

STRIKE ZONE					
Arm pits and top of the knees any part of the ball	1	The area over home plate between the bottom of the batter's sternum and the top of her knees. The top of the ball must be in the horizontal plain and either side of the ball in the vertical plain of the strike zone...	11-3a	Same as ASA	2-56-3
CATCH AND CARRY					
A catch and carry is a ball caught in live ball territory and carried into dead ball territory. A ball caught or touched by a fielder that is in dead ball territory is a dead ball	1	Same as ASA same except a ball touched by a player while in dead ball territory is considered a catch and carry	6-9b, 12-13 note 3	Same as ASA	8-4-3f
CATCH					
To be a catch a fielder must have both feet back in live ball territory or one in live ball territory and one in the air	1	Same as ASA	9-1c	Must reestablish and have both feet in live territory to be a catch	5-1-1i(d)
PITCHING LANE					
ASA No Definition		The Pitcher's Lane: The area to which the pitcher is restricted when pitching.	1.93, 2.15, 2.19, 10.4.1, Appendix A	Same as ASA	
ASA no rule			10.20	Same as ASA	
RULE 2 - THE PLAYING FIELD					
BACKSTOP					

No mention of padding. On dimensions mentioned which 25' minimum and 30' maximum.	2 Dimensi on Table	When the backstop is wood, cement or brick, it is strongly recommended that it be padded from dugout to dugout beginning no higher than one foot off the ground and extending to the top of the wood, cement or brick or six feet from the ground, whichever is shorter. Padding is required by the 2016 season.	2.1 NEW	Same as ASA	1.3.C
DOUBLE BASE					
Half of the base is white (over fair territory) and half of the base (over foul territory) is a contrasting color The base is 15X30 inches and both sides of the double base shall be equal thickness. (5" max)	2-1H	The double base is not allowed.	2-4	By state association adoption, a double first base is permitted. The base shall be a one or two-piece unit, 15 inches by 30 inches. The base in foul territory shall be a color other than white. By state association adoption, a double first base is permitted. The base shall be a one or two-piece unit, 15 inches by 30 inches. The base in foul territory shall be a color other than white.	1-2-1 NOTE
FENCES					

No mention of padding. Minimum and maximum distance set in adult and JO Divisions.	2-1 Distance table	It is highly recommended that the playing field be enclosed completely by sideline fences and a permanent home-run fence in a smooth arc of not more than 235 feet from home plate. If constructed of wood, cement or brick, it is strongly recommended that it be padded beginning no higher than one foot off the ground and extending to the top of the wood, cement or brick or six feet from the ground, whichever is shorter.	2-10 NEW	Same as ASA	1.3.a.1
<u>ERASING THE LINES OF THE BATTER'S BOX</u>					
Erasing the lines carries no penalty in ASA	No rule	Strike on the batter if the offense intentionally removes the lines and ball if the defense does the same. Coaches who remove any line shall receive a warning then an ejection on the second offense.	2-15-2 EFFECT , 11-2c	Same as NCAA with the exception that after an occurrence a team warning is issued and the next violation is a ball / strike and the offender and coach restricted to the dugout.	3-6-17
<u>COVERING THE PITCHER'S PLATE</u>					
ASA no rule		A team representative or player shall not intentionally cover the pitcher's plate nor erase the line of the pitcher's lane. EFFECT: For a first violation in a game, a ball shall be awarded to the batter. Subsequent violation by the same team shall result in the violator(s) being ejected.		Federation no rule	
<u>RULE 3 - EQUIPMENT</u>					

<p>All players on a team shall properly wear uniforms that are like in color and style. Sleeves or straps of the uniform top may be adjusted with or without tie-ups, to the comfort of the players, provided uniform numbers remain visible. If because of the blood rule a change is required and the uniform part does not match, the player will not be penalized. All protective equipment should be worn properly. If a player is requested to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will not be allowed to play. Shoes not allowed is an ejection not just not allowed to play</p>	<p>3-6 Uniform</p>	<p>Institutions are responsible for ensuring that the equipment used in competition meets the prescribed industry standards of safety and legality. Coaches are responsible for ensuring that their players are legally equipped and properly attired to reflect a positive image of the game. Uniforms, accessories and equipment (including batting gloves that must be worn, carried in the hands or put out of sight in pockets) must be worn properly and as designed.</p>	<p>3-1-1</p>	<p>All equipment shall be worn properly and as designed by the manufacturer. Any equipment judged by the umpire to be potentially dangerous is illegal.</p>	<p>1-8-5</p>
<p>OFFICIAL BAT</p>					

<p>The official bat for ASA Championship Play must meet all ASA specifications and requirements of Rule 3, Section 1 and:</p> <p>1) The official bat shall be free of burs, dents, cracks, sharp edges and audible rattles and show no signs of excessive wear. The official bat shall be marked OFFICIAL SOFTBALL by the manufacturer, be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at it's largest part, including any tolerance expansion. The official bat shall be smooth and round to 0.050 inches in diameter and bear either the ASA 2000 Certification Mark or the ASA 2004 Certification Mark and must not be listed on the ASA Non Approved Bat List. And 2) must be included on the list of approved bat models published by the ASA or 3) must in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested , would comply with the ASA Bat Performance Standard. This includes wooden bats made prior to 2000.</p>	<p>3-1A[1-3]</p>	<p>3.3.2 Upon arrival to the field, the host each coach or school shall provide a printed copy of the current NCAA Approved Bat List available on the NCAA (www.NCAA.org/playing rules) and SUP Arbiter Sports websites as amended through communication from the NCAA relating to bats added to or scratched from the list. All bats in the dugout and on the field shall be highlighted and included in the count for each model on the printed NCAA Approved Bat List. nonapproved bat list as made available on the NCAA (ASA Web site the preceding Monday). It is highly recommended that the bat list with color pictures be provided. EFFECT-The game may not be started until the appropriate lists are presented.</p> <p>Rationale: Most changes are from the rules supplement but new requirement of highlighted bat list provided by each coach, not the host) with number of bats for each model so all bats to be used are accounted for.</p>	<p>3.3.2 NEW</p>	<p>All bats shall meet the 2004 ASA bat performance Standard, bear either the 2000 or 2004 ASA certification mark and not be listed on the ASA Non-Approved bat list as found on www.asasoftball.org.</p>	<p>1-5-4</p>
<p><u>SAFETY KNOB</u></p>					

<p>The knob shall have a diameter of at least 1.6 inches with no sharp edges. The knob will be permanently attached to the bat and may be covered with grip tape.</p>	<p>3-1B</p>	<p>Shall have a safety knob of a minimum of 1/4 inch protruding at a 90 degree angle from the handle. It may be molded, lathed, welded or permanently fastened. A "flare" or "cone" grip attached to the bat will be considered altered. The knob may be taped or marked for identification as long as there is no violation of this section.</p>	<p>3-2-1-8-2</p>	<p>Knob shall be securely fastened. Devices, attachments or wrappings that cause handle to become flush with knob are not permitted. The requirement that the bat knob protrude at a 90 degree angle from the handle was removed.</p>	<p>1-5-2 & 1-5-2a NEW</p>
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HANDLE

<p>The region of the bat from the knob, not including the knob, to the start of taper where the diameter increases. The handle will include a safety grip.</p>	<p>3-1C</p>	<p>The handle is the area between the knob and taper which is covered by the grip. It shall have a safety grip of cork, tape (not smooth, plastic tape) or composition material (commercially manufactured bat grip)</p>	<p>3-2-1-8-3</p>	<p>The bat handle must be round or oval.</p>	<p>1-1</p>
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GRIP

<p>The handle region of the bat must have a grip made of cork, grip tape, or other synthetic material that is permanently attached to the bat. No bare metal, wood or composite material may be exposed in this area. The grip shall not be less than 6" and not more than 15". Any attachment such as a molded finger grip, flare cone or choke up device must be attached with grip tape. Resin, pine tar or spray substances are permissible on the Grip region only.</p>	<p>3-1D NEW</p>	<p>The safety grip shall not be less than 10 inches (25.0cm) long and shall not extend more than 15 inches (40.0cm) from the knob. Resin, pine tar or spray substances placed on the safety grip to enhance the grip are permissible on the grip only. It may not exceed two layers. If taped, it must be a continuous spiral, but need not be a solid layer.</p>	<p>3-2-1-8-3</p>	<p>The bat shall have a safety grip of cork, tape or composition material. The grip shall extend a minimum of 10 inches, but not more than 15 inches from the handle end of the bat. Slippery tape or similar material shall be prohibited.</p>	<p>1-5-2</p>
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BARREL

The region of the bat from the end of the taper to the end cap, not including the end cap. The barrel region shall be round within 0.050 inches.	3-1F	The barrel is the intended contact area for the pitch and shall be round and smooth. If the barrel end has a knurled finish, the maximum surface roughness shall not be more than 250 micro-inches if measured by a philmometer or 4/1000th if measured by a spectrograph.	3-2-1-8-5	The barrel is the area intended for contact with the pitch. It shall be round and smooth.	1.2.d
END CAP					
The cap placed at the barrel end of the bat. The End Cap shall be permanently affixed to the bat to prevent alterations to the interior of the bat. It shall be affixed so that it cannot be removed by anyone other than the manufacturer without damaging or destroying the end cap or the barrel.	3-1F	The End Cap is a rubber, vinyl, plastic or other approved material insert firmly secured and permanently affixed so that it cannot be removed by anyone other than the manufacturer, without destroying it. A bat made of one piece construction may not have an End Cap.	3-2-1-8-6	The end cap is made of rubber, vinyl, plastic or other approved material. It shall be firmly secured and permanently affixed to the end of the bat so that it cannot be removed by anyone other than the manufacturer without damaging or destroying it.	1.2.e
ALTERED BAT					
An ASA Official Bat's characteristics shall remain fixed at the time of manufacture and may not be altered in any way other than specifically provided for in Rule 3, Section 1 or as specifically approved by the ASA. Approved bats shall be considered altered if they are rolled, shaved, repainted, weighted or modified to change their characteristics from that produced by the manufacturer. Identifying the bat by means of laser marking, engraving, or painting the name or the number of the player will not make the bat an altered bat.	3-1H NEW	Bats deemed inappropriate (altered, illegal or non-approved) (pre-game or during play) shall be removed from the team's possession and secured from either team for the duration of the game.	3-2-4	Bats that are broken, cracked, dented, altered or deface the ball are illegal.	1-5-8

<u>WARM-UP BAT ATTACHMENTS</u>					
Warm up - Only attachments listed on ASA Web site permitted	3-2E	Attachments to a bat (such as sleeves, donuts and fans) are not allowed in the on deck circle.	3-3	All attachments used must be commercially manufactured specifically for a softball bat, and securely fastened	1-5-9
<u>BALLS</u>					
Only softballs which bear an ASA approved certification mark signifying compliance with the Ball COR and Ball Compression limitations then in effect, and which satisfy all other applicable provisions of Rule 3, Section 3 will be allowed for use in ASA Championship Play.	3-3A	Effective July 2009, the maximum dynamic stiffness: 7500 pounds.		Effective January 1, 2010, the dynamic stiffness of softballs shall not exceed 7,500 pounds/inch when tested under current proposed ASTM test methods.	1-3-3
<u>ASA NON-APPROVED BALL LIST</u>					
The ball must have an ASA approved Certification Mark and not appear on the ASA Non Approved Ball List	3-3A	No rule		No Rule	
<u>GLOVE/MITT</u>					
Glove/mitt - may be worn by any defensive player and must meet dimensional requirements.	3-4	Catcher may wear a glove / mitt of any dimension. First baseman can wear a mitt but must meet dimensional requirements	3-7a	Catcher can wear a glove or mitt of any dimension. Defensive fielders can wear either a glove or mitt but meet the dimensional requirements.	1-4-3
<u>GLOVE/MITT COLOR</u>					
Pitcher's Glove - may be one solid color or multicolor as long as one of the colors is not the color of the ball used in the game played.	3-4	Any player's glove May not be the color of the ball. May be tan, brown, gray, black, or any combination thereof. Lacing may not be the color of the ball.	3-7	Any player's glove can be a maximum of two colors not distracting. May not be gray, white or optic yellow.	1-4-2
<u>CATCHER'S EQUIPMENT, FACE MASK/GUARDS, AND HELMETS.</u>					

Catchers mask - JO: must be worn with helmet that has double ear flaps, body protector, and shin guards. Adult - Mask only.	3-5C	Same as ASA JO, but multiple ear flap requirement	3-5, 3-8b	Same as ASA JO with NOCSAE approval stamp	1-7-1
HELMETS					
Helmet - Must be NOCSAE approved with a NOCSAE approved face mask/guard with visible NOCSAE stamp. Chin strip required. No mention of color.	3-5E	All team members must use the same color, with NOCSAE and warning label legible An offensive player may wear a helmet with a commercially manufactured protective mask attached. The face mask should meet the NOCSAE standard for the mask and helmet combination and must be permanently attached by the manufacturer. In addition any defensive player may wear a face mask, whether the mask is attached to a helmet or not.	3-8-1 3-8-5	Same as ASA exception: Chin strap not required.	1-6-1
Player acting as coach must wear a helmet	3-5E	A student-athlete in a coaching box is required to wear a batting helmet whenever the ball is live from the first pitch of an inning to the last out of that inning. EFFECT: If an umpire observes a student-athlete in the coaching box without a batting helmet, the umpire shall direct the student-athlete to wear one without penalty. Failure to do so when directed by the umpire shall result in ejection of that student-athlete	3-8-1	Mandatory, if not worn issue warning, next offender and head coach are restricted to the dugout.	1-6-1
Removing helmet intentionally when ball is live is an out.	3-5-EFFECT	Intentionally removing helmet while ball is live, player is out. No mention of "safety."	3-8-1-EFFECT	If removed intentionally warning issued, next offender and head coach restricted to the dugout.	1-6-6 & 1-8-5

Helmets worn by the defense must be like in color to the defensive team's hats. The Helmet must have a bill.	3-5E	If more than one defensive player wears a helmet, must be same color. If pitcher wears helmet, must be a non-glossy finish.	3-8-3	Shall have a non-glare outer surface	2-8-4
<u>JEWELRY</u>					
Exposed Jewelry judged dangerous by umpire must be removed and may not be worn during the game. Religious or medical alert bracelets may be worn but must be taped to the body.	3-6F	Wearing of jewelry is permitted.	No Rule	Players prohibited from wearing jewelry. 1st offense a team warning and jewelry must be removed. Next offender and head coach restricted to dug/out bench area.	3-2-12
The wearing of jewelry, which is judged by the umpire to dangerous, must be removed and may not be worn during the game.	3-6F	No restriction		Added an exception to permit hard, unadorned devices, such as bobby pins, barrettes and hair clips, no longer than 2 inches, to be worn in a player's hair.	3-2-12 EXCEPTION
<u>SHOES</u>					
Junior Olympic Fast Pitch Boys and Girls 18U A/B Gold and 16U A/B classifications of play may wear metal cleats.	3-6G	Metal toe plates and metal cleats are permitted.	3-9	Metal toe plates and metal cleats are permitted.	3-2-11- NOTE
<u>UNIFORMS</u>					
All players on a team shall properly wear uniforms that are like in color and style.	3-6	Competing teams must wear contrasting jerseys.	3-10-4	Uniforms of all team members should be the same color and style.	3-2-1
<u>HEADWEAR</u>					

Ball caps, visors or headbands are optional for players. If worn they may be mixed, but must be worn properly. If one type or more than one type is worn, they all must be of the same color. Handkerchiefs do not qualify as headbands and cannot be worn around the head or neck. Plastic visors are not allowed.	3-6A[2]	Visors and caps are uniform accessories, may be mixed, and must be of the same predominant color and worn as intended by the manufacturer. Plastic visors, bandannas and handkerchiefs are not allowable headgear even if covered or worn under a cap or helmet. Exception: The catcher's headgear may be of a different color than other defender's headgear.	3.11.3	Headwear (caps, visors, headbands, ribbons, etc.) may be mixed, but if worn, they must be white, black, beige or school colors (the colors are not required to be the same for team members). The logo may be any color. Flat items, no longer than 2 inches, used to control the hair, such as bobby pins, barrettes and hair clips are permitted. Plastic visors, bandannas and hair-beads are prohibited.	3-2-5 NEW
<u>PANTS</u>					
All players pants may be long, short or mixed in style, as long as they are like in color.	3-6B	The uniform may consist of pants or shorts, but all players on the same team must be attired the same way.	3-10-7	State associations may, on an individual basis, permit a player to participate while wearing a different style uniform for religious reasons.	3-2-1
<u>NUMBERS</u>					
Uniform numbers - Players may not wear the same number, whether in the game or not. Numbers 0 and 00 are not considered the same number.	3-6D	Players on the same team shall not wear the same number. 0 and 00 are considered the same number.	3-10-4, AR 3-10-4-1	No players on the same team may wear identical numbers, (0 and 00) are considered the same number	3-2-2
<u>ALL EQUIPMENT</u>					
The characteristics of approved equipment cannot be unnaturally changed. Examples include icing, cooling or heating of any equipment. Warming devices for bats are NOT approved.	3-7 NEW	Not allowed.	3-2-5, A.R. 3-2-5, Ruling.	Materials inside the bat or treatments/devices used to alter the bat specifications and/or enhance performance are prohibited and render the bat illegal.	1-5-5
<u>RULE 4 - PLAYERS, COACHES, SUBSTITUTES.</u>					

Teams can play shorthanded to start or continue a game. The game can start or finish with one less player than required to start. (8) The game can continue with one less player that is currently in the batting order. (8 or 9).	4-1D [1-2]	No shorthanded rule.	8.1	No shorthanded rule.	3.1
Any player may be substituted for or replaced and re-entered once, provided the players occupy the same batting position in the batting order.	4-5A	Substitutes may not re-enter.	8.6	Same as ASA	3.3.5
A substitute who enters the game without reporting is considered an unreported substitute. On Offense there could be no violation or the unreported substitute being declared out based on when they were brought to the umpires attention as not having reported. In all cases they are now officially in the game. On Defense there is either no penalty or an option given to the offended coach based on whether the unreported substitute makes a play or not, as well as when the offended team brought this to the attention of the umpire. In either case, the unreported substitute is officially in the game.	4-6C [1-9]	The unreported/misreported player is called out and declared officially in the game. All other play while the unreported/misreported player was at bat is legal.	8.3.3[1-3 & 3.1]	Illegal substitute called out, restricted to the bench for the remainder of the game.	3-4-2 [a-d] PENALTY
Remove the penalty of disqualification from the Substitution Rule for the unreported substitute. If the unreported substitute is an illegal player eject the player.	4-6C	There is no disqualification unless the unreported player is an illegal player, in which case the illegal player is ejected.	8-3-3 8-3-4	Players and substitutes shall not enter the game unreported. The umpire shall issue a warning to the team involved and the next offender will be restricted to the bench for the remainder of the game.	2.57.2 3.6.7 PENALTY

<u>ILLEGAL PLAYER</u>					
The use of an illegal player is handled as a protest by the offended team while the illegal player is in the game. The illegal player is disqualified. An out can be recorded if protested at the proper time.	4-6F [1-4]	Illegal Players: Players who compete in a game in a way in which they are not allowed to participate	8.3.4	Illegal offensive or defensive players may be discovered by the umpire or either team anytime after the ball becomes live and an illegal substitute has taken a position as: Penalty, restricted to the dugout/bench for the remainder of the game. Can also be called out.	3.4
<u>DISQUALIFIED PLAYER</u>					
A Disqualified player is prohibited from playing but can remain in the team area or serve as a coach/manager	4-8A	No Rule		No Rule	
<u>EJECTED PARTICIPANT</u>					
An Ejected participant must leave the grounds and have no contact with the umpires or participants in the game.	4-8B	An ejected player may remain in the dugout but may not remain on the playing field or communicate with opponents or umpires.	13.1	A player who is ejected shall remain in the dugout/bench area. A Coach who is ejected shall leave the vicinity, out of sight and sound of the playing area immediately and is prohibited from further contact direct or indirect with the team during the remainder of the game.	3.6.20
<u>ARGUING BALLS & STRIKES</u>					
Any arguing of the judgment of balls and strikes will result in a team warning. Any repeat offenses will result in the ejection of the team member.	4-8C	Same as ASA.	13.9	The offender will be ejected, unless judged to be minor then the offender will be warned and ejected if the offense is repeated	3.6.615
<u>COACH</u>					

A coach is responsible for the teams actions on the field and will represent the team in communications with the umpire and opposing team.	4-7A	The head coach is the person employed or appointed by an institution to be responsible for the softball team. The head coach is accountable for: Ensuring that all players are legally and safely equipped and properly attired.	4-4-1-3	Prior to the start of the game at the pregame conference, a head coach shall be responsible for verifying to the plate umpire that all his/her players are legally equipped, and that the players and equipment are in compliance with all NFHS rules.	3-5-1
<u>ELECTRONIC SCOUTING</u>					
No electronic equipment to include cell phones, pagers, etc. is allowed to be worn or carried on the playing field.	4-7C [5]	Electronic Equipment used for scouting: Note 1 Turning on or off videotaping equipment between innings does not constitute a violation. Note 2 Uniformed team personnel (including players) may not be outside team areas for scouting purposes.	3.7 NEW	Electronic communication devices, television monitors and/or replay equipment shall not be used for coaching purposes during the course of the game.	3-6-11
<u>RULE 5 - THE GAME</u>					
<u>FITNESS OF THE GROUNDS</u>					
The fitness of the grounds for the game should be decided solely by the plate umpire.	5 2	When on site within one hour before game time the coaches of both teams and/or the site administrator shall decide whether a game shall not be started because of unsatisfactory conditions of weather or playing field, except for the second game of a doubleheader.	5.2	The home coach shall decide whether the grounds and other conditions are suitable for starting the game.	<u>4.1.1</u>
<u>REGULATION TIE GAMES</u>					

Games that are regulation tie games shall be resumed at the exact point where they were stopped.	5-3F	If the competing teams , league, conference or tournament committee wish not to be bound by the tie game rule and wish to complete a regulation tie game from the point at which the game was terminated, they may do so by formally opting to use the Halted Game Rule. Otherwise a game stopped after five or more innings with the score tied is considered a regulation tie game, not a Halted Game, and may not be resumed. Intent to use the Halted Game Rule must be declared before the game.	6.14	If a regulation game has a tie score as in 4.2.2 it is a tie game unless the state association has any prescribed game-ending procedures.	<u>4.2.5</u>
<u>CALLED GAME</u>					
No rule		A conference team may establish a travel policy that allows a game to conclude before its actual completion.	6.16.4 NEW	A called game is a game that is ended by the umpire	2.26.6 4.2.3 4.3.1
		Rationale: Expanded to allow for shortened games due to air travel in more than just conference games.			
<u>RUN AHEAD RULE</u>					
15 after 3 innings, 12 after 4 innings and eight after 5 innings.	5-9A [1b]	A regulation eight-run-rule game shall be declared by the plate umpire if one team is ahead after five or more complete innings.	6.13	No rule	
<u>TIME LIMIT</u>					
1 hour and 40 minutes when applicable, beginning with the first pitch.	5-10	No rule		No rule	
<u>TIE BREAKER RULE</u>					

Starts in the top half of the eighth. Place the person who is scheduled to bat last in the inning on second base. If team is shorthanded and the last batter is the open spot, go to the previous batter.	5-11	If, after the completion of at least seven innings of play, the score is tied, the tie-breaker rule MAY be played to determine a winning team.	6-15	If a regulation called game has a tie score when ended as in 4-2-2, it is a tie game unless the state association has any prescribed game ending procedures.	4-2-5
<u>DUGOUT CONDUCT</u>					
Coaches, players, substitutes and other bench personnel shall not be outside the designated bench , dugout/team area except when the rule allows or is justified by the umpire. First offense is a warning. Any repeat offense shall result in ejection of the team member	5-12	A fair batted or thrown ball becomes blocked when it contacts game personnel in unauthorized areas, for example outside the dugout, but in the field of play.	9.12	Only the batter, runner(s), on-deck batter, coaches in the coaching box, bat/ball shaggers or one of the nine players on defense are permitted to be outside the designated dugout/bench or designated warm-up areas.	3.6
<u>RULE 6 - PITCHING</u>					
<u>FEET ON PITCHER'S PLATE BEFORE PITCH</u>					
Both pitcher's feet must be in contact with the pitcher's plate and within the 24 inch width of the pitcher's plate.	6-1 [C2]	Both feet must be on the ground in contact with the pitcher's plate and a portion of the pivot foot must be on or above the top surface of the pitcher's plate.	10-2-1-1	Prior to the start of the pitch the pitcher shall take a position with the pivot foot on or partially on top of the pitcher's plate and the non-pivot foot in contact with the pitcher's plate. Both feet must be on the ground and within the 24 inch width of the pitcher's plate. Any step backward shall begin before the hands come together. The step backward may end before or after the hands come together.	6-1 FP[a-f] 6-2B
<u>COVERING THE PITCHER'S PLATE</u>					

ASA no rule		A team representative or player shall not intentionally cover the pitcher's plate nor erase the line of the pitcher's lane. EFFECT: For a first violation in a game, a ball shall be awarded to the batter. Subsequent violation by the same team shall result in the violator(s) being ejected.	10.20	Same as ASA	
<u>PITCHING LANE</u>					
ASA No Definition		The Pitcher's Lane: The area to which the pitcher is restricted when pitching.	1.93, 2.15, 2.19, 10.4.1, Appendix A	Same as ASA	
<u>START OF THE PITCH</u>					
The pitch starts when the hands are separated once they have been placed together,	6-2	Same as ASA	10.6	The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of the wind up after the hands have been brought together.	6.2.2a
<u>NUMBER OF REVOLUTIONS</u>					
The pitcher must not make two revolutions of the arm on the windmill pitch.	6-3D	Not more than one and a half revolutions.	10.6.1	Not more than 1 1/2 clockwise revolutions of the arm in the windmill pitch.	6.1.4d
<u>PITCHING DELIVERY</u>					
The Pitcher may not throw behind their back or through their legs and the ball must be delivered on the throwing side of the body.	6-3F	The delivery phase of the pitch begins when the hands separate and ends with the release of the pitch.	10-6 [1-5]	The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.	6-3C
<u>FOREIGN SUBSTANCES</u>					

An approved manufactured drying agent that is included on the list published by the ASA, may be used by the pitcher. The resin must be left on the ground and the approved drying agent in the pitcher's pocket. Effect: If any other substance is found in the pitcher's pocket the pitcher shall be ejected.	6-6A	Gorilla Grip is allowed. It can only be worn on the Pitcher's wrist.	10-13 [1-2]	The pitcher shall not at any time during the game be allowed to use tape or other foreign substance on the ball or contact points of the pitching hand or fingers; nor shall any player apply a foreign substance to the ball.	6-2-2
<u>WARM-UP PITCHES</u>					
At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five pitches.	6-9	Between half innings and during pitching changes, warm-up pitches shall be limited to: Pitching from the pitcher's circle to home plate for no more than five continuous pitches or four pitches and one throw to first base or any combination that is limited to five throw from the pitcher in a continuous manner.	6-5-6-1 NEW	At the beginning of each half-inning or when a pitcher relieves another, not more than one minute may be used to deliver not more than five pitches to the catcher or other teammate.	6-2-5
<u>RULE 7 - BATTING</u>					
<u>TAKING A BATTING POSITION</u>					
The batter must take the batter's position in the batter's box within 10 seconds after being directed to do so by the umpire.	7-3C	The batter must be in the batter's box and the pitcher must be on the pitcher's plate within 10 seconds after the pitcher received the ball in preparation to pitch rafter the umpire calls "play ball."	11.2	A batter shall not delay the game by failing to promptly take her position in the batter's box within 10 seconds after the ball is returned to the pitcher to prepare for the next pitch or by stepping out of the box when the pitcher is on the pitcher's plate.	7.3.1
<u>BATTER REMAINS IN BOX</u>					

Junior Olympic FP - After entering the batter's box, the batter must remain in the box with at least one foot between pitches and while taking signals and practice swings.	7-3D	No requirement		A batter shall not delay the game by failing to promptly take her position in the batter's box within 10 seconds after the ball is returned to the pitcher to prepare for the next pitch or by stepping out of the box when the pitcher is on the pitcher's plate.	7.3.1
<u>BATTER HIT BY PITCH IN STRIKE ZONE</u>					
If the batter prevents the ball from entering the strike zone by any action other than hitting the ball, the ball is dead and a strike on the batter.	7-4M	The batter, with two strikes, is hit by a pitch in the strike zone, makes no attempt to avoid a pitch in the strike zone or obviously tries to get hit by a pitch in the strike zone. The batter is out, the ball is dead. Each runner must return to the base legally occupied at the time of the pitch.	11-24-17 EFFECT	The batter shall not permit a pitched ball to touch her.	7-3-2
<u>ALTERED AND NON-APPROVED BAT PENALTY</u>					
If the batter enters the batter's box with an altered or non-approved bat, the batter is out and ejected from the game. If during a tournament, ejected for the remainder of the tournament.	7-6B Effect	If the batter enters the batter's box with an altered bat they are declared out and ejected from the game. The bat must be removed from the game.	11.8.1 Effect	In addition to the batter being called out for bringing and altered or non-approved bat into the batter's box, the batter and head coach will be ejected from the contest	7-4-2 Penalty NEW
<u>BATTER INTERFERES WITH CATCHER</u>					
When the batter hinders the catcher from catching or throwing the ball while stepping out of the box, actively hinders the catcher while in the box, intentionally interferes with a thrown ball in or out of the box or interferes with a play at home plate, the ball is dead, the batter is out and runners go back to where they were at the time of the interference.	7-6P-S EFFECT	If a runner is advancing to home plate and there are fewer than two outs, the runner, instead of the batter is out. The ball is dead.	11-22-2 EFFECT : Exceptio ns. 11- 23-4	Same as ASA	7-4-4 PENAL TY

<u>RULE 8 - BATTER-RUNNER AND RUNNER</u>					
<u>CATCHER OBSTRUCTION ON SQUEEZE PLAY</u>					
On a swing or attempted bunt, the catcher or any other fielder prevents a batter from hitting the ball, touch the batter or their bat with a runner on third base trying to score on a squeeze play or a steal. The ball is dead, The runner shall be awarded home plate and the batter shall be awarded first base on the obstruction. All other runners shall advance if forced.	8-1D [4] EFFECT	If the catcher steps on or in front of home plate or touches the batter or her bat while a pitched ball is on the way to the plate and there is a runner on third attempting to score on a squeeze play, each base runner advances one base without liability to be put out whether forced or not.	9.4.1 EFFECT (b) Exception	The catcher or any other fielder shall not: On a swing or attempted bunt, touch the batter or her bat with a runner on third base trying to score by means of a squeeze play or steal. The runner would be awarded the base on the attempted steal or squeeze. The batter shall also be awarded first base on the obstruction and the ball is dead.	8.1.e [1&2] PENALTY
<u>BATTER HIT BY PITCHED BALL</u>					
The batter becomes a batter-runner when a pitched ball not swung at nor called a strike touches any part of the batter's person including the hands or clothing. The ball is dead and the batter is awarded first base unless no attempt is made to avoid being hit.	8-1F	If the pitch is in the batter's box, the batter is not required to make an attempt to get out of the way. 11.16.2.1 The batter made no attempt to avoid the pitch or obviously tried to get hit by the pitch. Rationale: Penalizes the pitcher whose pitch is in the batter's box when it hits the batter by removing the requirement that the batter attempt to avoid the pitch	11.16 NEW	Same as ASA	8.2.4.b
<u>THREE FOOT LANE INTERFERENCE</u>					
If a thrown ball hit the batter-runner on any body part outside the 3' running lane this would be interference.	8-2E	If either foot is completely outside the 3' lane and in contact with the ground it is interference and they are out regardless of where the ball hits them.	12-2-4-2 Note	Same as NCAA	8-2-5

<u>BATTER-RUNNER STEPS BACK TOWARD PLATE TO AVOID/DELAY TAG</u>					
When the batter-runner steps back toward home plate to avoid or delay a tag by a fielder. Dead ball, batter-runner is out, runners return to the last base touched at the time of the interference.	8-2H Effect	The ball is dead. Each base runner must return to the last base legally touched at the time of the pitch.	12.4.11	Same as ASA	8.2.8
<u>FIELDER OBSTRUCTION</u>					
When a runner while advancing or returning to a base is obstructed by a fielder the obstructed runner and all other runners will get the base or bases they would have reached had the obstruction not occurred.	8-5B[1-4]	A fielder shall not position herself in the runner's line of vision to intentionally prohibit her from seeing the first touch of a fly ball. Rationale- Relocation of current rule (9.4.2.5) with more appropriate effect to increase the penalty from a warning to potential of an awarded base.	9.4.2 NEW	Same as ASA	5.1.2.b 5.1.3
<u>OBSTRUCTION - FIELDER POSSESSION</u>					
When a fielder not in possession of the ball or not in the act of fielding the ball obstructs the progress of a runner or a batter - runner.	8-5B	A fielder who is not in possession of the ball, not in the act of fielding a batted ball or about to receive a thrown ball, shall not impede the batter batter-runner or runner.	9.4.2.1	Same as ASA	8.4.3b
<u>FAKE TAG</u>					

<p>When a runner advancing or returning to a base is obstructed by a fielder who neither has the ball or is attempting to field the ball or when a fielder fakes a tag without the ball: The obstructed runner and all other runners shall always be awarded the base or bases which would have been reached, in the judgment of the umpire, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.</p>	<p>8-5B [4] EFFECT & NOTE</p>	<p>A fielder shall not fake a tag (a tag without the ball) on a runner a runner advancing or returning to a base. The obstructed runner shall be awarded the base, in the umpire's judgement, they would have reached had there not been obstruction. Subsequent violation by the same runner may result in a one-base award to the obstructed player and each other runner forced to advance.</p>	<p>9.4.2.5 EFFECT</p>	<p>While a runner advancing or returning to a base is obstructed by a fielder who neither has the ball or is attempting to field the ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction, will be awarded the base or bases which would have been reached in the umpire's judgement had there been no obstruction. The umpire should issue a warning to the coach of the team involved and the next offender shall be restricted to the dugout/bench for the remainder of the game.</p>	<p>8.4.3.b PENAL TY C & 3.6.2 PENAL TY</p>
<p>LEAVING A BASE TOO SOON ON A PITCH</p>					
<p>When the runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitchers hand. EFFECT: The ball is DEAD, no pitch is declared when applicable, and the runner is out.</p>	<p>8-7S</p>	<p>Base runners leaving a base prior to release of the pitch. EFFECT: Delayed dead ball is signaled. At the conclusion of the play, the coach of the defensive team shall have the option of taking the result of the play or "No Pitch" is declared and the batter is returned to the batter's box. In addition, the offending base runner(s) is out, each other base runner must return to the base occupied at the time of the pitch.</p>	<p>6.8 also affects 12.20 NEW</p>	<p>Same as ASA</p>	<p>8.6.21</p>
<p>LOOK BACK RULE</p>					

The "Look Back" rule shall be in effect for all runners when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher's circle. When the runner is off base after a pitch or after completing a turn at bat and when the pitcher has control of the ball in the eight foot circle, the runner may stop once and immediately return to the base or attempt to advance to the next base. When batter-runner achieves 1B, five scenarios can take place,	8-7T	The batter-runner, after overrunning first base, must immediately return nonstop to first base or, if she does not retouch first base must make an attempt to advance to second.	12-21-6-5	A batter-runner who overruns first base toward right field, turns left immediately stops, must return nonstop to first or attempt to advance to second base.	8-7-4-b
<u>RUNNERS SWITCHING POSITION ON BASE AFTER CONFERENCING</u>					
When runners switch bases after a conference each runner on an improper base will be called out and the head coach ejected. An appeal is not required, it can be called when noticed by the umpire.	8-7Y	After proper appeal, when after a conference, base runners switch positions on the bases they occupied, the ball has been put back in play, and before the end of the half inning. Each runner is declared out and ejected, in addition the Head Coach shall be ejected for unsportsmanlike conduct.	12-10-5 EFFECT	Must be properly appealed.	10-2-3F 3-6-13C
<u>COURTESY RUNNERS</u>					
A Courtesy runner may be used for the pitcher or the catcher.	8-10A-G	No Rule		Same as ASA.	8.9
<u>RULE 9 - PROTESTS</u>					
<u>UMPIRES RESPONSIBILITY AT GAMES END</u>					

The write up must be timely.	9-6-	Protest. At the conclusion of the game and as soon as possible, the plate umpire will notify the NCAA softball secretary rules editor of the protest. Within 72 hours, the plate umpire and the protesting coach must each complete an official protest form...	7.2.5.3.3 NEW	When the game is played under the auspices of an organization that permits protests to be filed, the Plate Umpire should report the protest to the organization along with all related conditions at the time of the protested play, provided the protest is brought to the attention of the umpire by the offended team at the time of the play and before the next pitch after such play.	10.2.3.i
<u>EJECTIONS</u>					
An ejected participant must leave the grounds and have no contact with the umpires or participants in the game	4-8B	The umpires have the authority to issue a postgame ejection for unsporting behavior that occurs after the last out of the game, before the umpires have left the confines of the field and if the conduct would have resulted in an ejection had it occurred during the game. EFFECT- The umpire shall notify the appropriate head coach of the ejection and if the affected team has a subsequent game that day, the on-site administrator will also be notified. The violator shall serve the ejection in his/her team's next regularly scheduled and played contest. All conditions for the effect of an in-game ejection apply. (See Rule 13.1.)	13.1.2 NEW	A player who is restricted to the dugout or ejected shall remain in the dugout/bench area. A coach who is ejected shall leave the vicinity (out of sight and sound) of the playing area immediately and is prohibited from any further contact (direct or indirect) with the team during the remainder of the game.	2.19 3.6 10.2.3.f
		Rationale: Provides a penalty for immediate unsporting behavior after a contest, but it is limited to before the umpires leave the field.			
<u>PHYSICAL CONTACT WITH AN UMPIRE OR OPPONENT</u>					

No rule.		<i>Note: Suspended personnel shall not be in uniform, shall not be allowed in any team area and shall not perform any team duty while serving a suspension. Exception: Players suspended under 13.2 may be restricted to the dugout if the suspension is to be served while the team is on the road and no other suitable supervisory options are available.</i>	13.2 NEW	The runner is out If she remains on her feet and crashes into a defensive player. Malicious contact supersedes obstruction.	2.35 8.6.14
		Rationale: If the suspension would begin in the second game of a doubleheader or while the team is on an extended road trip, there may be no other options for maintaining supervision of the student-athlete other than to restrict her to the dugout.			
<u>INTENTIONALLY PITCHING AT A BATTER OR UMPIRE</u>					
		Intentionally Pitching at a Batter or Umpire.			

No Rule		Intentionally Pitching at a batter or Umpire: EFFECT—If the plate umpire believes such a violation has occurred, the umpire shall warn the pitcher, catcher and her the head coach that future violations by any pitcher from his/her team will be cause for immediate ejection of the pitcher, catcher and the head coach. If, in the umpire's judgment, the situation warrants drastic action to diffuse a potentially volatile situation, the umpire may eject the pitcher and catcher without first warning her . The head coach of the offending team may also be ejected at this time if the umpire believes it to be appropriate. A warning may be issued to one or both teams before the start of the game or at any time during a game if the umpire deems it to be appropriate (See Rule 13.1.)	13.5 NEW	No rule.	
<u>RULE 10 - UMPIRES</u>					
<u>UMPIRE DECISIONS AND HELP</u>					
In case a manager, acting manager or captain of either team does seek a reversal of a decision based solely on a point of rules, the umpire whose decision is in question, will, if in doubt, confer with the other umpire(s) before taking any action.	10-3A	On a decision regarding a checked swing, when asked by the catcher, the plate umpire must seek a decision from the appropriate base umpire when the pitch is called a ball. On a decision regarding a pick-off when asked by either coach, the base umpire must confer with his or her partner.	15-9-1-1 15-9-1-2	The umpire making the decision may ask another umpire for information before making the final decision. The use of videotape by game officials is prohibited.	10-1-4 NOTE

UMPIRE UNIFORM					
The approved navy ball bag(s) with ASA letters to be worn with the navy or Fechheimer gray slacks, or the gray ball bag(s) with the ASA letter may be worn with the Fechheimer gray slacks.	10-5D	Navy blue pants and navy blue ball bag	15-1-1-1	NFHS does not specify the color of the ball bag	10.4.2
UMPIRE PLATE MASK					
The plate umpire must wear a black or silver mask, with black or tan padding and black throat protector.	10-5H NEW	The plate umpire shall wear a black or nickel-color mask with natural or black padding.	15-1-2	Mask color is not specified	10.4.1