & Over team may not have more than two (2) players on the Major Player list.
 - ii. The BSC Classification Committee will continually monitor and classify teams for the Men's 50 & Over Comp division.
- F. In order to be eligible to compete in the Men's 55 & Over Division, players must turn 55 years old by December 31 of the current year.
 - i. A Men's 55 & Over team may not have more than two (2) players on the Major Player list.
- G. In order to be eligible to compete in the Men's 60 & Over Division, players must turn 60 years old by December 31 of the current year.
 - i. A Men's 60 & Over team may not have more than two (2) players on the Major Player list.
- H. For all Special Age Division eligible teams, player eligibility rules for the Fall World Series held in October are modified. Players who will be eligible to play in a Special Age Division in the following season (meaning said player will turn the required age by December 31 of the following season) are eligible to play in the Fall World Series only.

- I. In the event of a player eligibility protest, a player must have valid ID showing date of birth.

SPECIALTY PROGRAM RULES ADDENDUM

REGULATION 15: SENIOR DIVISIONS

Sec 1: Playing Field (Men 60 +, Men 55+, Men 50+ Women 40+, Women 45+ and Women 50+)



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Sec 2: NUMBER OF PLAYERS ON A TEAM:

- A. Ten (10) players (on defense and offense) constitute a team for Men 50+, Men 55+ & Women 40+, Women 45+ divisions. A team may start a game with no fewer than nine (9) players. A tenth (10th) player may be added any time during the game, batting in the last (10th) position. If the tenth (10th) position is not filled, an out will be declared the when that position comes to bat.
- B. Eleven (11) players (on defense and offense) constitute a team for the Men 60+ divisions and Women 50+. A team may start a game with no fewer than ten (10) players. An eleventh (11th) player on the roster may be added any time during the game, batting in the last (11th) position. If the eleventh (11th) position is not filled, an out will be declared when that position comes to bat.

Sec 3: A **batting order** may have unlimited batters but cannot drop below the number of players on the starting batting order. All players must be listed on the Line-up sheet before the game begins.

- A. Should an offensive player become injured, causing the team to drop below the original batting line-up, the team will not be forced to forfeit the game, and an out will be declared when that position comes up to bat.
- B. If a player is ejected, an out will be declared each time that position comes up to bat.

Sec 4: The height of a legal pitch must be from six to **12 feet above the playing surface**.

- A. The pitcher must not make any motion to pitch (i.e. stops, pauses or reversals in the pitching motion, fakes a pitch or any other illegal action prior to the release of the pitch) without immediately delivering the ball to the batter.
- B. The pivot foot must remain in contact with the pitcher's box until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's box and the step is simultaneous with the release of the ball.
- C. The pitcher shall not deliver a pitch from the glove.
- D. The pitcher may not pitch the ball behind his back or through his legs.

Sec 5: A **commitment line** will be used. Once a runner's foot touches the ground on or past this line, the runner is committed to advancing to the scoring plate.

Sec 6: A **courtesy runner** may be used for a base runner at any time, but the same courtesy runner may not be used more than once per inning. Any player on the roster may be a courtesy runner. A player who has been replaced by a courtesy runner may not become a courtesy runner later in the same inning. Any courtesy runner found running in violation of this rule will be called out. A courtesy runner will be called out if they are on base when it is his turn to bat. Substitution for the original player will not prevent this out. The courtesy runner called out does not lose his turn at bat. The out occurs at the base and the courtesy runner will take his required turn at bat, unless it is the third out.

Sec 7: A player may **slide** or **dive** into second and third bases. A player may **dive** headfirst into any base if they returning to the base. Players are not permitted to over-run second or third base without being in jeopardy of being tagged out. Sliding into first base and home is not permitted.

Sec 8: A team may score **five (5) runs** in one inning and then must take the field so that the other team can bat. There is no limit on runs scored in the last inning.

Sec 9: Regulation 4/Section 13 designates the number of home runs allowed for every division. Every homerun after the allotted number will be declared an out.

Sec 10: All bats marked "1.21 BPF" (Bat Performance Factor) or less are approved for play. Any bat displaying the label "Exceeds 1.21 BPF" is not approved. Bats that do not adhere to the senior BPF (Bat Performance Factor) standards must adhere to normal BSC legal bat guidelines.

Sen 11: The following **Equalizer Rule** will be used in qualifying tournaments, when Men's 55 & Over and Men's 60 & Over divisions are combined.

- A. Men's 60 & Over teams will have the option to start out each inning with any player on the lineup card on first base.
- B. The BSC Rule committee will continually monitor the Senior Equalizer rules throughout the season and will make adjustments, as required.

Sen 12: The following **Equalizer Rule** will be used in qualifying tournaments, when Men's 50 & Over Competitive and Men's 50 & Over divisions are combined.

- A. When a Men's 50 & Over Competitive team plays a Men's 50 & Over team, the Men's 50 team will receive one run per inning through inning 5. The maximum number of runs that a Men's 50 & Over team can score in an inning is 6.

QUICK INDEX

RULE	PAGE #
AGE DIVISIONS	33
BALL	21
BASE DIMENSIONS	4
CLASSIFICATION	30
COED RULES	32/33
CONFERENCES	8/13/19
DESIGNATED RUNNER (DR)	8
DISBANDMENT	31
FLIP FLOP RULE	11
FOUL TIP	8/20
FROZEN ROSTER	31
HOME RUNS	14
ILLEGAL BALL	6/18
INTERNATIONAL TIE BREAKER	10/13
LEGAL BALL	6
LEGAL BAT	4
LEGAL PITCH	18
NON-BLACK PLAYERS	30
NON-COMPLIANT BAT	5
PITCHING MOUND DIMENSIONS	4
PITCHING RULE	5
PROTEST	11
RECLASSIFICATION	30
RUN RULE	11/13
SENIOR PROGRAM	36
SENIOR PROGRAM FIELD DIMENSIONS	35
STRIKE	20
TAG	10
UNIFORM	7
UNANNOUNCED SUBSTITUTION	15
WORLD SERIES ELIGIBILITY (COMP TEAMS)	32