Softball

Sport Rules

Special Olympics

TABLE OF CONTENTS

1. GOVERNING RULES 5
2. OFFICIAL EVENTS 5
   2.1 Individual Skills Competition 5
   2.2 Base Race 5
   2.3 Bat for Distance 5
   2.4 T-Ball Competition 5
   2.5 Coach Pitch Team Competition 5
   2.6 Slow Pitch Team Competition 5
   2.7 Unified® Sports Slow Pitch Team Competition 5
3. EQUIPMENT 5
   3.1 The Official Bat 5
   3.2 Warm-Up Bats 7
   3.3 The Official Softball 7
   3.4 Gloves and Mitts 7
   3.5 Shoes 8
   3.6 Protective Equipment 8
   3.7 Equipment on Playing Field 9
   3.8 Equipment contactby Ball 9
   3.9 Offensive equipment contact 9
   3.10 Apparent play recourse 10
   3.11 Defensive equipment 10
   3.12 All Equipment 10
4. UNIFORM 10
   4.1 Caps 10
   4.2 Undershirts 10
   4.3 Pants/Sliding Pants 10
   4.4 Numbers 10
   4.5 Names 10
   4.6 Casts 10
   4.7 Jewelry 10
5. FIELD OF PLAY 11
   5.1 The Playing Field 11
   5.2 Ground or Special Rules 11
   5.3 The Official Diamond Shall Have Base Lines As Follows: 11
   5.4 Diamond Layout 11
   5.5 Bases 12
   5.6 Baserunner's (Second) Home Plate 13
6. INDIVIDUAL SKILLS COMPETITION RULES 14
   6.1 Individual Skills Competition 14
   6.2 Base Race 16
   6.3 Bat for Distance 17
7. T-BALL TEAM COMPETITION 17
   7.1 Divisioning 17
   7.2 Playing Area 17
   7.3 Team and Players 18
   7.4 General Rules and Modifications 18
   7.5 Substitutions 18

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

7.6 Coaches Privileges 18
8. TEAM & UNIFIED TEAM SLOW PITCH COMPETITION 19
8.1 Choice of Turn at Bat 19
8.2 Fitness of Ground 19
8.3 Regulation Game 19
8.4 Winner of Game 20
8.5 Run Ahead Rule 20
8.6 Tie-Breaker 20
8.7 Scoring of Runs 20
8.8 Charged Conferences 21
8.9 *Home Run Rule (Unified)* 22
8.10 Time Limit Rule 22
9. PITCHING REGULATIONS 22
9.1 Preliminaries 22
9.2 Starting the Pitch 22
9.3 Legal Delivery 22
9.4 Defensive Positioning 23
9.5 Foreign Substance 23
9.6 The Catcher 23
9.7 Quick Return Pitch 23
9.8 Intentional Base on Balls 24
9.9 Warm-Up Pitches 24
9.10 No Pitch 24
9.11 Illegal Pitcher 25
9.12 Non-charged Pitching Conference 25
10. BATTING 25
10.1 The On-Deck Batter 25
10.2 Batting Order 26
10.3 Batting Position 27
10.4 A Strike is Called by the Umpire 27
10.5 A Ball is Called by the Umpire 28
10.6 The Batter is Out 28
11. BATTER-RUNNER & RUNNER 29
11.1 The Batter becomes A Batter-Runner 29
11.2 Batter-Runner is Out 31
11.3 The Batter-Runner is Out 33
11.4 Touching Bases in Legal Order 33
11.5 Runners are entitled to advance with liability to be put out 34
11.6 A Runner Forfeits His Exemption From Liability to be Put Out 34
11.7 Runners are Entitled to Advance Without Liability to be Put Out 34
11.8 A Runner Must Return to His Base 37
11.9 The Runner is Out 37
11.10 The Runner is Not Out 40
11.11 Courtesy Runner 42
11.12 Baserunner's (Second) Home Plate 42
12. DEAD BALL, BALL IN PLAY 42
12.1 The Ball is Dead 42
12.2 The Ball is in Play 43
12.3 Delayed Dead Ball 44
13. UMPIRES 45

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

13.1 Power and Duties 45
13.2 The Plate Umpire 46
13.3 The Base Umpire 46
13.4 Responsibilities of a Single Umpire 46
13.5 Change of Umpires 46
13.6 Umpires Judgment 47
13.7 Signals 47
13.8 8. Suspension of Play 48
13.9 Violations and Penalties 48
14. COACHES, PLAYERS, & SUBSTITUES 49
14.1 Coaches 49
14.2 Line-Up Cards and Rosters 49
14.3 Players 50
14.4 Starting Players 51
14.5 Extra Player 51
14.6 Re-Entry 51
14.7 Substitutes/Illegal Player 52
14.8 Disqualified or Ejected Participant 54
14.9 Disrupted Calls 54
14.10 Dugout Conduct 55
15. REPLACEMENT PLAYER 55
15.1 Replacement Player 55
16. PROTEST PROCEDURES 56
16.1 Protests that will not be received 56
16.2 Protests That Will be Received 56
16.3 Protests Involving Judgment and Interpretation of Rule 57
16.4 Notification of Intent to Lodge Protest 57
16.5 Time to Lodge an Official Protest 57
16.6 Information Required for Written Protest 57
16.7 Result of Protest 58
17. DIVISIONING 58
18. AWARDS 58
18.1 See Sport Rules Article 1 58
18.2 Tiebreakers 58
19. UNIFIED SPORTS RULES 59
20. GLOSSARY OF TERMS 59

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

1. GOVERNING RULES

The Official Special Olympics Sports Rules for Softball shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon World Softball Confederation (WBSC) Rules for slow pitch softball found at http://www.internationalsoftball.com/. ISF or National Governing Body (NGB) rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Softball or Article I. In such cases, the Official Special Olympics Sports Rules for Softball shall apply.

Refer to Article 1, http://media.specialolympics.org/resources/sports-essentials/general/Sports-Rules-Article-1.pdf, for more information pertaining to Codes of Conduct, Training Standards, Medical and Safety Requirements, Divisioning, Awards, Criteria for Advancement to Higher Levels of Competition, and Unified Sports.

2. OFFICIAL EVENTS

The following is a list of official events available in Special Olympics.

The range of events is intended to offer competition opportunities for athletes of all abilities. Programs may determine the events offered and, if required, guidelines for the management of those events. If deemed appropriate/necessary by a Program, softball Games Management Team (GMT), venue team and/or competition manager/director, Program-specific modifications are permitted on a case-by-case basis to address certain competition requirements. Coaches are responsible for providing training and event selection appropriate to each athlete's skill and interest.

2.1 Individual Skills Competition
2.2 Base Race
2.3 Bat for Distance
2.4 T-Ball Competition
2.5 Coach Pitch Team Competition
2.6 Slow Pitch Team Competition
2.7 Unified® Sports Slow Pitch Team Competition

3. EQUIPMENT

3.1 The Official Bat

3.1.1 Shall be of one-piece construction, multi-piece permanently assembled or two-piece interchangeable construction. If the bat is designed with interchangeable components it must meet the following criteria:

3.1.1.1 Mating components must have a unique locking key to prevent uncertified equipment combinations in the field.

3.1.1.2 All component combinations must meet the same standards as if it were a one-piece bat when combined or a portion of a one-piece bat if separated.

3.1.2 Shall be made of one piece of hardwood or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive in such a way that the grain direction of all pieces is parallel to the length of the bat.

3.1.3 Shall be metal, bamboo, plastic, graphite, carbon, magnesium, fiberglass, ceramic, or any other composite material approved by the ISF Equipment Standards Commission or NGB Standards.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

3.1.4 Can be laminated, but must contain only wood or adhesive and have a clear finish (if finished).

3.1.5 Shall be round and shall be smooth.

3.1.6 Shall not be more than 86.4cm (34 in) long, nor exceed 1077.0 g (38 ounces) in weight.

3.1.7 Shall not be more than 5.7cm (2 ¼ in) in diameter at its largest part. A tolerance of 0.80mm (1/32 in) is permitted to allow for expansion.

3.1.8 If metal, may be angular.

3.1.9 Shall not have exposed rivets, pins, rough or sharp edges, or any form of exterior fastener that would present a hazard. A metal bat shall be free of burrs and cracks.

3.1.10 If metal, shall not have a wooden handle.

3.1.11 Shall have a safety grip of cork, tape (no smooth, plastic tape), or composition material. The safety grip shall not be less than 25.4cm (10 in) long and shall not extend more than 38.1cm (15 in) from the small end of the bat. Resin, pine tar, or spray substances placed on the safety grip to enhance the grip are permissible on the grip only. NOTE: Tape applied to any bat must be continuously spiral. It does not have to be a solid layer of tape. It shall not exceed two layers.

3.1.12 Shall have a safety grip of cork, tape (no smooth, plastic tape), or composition material. The safety grip shall not be less than 25.4cm (10 in) long and shall not extend more than 38.1cm (15 in) from the small end of the bat. Resin, pine tar, or spray substances placed on the safety grip to enhance the grip are permissible on the grip only.

3.1.13 Note: Tape applied to any bat must be continuously spiral. It does not have to be a solid layer of tape. It shall not exceed two layers.

3.1.14 If metal and not made of one-piece construction with the barrel end closed, shall have a rubber or vinyl plastic or other material insert approved by the ISF Equipment Standards Commission or NGB Standards, firmly secured in the large end of the bat.

3.1.14.1 The insert of the end cap shall be firmly and permanently sealed so it cannot be removed by anyone other than the manufacturer without damaging or destroying the end cap or barrel.

3.1.14.2 The bat shall be free of rattles.

3.1.14.3 The bat shall not have signs of tampering.

Note: A bat that is not free of rattles or shows signs of tampering shall be considered an altered bat.

3.1.15 Shall have a safety knob of a minimum of 0.6cm (one fourth inch) protruding at a 90-degree angle from the handle. It may be molded, lathed, welded, or permanently fastened. Note: A “flare" or "cone" grip attached will be considered an altered bat.

3.1.16 Shall be marked by the manufacturer in a prominent manner so as to be easily visible: “OFFICIAL WBSC or NGB APPROVED SOFTBALL” or other notification as may be selected and approved by the ISF Equipment Standards Commission or NGB Standards. If the approval notice cannot be read due to wear on the bat, the bat may still be permitted in play if it is in compliance with ISF or NGB Rules in all other respects and that compliance is determinable with reasonable certainty.

3.1.17 The weight, distribution of weight, or length of the bat must be permanently fixed at the time of manufacture and may not be altered in any way thereafter, except as otherwise specifically provided.

3.1.18 The official bat shall not be an ‘Altered Bat.’ The weight, distribution of weight, and length of the bat, as well as all other characteristics of the bat must be permanently fixed at the time of manufacture and may not be altered in any way thereafter, except as otherwise

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

specifically provided in or a specification approved by the ISF Equipment Standards Commission or NGB Standards.

3.1.19 Note: Bats included on the WBSC (http://www.wbsc.org/softball/softball-batlist) and NGB Bat Lists that continue to meet the provisions approved for use. Should a bat no longer meet the requirements of Section B. Subsection 1 it shall be considered an illegal bat and not approved for use.

3.2 Warm-Up Bats

3.2.1 The warm-up bat must be of one-piece construction, and it shall comply with the safety grip and safety knob requirements of the official bat. It must be marked "warm-up" in 3.2cm (1 ¼ in) letters on the barrel end. The barrel end must be in excess of 5.7cm (2 ¼ in).

3.3 The Official Softball

3.3.1 Shall be a regular, smooth-seamed, concealed stitched or flat surfaced ball.

3.3.2 Shall have a center core made of either No. 1 quality long fiber kapok, a mixture of cork and rubber, a polyurethane mixture, or other materials approved by the ISF Equipment Standards Commission or National Governing Body Standards.

3.3.3 May be hand or machine wound with a fine quality twisted yarn and covered with latex or rubber cement.

3.3.4 Shall have a cover cemented to the ball by application of cement to the underside of the cover and sewn with waxed thread of cotton or linen, or shall have a molded cover bonded to the core or molded integrally with the core, and have authentic facsimile of stitching, as may be approved by the ISF Equipment Standards Commission or National Governing Body Standards.

3.3.5 Shall have a cover of the finest quality No. 1 chrome tanned horsehide or cowhide, made of synthetic material, or made of other materials approved by the ISF Equipment Standards Commission or National Governing Body Standards.

3.3.6 Softballs used in Special Olympics play must meet the standards set by the ISF Equipment Standards Commission or National Governing Body Standards and must be stamped with the ISF or NGB Slow Pitch approved mark adopted and approved by the Equipment Standards Commission or NGB.

3.3.6.1 The completed 30.5cm (12 in) ball shall be between 30.2cm (11 7/8 in) and 30.8cm (12 1/8 in) in circumference, and shall weigh between 178.0g (6 ¼ ounces) and 198.4g (7 ounces). The flat seam style shall have not less than 88 stitches in each cover, sewn by the two-needle method.

3.3.6.2 The completed ball shall have a coefficient of restitution (COR) and compression standard as shall be determined and set by the ISF Equipment Standards Commission or NGB.

3.3.7 The red-stitch 30.5cm (12 inch) ball with a compression of 300 and a COR of .52 and under shall be used in all divisions, and must have a marking of MSP-52, in addition to the ISF or NGB logo.

3.4 Gloves and Mitts

3.4.1 No top lacing, webbing, or other device between the thumb and body of the glove or mitt worn by a first baseman, pitcher, or catcher or a glove worn by any fielder, shall be more than 12.7cm (5 in) in length.

3.4.2 Gloves worn by any player may be any combination of colors, provided none of the colors (including the lacing) are the color of the ball.

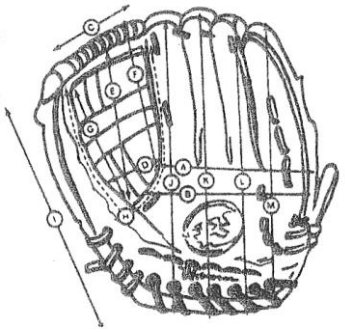
3.4.3 Gloves with yellow optic circles on the outside, giving the appearance of a ball, are illegal for all players**.** (SEE DRAWING AND SPECIFICATIONS)

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

3.4.4 Any player may wear a glove or mitt.

SPECIFICATIONS:

(a)	Palm width (top)	20.3cm (8 in)
(b)	Palm width (bottom)	21.6cm (8 1/2 in)
(c)	Top opening of web	12.7cm (5 in)
(d)	Bottom opening of web	11.5cm (4 1/2 in)
(e)	Web top to bottom	18.4cm (7 1/4 in)
(f)	1st finger crotch seam	19.0cm (7 1/2 in)
(g)	Thumb crotch seam	19.0cm (7 1/2 in)
(h)	Crotch seam	44.5cm (17 1/2 in)
(i)	Thumb top to bottom edge	23.5cm (9 1/4 in)
(j)	1st finger top to bottom edge	35.6cm (14 in)
(k)	2nd finger top to bottom edge	33.7cm (13 1/4 in)
(l)	3rd finger top to bottom edge	31.1cm (12 1/4 in)
(m)	4th finger top to bottom edge	27.9cm (11 in)



3.5 Shoes

3.5.1 The soles may be either smooth or have soft or hard rubber cleats.

3.5.2 No metal cleats are allowed in any division at any level of play.

3.5.3 No hard plastic, nylon or polyurethane spikes similar to a metal sole and heel plate are allowed.

3.5.4 Shoes with detachable cleats that screw onto the shoe are not allowed; however, shoes with detachable cleats that screw into the shoe are allowed.

Effect: After a warning from the umpire, shall result in the ejection of the player from the game.

3.6 Protective Equipment

3.6.1 Athlete, partner and coach safety are paramount to the sport of Softball. Use of ISF/NGB-approved protective equipment/gear is required or recommended to address potential and preventable injuries. When considering use of protective gear, please ensure the equipment is not only age appropriate, but also adequate to provide protection for the maximum number of offensive and defensive participants. For example, teams should make sure to have enough batting helmets to accommodate 2 base coaches, 3 base runners, 1 batter, 1 on-deck batter and a catcher, in addition to having replacement helmets available, if necessary. Also, teams should make sure to have a wide selection of helmet sizes available to accommodate all athletes, partners and coaches, regardless of age. Protective gear should be routinely checked to ensure it is in good working order/condition and if not, replaced with equipment that is.

3.6.2 Masks: Catchers must wear a mask with throat protector and ISF or NGB approved helmet. An extended wire protector may be worn in lieu of an attached throat protector.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

3.6.3 Note: The ice hockey goalie style facemask is approved for use by catchers. If there is no throat protector built onto the mask, the throat attachment must be added to the mask before using.

3.6.4 Facemasks: Any defensive or offensive player can wear an ISF or NGB approved plastic face mask/guard. Face masks/guards that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited from use and must be removed from the game. Catchers cannot wear the plastic face mask/guard in place of the regular mask with throat protector.

3.6.5 Body/Chest Protectors: It is recommended that catchers wear a body/chest protector. It is also recommended that male athletes and partners that may play catcher also wear a protective cup, as long as it is place in the undergarments. Any defensive player that desires to wear protective body equipment is permitted to do so, as long as the equipment meets ISF or NGB standards and is in good working order/condition.

3.6.6 Shin Guards: It is recommended that catchers wear shin guards that will offer protection to the kneecap.

3.6.7 Helmets:

3.6.7.1 Any defensive player may wear a cap or an ISF or NGB approved helmet (should be of similar color of the team uniform).

3.6.7.2 ISF or NGB approved helmets are mandatory on offense for batters, on-deck batters, batter-runners, runners and youth age representatives that participate as a bat boy or girl while on the field or in the dugout. They are recommended for all base coaches, including athletes and partners that may serve as base coaches. Chinstraps for helmets are also recommended, but are not required.

Effect: Failure to wear the approved batting helmet when ordered to do so by the umpire shall cause said player to be declared out.

Exception: Catchers, on-deck batters or youth age representatives will be ejected from the game after a warning.

3.6.7.3 Deliberately wearing the helmet improperly or deliberately removing the helmet during a live ball play, except on a home run hit over the fence, and seen by the umpire as a deliberate act shall cause the violator to be declared out immediately. The ball remains live.

Exception: If a thrown or batted ball contacts the deliberately removed helmet, the ball becomes dead and runners must return to the last base held at the time of such contact.

Note: Calling a runner out for removing a helmet deliberately does not cancel any force play situation.

3.6.7.4 If a helmet is accidentally dislodged from its proper place on a batter, batter-runner or runner, there is no penalty and the ball remains live.

3.6.7.5 If a thrown or batted ball hits the helmet while it is detached from its proper place on his person and this contact interferes with the play being made, or a defensive player comes in contact with the helmet while it is on the ground and this contact prevents him from making a play, the ball is dead, the offensive player who was wearing the helmet shall be called out, even if he had scored and the run is nullified.

3.7 Equipment on Playing Field

3.8 The ball is dead if it contacts equipment that is not part of the official equipment.

3.9 For offensive equipment causing a blocked ball (and creating interference), the player being played on is out.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

3.10 If no apparent play is obvious, no runner will be called out, but all runners will return to the last base touched at the time of the dead ball declaration.

3.11 For defensive equipment causing a blocked ball, runners are awarded:

3.11.1 one base from the base last touched at the time of the pitch on a pitched ball,

3.11.2 two bases from the base last touched at the time of the throw on a thrown ball, or

3.11.3 two bases from the base last touched at the time of the pitch on a fair batted ball.

3.12 All Equipment

Notwithstanding the foregoing, accredited Special Olympics Programs reserve the right to withhold or withdraw approval of any equipment which, in the Program's sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of his equipment rather than his individual skill.

4. UNIFORM

All players on a team shall wear uniforms alike in color, trim and style. Reference to coaches' uniform is found in section 14.

Exception: Players and coaches may, for religious reasons, be permitted to wear specific head covering and apparel that does not conform to standard uniform requirements without penalty.

4.1 Caps

Caps, visors, and headbands are optional for players but can be mixed. If more than one type is worn, they all must be of the same color and each of the same type must be of the same color and style. Plastic or hard visors are not allowed.

4.2 Undershirts

Players may wear a uniform, solid colored undershirt (it may be white). It is not mandatory that all players wear an undershirt but if one player wears one, those that are worn must be alike. No player may wear ragged, frayed, or slit sleeves on exposed undershirts

4.3 Pants/Sliding Pants

All player pants shall be either all long or all short in style. Players may wear a uniform solid color pair of sliding pants. It is not mandatory that all players wear sliding pants, but if more than one player wears them, they must be alike in color and style except temporary, snap-on or Velcro sliding pads. No players may wear ragged, frayed or slit legs on exposed sliding pants.

4.4 Numbers

An Arabic number of contrasting color at least 15.2cm (6 in) high must be worn on the back of all uniform shirts. No manager, coach, or player on the same team may wear identical numbers, (numbers 1 and 01 are examples of identical numbers.) Only whole numbers 01 to 99 shall be used. Players without numbers will not be permitted to play.

4.5 Names

Names: Individual names may be worn above the numbers on the back of all uniform shirts.

4.6 Casts

Casts (plaster, metal or other hard substances in its final form) may not be worn in a game.
Note: Any exposed metal (other than a cast) may be considered legal if adequately covered by a soft material, taped and approved by the umpire.

4.7 Jewelry

No items, other than medical alert bracelets or necklaces, may be worn. Medical alert bracelets and/or necklaces are not considered jewelry, but if worn, they must be taped to the body.
Effect: If a player refuses to comply with the provisions of Section 8, then that player will be removed from the game.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

5. FIELD OF PLAY

(Refer to Drawing Showing Official Dimensions of Softball Diamond, Appendix 1-A.)

5.1 The Playing Field

5.1.1 Is the area within which the ball may be legally played and fielded.

5.1.2 Shall have a clear and unobstructed area with the minimum radius as set out in the Distance Table.

5.1.3 Shall have an unobstructed area of not less than 7.62m (25 ft), nor more than 9.14m (30 ft) in width, outside the foul lines and between home plate and the backstop.

5.1.4 Should have a warning track. If a warning track is used, it shall be:

5.1.4.1 An area within the playing field and adjacent to any permanent fence along the outfield and side boundaries.

5.1.4.2 A minimum of 3.65m (12 ft) to a maximum of 4.57m (15 ft) from the outfield and/or side fences.

5.1.4.3 Made of material (dirt, gravel) that is level with, but different from, the playing surface. The material must distinguish itself from the outfield surface, and signals players when they are approaching the fence.

Note: There is no requirement for facilities to cut a warning track in the permanent outfield surface (grass or otherwise) when temporary fencing is used.

5.2 Ground or Special Rules

Ground or special rules establishing the limits of the playing field may be agreed upon by GMT's, or opposing teams, whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the prescribed area.

5.2.1 Any obstruction on fair territory less than 83.82m (275 ft) from home plate, should be clearly marked for the umpire's information.

5.2.2 If using a baseball field, the mound should be removed and the backstop set at the prescribed distance from home plate.

5.3 The Official Diamond Shall Have Base Lines As Follows:

65' and may be modified to either 60 or 70 in accordance with NGB guidelines.

a. 18.29m (60 ft).

b. 19.81m (65 ft)

c. 21.33m (70 ft)

The Official Diamond Shall Have Two Pitching Plates As Follows:

d. Minimum pitching plate at 12.19m (40ft) and maximum pitching plate at 15.24m (50 ft)

e. Unified competition may move maximum pitching plate to 16.76m (55ft.).

Note: If during the game, the base distance or the pitching distance is found to be at the wrong distance, correct the error at the start of the next full inning and continue playing the game.

5.4 Diamond Layout

For the layout of the diamond, refer to drawing showing official dimensions of softball diamond. This section serves as an example for laying out a diamond with 18.29m (60 ft) bases and a 14.02m (46 ft) pitching distance.

5.4.1 To determine the position of home plate, draw a line in the direction it is desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

stake and tie knots or otherwise mark the cord at 12.19m (40 ft), 15.24m (50 ft), 19.81m (65 ft), 28.02m (91 ft 11 in) and at 39.62m (130 ft).

5.4.2 Place the cord (without stretching) along the direction line and place a stake at the 12.19m (40 ft) and 15.24m (50 ft) markers. These will be the front line at the middle of the pitcher's plates. Along the same line, drive a stake at the 28.02m (91 ft 11 in) marker. This will be the center of second base. (For the 18.29m (60 ft) base distance, this line will be 25.86m (84 ft 10 ¼ in).

5.4.3 Place the 39.62m (130 ft) marker at the center of second base and, taking hold of the cord at the 19.81m (65 ft) marker, walk to the right of the direction line until the cord is taut and drive a stake at the 19.81m (65 ft) marker-this will be the outside corner of first base and the cord will now form the lines to first and second bases.

5.4.4 Again holding the cord at the 19.81m (65 ft) marker, walk across the field and in like manner, mark the outside corner of third base. Home plate, first base, and third base are wholly inside the diamond.

5.4.5 To check the diamond, place the home plate end of the cord at the first base stake and the 39.62m (130 ft) marker at third base. The 19.81m (65 ft) marker should now check at home plate and second base.

5.4.6 In laying out a 18.29m (60 ft) base path diamond, follow the same procedure with the following substitute dimensions: 18.29m (65 ft), 36.58m (120 ft), and 25.86m (84 ft 10 ¼ in).

5.4.7 Check all distances with a steel tape whenever possible.

5.4.7.1 The One-Meter (3 ft) Line is drawn parallel to and 0.91 m (3 ft) from the baseline, starting at a point halfway between home plate and first base.

5.4.7.2 The Batters On-Deck Circle is a 1.52m (5 ft) circle 0.76m (2 1/2 ft) radius placed adjacent to the end of players' bench or dugout area closest to home plate.

5.4.7.3 The Batter's Box, one on each side of home plate, shall measure 0.91m (3 ft) by 2.13m (7 ft). The inside lines of the batter's box shall be 15.2cm (6 in) from home plate. The front line of the box shall be 1.22m (4 ft) in front of a line drawn through the center of home plate. The lines are considered as being within the batter's box.

5.4.7.4 The Catchers Box shall be 3.05m (10 ft) in length from the rear outside corners of the batters' boxes and shall be 2.57m (8 ft 5 in) wide.

5.4.7.5 Each Coach's Box is behind a line 4.57m (15 ft) long drawn outside the diamond. The line is parallel to and 3.65m (12 ft) from the first and third baselines, extended from the bases toward home plate.

5.4.7.6 The Home Plate shall be made of rubber. It shall be a five-sided figure 43.2cm (17 in) wide, across the edge facing the pitcher. The sides shall be parallel to the inside lines of the batter's box and shall be 21.6cm (8 1/2 in) long. The sides of the point facing the catcher shall be 30.5cm (12 in) long.

5.4.7.7 The Pitchers Plate shall be made of rubber, 61cm (24 in) long and 15.2cm (6 in) wide.

5.4.7.7.1 The top of the plate shall be level with the ground.

5.4.7.7.2 The front line of the plate shall be the following distance from the back or point of home plate:

5.4.7.7.3 12.19m (40 ft) & 15.24m (50 ft);

Note: The lines that define an area are part of that area.

5.5 Bases

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

The bases (first, second and third), other than home plate, shall be 38.1cm (15 in) square and shall be made of canvas or other suitable material, and not more than 12.7cm (5 in) in thickness. The bases should be securely fastened in position.

5.5.1 The double base is approved for use at first base. This base is 38.1cm by 76.2cm (15 in by 30 in), made of canvas or other suitable material and no more than 12.7cm (5 in) in thickness. Half the base is secured in fair territory, and half the base (of a different solid contrasting color) is secured in foul territory.

Note: The following rules apply to the double base:

5.5.1.1 A batted ball hitting the fair portion is declared fair, and a batted ball hitting the foul portion only is declared foul.

5.5.1.2 If a play is made at first base on any batted ball, and the batter-runner touches only the fair portion, and if the defense appeals prior to the batter-runner returning to first base, the batter-runner is out.

Note: This is treated the same as missing the base.

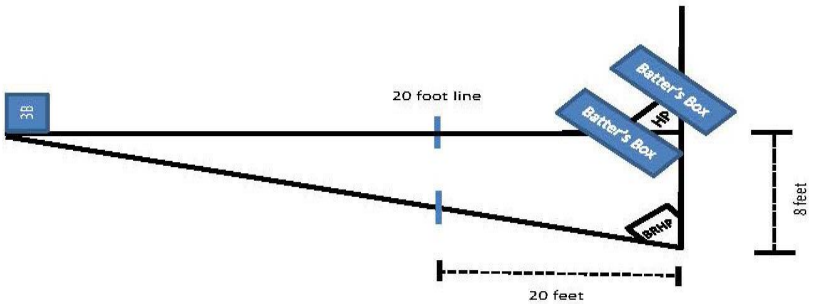
5.5.1.3 A defensive player must use only the fair portion of the base at all times.

Exception: On any live ball play made from first base foul territory, the batter-runner and the defensive player may use either base. When the defensive player uses the foul portion of the double base, the batter-runner can run in fair territory and if hit by a throw from the foul side of first base, it would not be interference. If intentional interference is ruled, the batter-runner would be out. Note: The one meter line is doubled on throws from foul territory

5.5.1.4 After the batter-runner passes first base, they may return to either portion of the double base and may stand on either portion for the beginning of subsequent plays. When tagging up on a fly ball, either portion of the base may be used.

5.6 Baserunner's (Second) Home Plate

5.6.1 The Baserunner's (second) home plate is approved for use. The dimensions for the second home plate are the same as the regulation home plate. The specific diagram for placement of the second home plate is below:



5.6.2 The second home plate should be located in foul territory 2.43m (8 ft.) from the back tip of the regulation home plate extended from the first base foul line. The Commitment Line should begin 6.09m (20 ft.) up the third base line from the tip of home plate and marked through the baserunner's line a minimum of .9m (3 ft.).

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

5.6.3 Once a baserunner passes the commitment line defensive players can touch only the the regulation home plate and baserunners can only touch the second home plate. Runners must touch the second home plate to be declared safe at home and score a run. All plays at home plate are force outs.

5.6.4 Passing the commitment line is defined by one foot stepping entirely beyond the marked line or, if the line has been obscured, where that line was originally marked. Once the line has been crossed, the baserunner may no longer return to third base. Exception: when a live ball appeal for not tagging up on a fly ball or missing third base can be enforced, the baserunner may return to legally touch the base.

5.6.5 A baserunner may not be tagged out after crossing the commitment line. They may be tagged before crossing the line.

5.6.6 A baserunner who touches or crosses the regulation home plate shall be declared out (the ball remains live).

6. INDIVIDUAL SKILLS COMPETITION RULES

6.1 Individual Skills Competition

6.1.1 The Individual Skills Competition is provided for athletes with limitations (such as walkers and wheelchairs), younger athletes and athletes new to the sport of softball and older athletes who still have the skills to play softball but cannot play an entire game. Individual skills is NOT for athletes who can already play the game.

6.1.2 The Individual Skills Competition is composed of four events: Base Running, Throwing, Fielding and Hitting.

6.1.3 The athlete's final score is determined by adding together the scores achieved in each of these four events.

6.1.4 Athletes will be pre-divisioned according to their total scores from these four events.

6.1.5 Each event is diagrammed with the suggested number and placement of volunteers who will administer the event. It is also suggested that the same volunteers remain at an event throughout the competition so that consistency is provided.

6.1.5.1 Base Running

6.1.5.1.1 Equipment: Three bases, home plate, stopwatch.

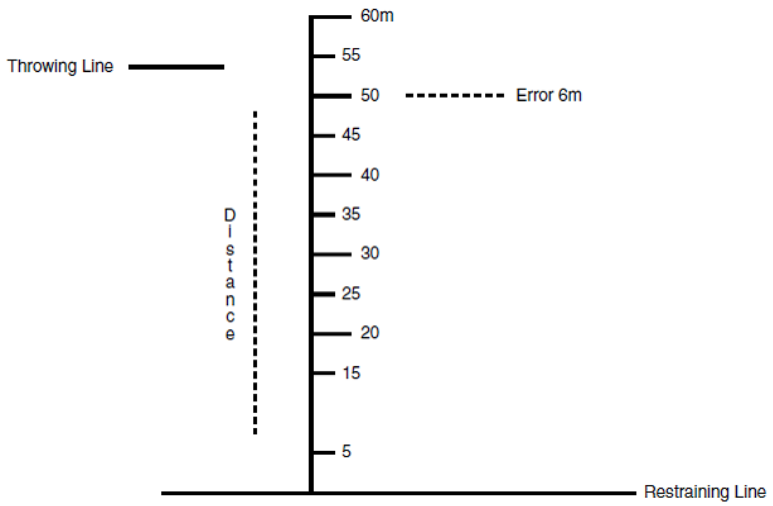
6.1.5.1.2 Purpose: To measure the athlete's base-running ability.

6.1.5.1.3 Description: Bases are set up like a baseball diamond and positioned 19.81 meters (65 feet) apart. The athlete is instructed to start on home plate, and run around the bases as fast as possible, touching each base en route.

6.1.5.1.4 Scoring: The time starts when the athlete leaves home plate and stops when the athlete returns to home plate after circling the bases. The time elapsed in seconds is subtracted from 60 to determine the point score. A penalty of five seconds for each base missed or touched in improper order shall be assessed. The best score of two trials is recorded.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

6.1.5.2 Throwing



6.1.5.2.1 Equipment: Regulation field, two measuring tapes, softballs, two small cones or marking stakes

6.1.5.2.2 Purpose: To measure the athlete's ability in throwing for distance and accuracy.

6.1.5.2.3 Description: The player being tested stands behind the restraining line, back far enough to take one or more steps in preparation for throwing. The player has two trials to throw the softball as far and as straight as possible down the throwing line, without stepping over the restraining line. Coaches, assistants or other waiting players should be positioned in the field to indicate, using a cone or marking stake, the spot where each ball first touches the ground. The better of the two throws is measured and recorded as the player's score. If a player steps on or over the line before releasing the ball, the trial must be repeated. There will be a maximum of two repeats.

6.1.5.2.4 Scoring: The net throwing score equals the throwing distance, measured at a point on the throwing line straight across from (perpendicular to) the spot where the ball landed, minus the error distance, the number of meters the ball landed off target, away from the throwing line. The player's score is the better of the two throws. Both error scores and distance are measured to the nearest meter; for example, if a ball lands even with (perpendicular to) the 50-meter point on the measuring tape, but is 6 meters off to one side, the player's score is 44 points (Distance thrown [50] minus number of meters off target [6] results in a net score of 44 meters). Athletes score one point per meter; for example, 44 meters equals 44 points. If the score falls between meters, the score should be rounded down; for example, 44.73 equals 44 points

6.1.5.3 Fielding

6.1.5.3.1 Equipment: 30.5-centimeter (12-inch) softballs, measuring tape, chalk/line, cones.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

6.1.5.3.2 Purpose: To measure athlete's fielding ability.

6.1.5.3.3 Description: The athlete will stand between and behind the two cones. The official must throw the ball on the ground to the athlete, between the cones. The throw to the athlete must hit the ground before the 6.10-meter (20-inch) chalk mark. The athlete may move aggressively toward the ball. If the thrown ball is outside of the cones, the throw must be repeated. Each athlete gets five fielding attempts per trial. Each athlete receives two trials.

6.1.5.3.4 Scoring: The athlete receives five points for a clearly fielded ball (either caught in glove or trapped against the body, but off the ground); two points for a ball that is blocked; zero points for a missed attempt, for a maximum score of 50

6.1.5.4 Hitting

6.1.5.4.1 Equipment — Batting tee, 30.5-centimeter (12-inch) red-stitch restricted-flight softballs, bat, measuring tape and chalk.

6.1.5.4.2 Purpose — To measure the athlete's ability to hit for distance when hitting off a batting tee.

6.1.5.4.3 Description — Standing in a regulation-size batter's box (i.e., 2.31 meters [7 feet, 7 inches] by 99 centimeters [3 feet, 3 inches]}, the athlete is instructed to hit the ball off the tee. The athlete receives three attempts.

6.1.5.4.4 Score — The distance of the longest hit shall determine the athlete's final score. The distance of a hit is measured from the batting tee to the point where the ball first touches the ground. The distance is measured to the nearest meter; for example, one meter equals one point; 46 meters equals 46 points. If the score falls between meters, scores should be rounded down; for example, 46.73 equals 46 points. A player's final score is determined by adding together the scores achieved in each of the four events which comprise the Individual Skills Competition.

6.2 Base Race

Base Race is a single event intended for athletes with limitations (such as walkers and wheelchairs) from participating in other softball competitions, as well as younger athletes that are new to the sport of softball, If athletes are capable of participating in the Individual Skills Competition listed above, they should NOT participate in the Base Race.

6.2.1 Equipment — Four bases or markers, whistle, stopwatch, tape, measuring tape, chalk.

6.2.2 Set-up:

6.2.2.1 Arrange the bases in a square, with a distance of 5 meters (16 feet, 5 inches) between each base.

6.2.2.2 Number the bases one to four using the tape.

6.2.2.3 Make a straight line between each base using chalk.

6.2.3 Rules:

6.2.3.1 Athlete starts the race standing on base number four.

6.2.3.2 Athlete begins race at the sound of the whistle.

6.2.3.3 Athlete must touch each base in the proper order, which are bases one, two, three and four.

6.2.4 Score:

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

6.2.4.1 Athlete is timed from starting whistle to when he/she steps on base number four to complete the race.

6.2.4.2 A penalty of five seconds is assessed on each occasion that an athlete fails to touch a base or fails to touch a base in proper order.

6.3 Bat for Distance

Bat for Distance is a single event intended for athletes with limitations (such as walkers and wheelchairs) from participating in other softball competitions, as well as younger athletes that are new to the sport of softball. If athletes are capable of participating in the Individual Skills Competition listed above, they should NOT participate in the Bat for Distance.

6.3.1 Equipment - 30-centimeter (11 3/4-inch) whiffle ball, whiffle ball tee, chalk, measuring tape.

6.3.2 Set-up

6.3.2.1 Mark with chalk a 2-meter (6 feet, 6 3/4 inch) by 2-meter square for a batting area.

6.3.2.2 Set the batting tee exactly in the middle of the square.

6.3.3 Rules

6.3.3.1 Whiffle ball is set on a tee by an official before each attempt.

6.3.3.2 Tee is arranged at a height so the ball is even with the athlete's waist.

6.3.3.3 Athlete is allowed three nonconsecutive "at bats" to hit the ball.

6.3.4 Score

6.3.4.1 The distance of each hit is measured from the point where the ball first touches the ground to the base of the tee.

6.3.4.2 Athlete's final score is the cumulative distance of his/her "hits."

6.3.4.3 Measure in meters; for example, one meter equals one point; round down to nearest meter.

7. T-BALL TEAM COMPETITION

7.1 Divisioning

7.1.1 Teams will be divisioned according to a team score compiled in the Individual Skills Competition and a classification round.

7.1.2 Coaches must submit an Individual Skills Competition score for each player prior to the conducting of competition. A team score is determined by adding the 12 players' scores and dividing that total by 12.

7.1.3 Teams are initially grouped in preliminary divisions/pools according to their Individual Skills Competition team scores. A preliminary pool play round shall then be conducted as a means of finalizing the divisioning process.

7.1.4 In the classification round, teams will play one or more games with each game lasting no longer than 60 minutes. Each team will be required to play all of the eligible and able-bodied players whose Individual Skills Competition scores were submitted to determine the team score. Both teams will be required to play all players at least one half-inning in the field and provide each player with at least one at-bat.

7.2 Playing Area

7.2.1 The field shall conform to ISF standards, with the following modifications:

7.2.2 Bases may be modified from a standard distance of 18.29 meters (60 feet).

7.2.3 The distance from home plate to the pitcher's rubber may be modified from a minimum distance of 12.19m (40ft.).

7.2.4 A "neutral zone" will be marked in an arc of 14 meters (45 feet, 11 1/4 inches) from home plate. Any batted ball that does not cross this line will be designated a foul ball.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

7.2.5 A coaches' circle will be located 3 meters (9 feet, 10 1/4 inches) beyond second base and made with a 1.8-meter (5 feet, 11 inch) diameter. One coach from the defensive team may be allowed to stand in this circle while his/her team is on the field.

7.2.6 Equipment: Same as Slow Pitch Team Competition

7.3 Team and Players

7.3.1 Each team must have 10 players in the following positions to start a game:

7.3.2 Pitcher: Defensive position is on the rubber

7.3.3 Catcher: Defensive position is behind home plate

7.3.4 First Baseman: Normal defensive position

7.3.5 Second Baseman: Normal defensive position

7.3.6 Third Baseman: Normal defensive position

7.3.7 Shortstop: Normal defensive position

7.3.8 Four Outfielders: Must play a minimum of 3 meters (9 feet, 10 1/4 inches) behind infielders

7.4 General Rules and Modifications

7.4.1 A batting tee will be placed directly on home plate.

7.4.2 A coach from the batting team will adjust the tee to fit the batter.

7.4.3 To start play, the catcher will place the ball on the tee and the umpire will say "play ball."

7.4.4 The batter will step in the batter's box and hit the ball.

7.4.5 If the batter completely misses the ball and the tee, the attempt shall be ruled a strike.

7.4.6 All defensive players must stand behind the neutral zone before the ball is hit. They may come into the neutral zone after the ball is hit to field it. If they touch a ball within the neutral zone, and a defensive player does not touch it, the ball will be called a foul ball.

7.4.7 If the batter has two strikes and fouls off the third attempt, he or she shall be declared out.

7.4.8 The batting team's half of the inning shall end when three outs have been made or the batting order is complete.

7.4.9 The batter must hit the ball within the foul lines and beyond the 14-meter (45 feet, 11 1/4 inch) neutral zone to be ruled a fair ball. If a batted ball does not leave the neutral zone, and the defensive player does not touch it, the ball will be called a foul ball.

7.4.10 A regulation game consists of six innings. A time limit of one hour shall be in force for all games.

7.4.11 The umpires are empowered to make all decisions on the playing field. If a protest is made, it shall be brought before the Softball Rules Committee who will then make a final decision. A protest will not be considered which pertains to any judgment call made by an umpire.

7.4.12 After a ball is hit into fair territory and the batter has left the batter's box, the umpire shall remove the tee from home plate and set it in foul territory.

7.5 Substitutions

7.5.1 Substitutions may be made whenever a "timeout" is called.

7.5.2 Any of the starting players may leave and re-enter the game. This may be done by each starting player only once, with the provision that the players occupy the same position in the batting order as the one they occupied when they left the game. A starting player may only re-enter the game for the person who substituted for him/her. Substitutes may re-enter the game in the same manner.

7.6 Coaches Privileges

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

7.6.1 Two base coaches are allowed for the offensive team, one in the first base coach's box and one in the third base coach's box. The coaches must remain in those boxes while their team is at bat.

7.6.2 One of the two base coaches must adjust the tee to the proper height for each batter and return to the coach's box.

7.6.3 One coach from the defensive team may be allowed on the field, and he/she must remain in the coach's circle behind second base. Also, he/she must make a reasonable attempt to avoid any ball that is thrown in his/her direction.

8. TEAM & UNIFIED TEAM SLOW PITCH COMPETITIONS

Please reference Softball Skills Assessment information for teams, which will be used as part of the divisioning process. *Unified rules shown in italics.*

8.1 Choice of Turn at Bat

The choice of the first or last bat in the inning shall be decided by a toss of a coin, unless another procedure is defined by the Games Management Team or Tournament Director. Should a coin toss be used, this should occur after the exchange of line-up cards prior to the start of the game.

8.2 2. Fitness of Ground

The fitness of the ground for a game shall be decided by the Games Management team.

8.3 Regulation Game

8.3.1 A full seven innings need not be played if the team second at bat scores more runs in six innings or before the third out in the last of the seventh inning.

8.3.2 A game that is tied at the end of seven innings or has reached the maximum time limit shall be continued by playing additional innings, or until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning before the third out is made; tiebreaker rule shall be in effect.

8.3.3 A game called by the umpire shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs than the other team has scored in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other cause, which puts the patrons or players in peril.

8.3.4 A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more completed innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.

8.3.5 These provisions do not apply to any acts on the part of players or spectators, which might call for forfeiture of the game. The plate umpire may forfeit the game if any team member or spectator attacks any umpire physically.

8.3.6 The plate umpire shall declare a forfeit in favor of the team not at fault in the following cases:

8.3.6.1 If a team fails to appear on the field or, being on the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within a time set for forfeitures by the organization in which the team is playing.

8.3.6.2 If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.

8.3.6.3 If, after the umpire has suspended play, one side fails to resume playing within two minutes after the umpire has called "PLAY BALL."

8.3.6.4 If a team employs tactics designed to delay or to hasten the game.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

8.3.6.5 If, after warning by the umpire, any one of the rules of the game is willfully violated.

8.3.6.6 If the order for the removal or ejection of a player or any person authorized to sit on the team bench is not obeyed within one minute.

8.3.6.7 If, because of the ejection of the player(s) from the game by the umpire or for any cause there are less than 10 , 11 (with an EP) or *12 (Unified)* players on either team, or if a team cannot continue play with one player less that its line-up due to injury or removal of a player.

8.3.6.8 If a declared Ineligible Player re-enters the game and one pitch has been thrown.

8.3.6.9 If an ejected player/coach/manager is discovered participating in the game again.

8.3.7 A game that is:

8.3.7.1 Not considered regulation, or

8.3.7.2 A regulation tie game, shall be replayed from the beginning. Original line-ups may be changed when the game is replayed.

Exception: When the Tournament Umpire-In-Chief suspends a game of a World **or** National championship, this game shall be resumed at the exact point where the game was suspended.

8.4 Winner of Game

8.4.1 The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.

8.4.2 The score of a regulation tie game in preliminary or pool play shall be the tie score when the game was terminated.

8.4.3 The score of a forfeited game shall be 7-0 in favor of the team not at fault.

8.5 Run Ahead Rule

8.5.1 A run ahead rule must be used as follow: Fifteen (15) runs after four (4) innings or twelve (12) runs after five (5) innings.

8.5.2 Complete innings must be played unless the team second at bat scores the required number of runs while at bat. When the team first at bat reaches the required number of runs in the top half of the inning, the team second at bat must have their opportunity to bat in the bottom half of the inning.

8.6 Tie-Breaker

8.6.1 Starting with the top of the eighth inning or after the time limit has expired, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half-inning being placed on second base. The player who is running can be substituted in accordance with the substitution rules.

Note: If an incorrect runner in the line-up is placed on second base, this error may be corrected as soon as it is noticed. There is no penalty.

8.7 Scoring of Runs

8.7.1 One run shall be scored each time a runner legally touches first, second, third bases and home plate before the third out of the inning.

Exception*:* When the tie-breaker is used, the runner starting at second base does not have to touch first base in order for a legal run to be scored.

8.7.2 A run shall not be scored if the third and/or last out of the inning is a result of

8.7.2.1 The batter-runner being put out before legally touching first base.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

8.7.2.2 A runner being forced out (including on an appeal play) due to the batter becoming a batter-runner.

8.7.2.3 The runner fails to keep contact with the base to which he is entitled until a pitch is batted or reached home plate.

8.7.2.4 A preceding runner being declared out.

8.7.3 Additional out appeals may be made after the third out to remove a run(s).

8.8 Charged Conferences

8.8.1 Offensive Conferences.

There shall only be one charged offensive conference in an inning.

Note:

8.8.1.1 This includes the batter, runner, on-deck batter and the coaches among themselves.

8.8.1.2 It is not a charged conference when a pitcher is putting on a warm-up jacket while on base, or if the offense confers while the defensive team is in conference, provided the offense is ready to play when the defense is ready.

8.8.1.3 Umpires should not permit any such conferences in excess of one per inning

Effect: A second charged conference shall result in the removal of the coach insisting on another charged conference.

8.8.2 Defensive Conferences. There shall only be three charged defensive conferences in a seven-inning game. For every inning beyond seven or after the time limit has expired, there shall be one charged conference per inning.

Note:

8.8.2.1 A conference includes players in the field leaving their position and going to the dugout for instructions, regardless of whether 'Time' has been requested or not.

8.8.2.2 Should a coach/manager notify a change of pitchers to the plate umpire, either before or after crossing the foul line, it is not a charged conference.

8.8.2.3 The conference is over when the manager/coach crosses the foul line returning to the dugout.

8.8.2.4 Conferences are accumulative and do not start over with a new pitcher entered into the game.

8.8.2.5 If all three conferences are not used in the first seven innings, they are lost and a team must then follow the one per extra inning rule.

8.8.2.6 It is not a charged conference for the defense if:

8.8.2.6.1 They confer during a charged offensive conference, provided they are ready to play when the offense is ready.

8.8.2.6.2 They shout instructions from the dugout.

8.8.2.6.3 A manager playing in the game confers with any defensive player, however an umpire may control meetings between a playing manager and a pitcher by first issuing a warning and then ejecting the playing manager.

Effect: The fourth, and each additional charged conference in a seven-inning game, or for any charged conference in excess of one per inning in an extra inning game, shall result in the pitcher, who is the listed pitcher at the time of the excess conference, being declared an Illegal Pitcher who may not pitch again for the remainder of the game. NOTE: A declared Illegal Pitcher can play another position on defense but cannot pitch again.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

8.8.3 Conferences will not be charged if they take place at any time when the umpire has suspended play.

8.8.4 The first correction of a pitching distance used by any pitcher in that inning.

Effect: For every correction thereafter, a conference shall be charged.

8.9 *Home Run Rule (Unified)*

8.9.1 A. A limit of over-the-fence home runs will be used in all Unified divisions. The following limitations are per team per game: Two (2)

Effect: For any in excess, the ball is dead, the batter is out, and no runners can advance.

Note:

8.9.1.1 Any fair fly ball touched by a defensive player that clears or has cleared over the fence in fair territory, should be declared a four-base award and shall not be included in the total of over-the-fence home runs.

8.9.1.2 A home run will be charged for any ball hit over the fence whether runs score or not.

8.9.1.3 Both athlete and partner home runs count toward the Unified limit.

8.10 Time Limit Rule

8.10.1 If the schedule permits, games should be played to seven innings. If a time limit is to be used when the schedule does not permit playing a complete seven inning game, it is recommended that a minimum time limit of one (1) hour be used. When the time limit rule is in effect, time begins with the first warm-up pitch. If the game is still tied after the time limit has expired, the tie breaker rule shall be in effect at the start of the next inning. In medal play, it is recommended that the lime limit be increased to 1 hour thirty minutes.

9. PITCHING REGULATIONS

N.B. The Effect for All Sections 9.1 – 9.7 follow at end of Section 9.7:

9.1 Preliminaries

9.1.1 Shall not be considered in the pitching position unless the catcher is in position to receive the pitch.

9.1.2 Must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate or selected pitching position, which may be any distance between 12.19m (40 ft) and 16.76m (55 ft) within the 61cm (24 in) width of the pitcher's plate. Pitchers may adjust their pitching distance, without penalty, if in the judgement of the umpire(s), there is no attempt to gain an advantage.

9.1.2.1 *Unified…the pitching distance shall be set at 50 ft.*

9.1.3 Must come to a full and complete stop with the ball held in one or both hands in front of the body. The front of the body must face the batter. This position must be held for not less than one second and not more than ten seconds before starting the delivery.

9.2 Starting the Pitch

9.2.1 The pitch starts when the pitcher makes any motion that is part of his windup after the required stop. Prior to the required stop, any motion may be used.

9.3 Legal Delivery

9.3.1 The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

9.3.2 The windup must be a continuous motion.

9.3.3 The pitcher must not use a windup in which there is a stop or reversal of the forward motion.

9.3.4 The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhanded motion.

9.3.5 The pivot foot must remain in contact with the pitcher's plate 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 plate and the step is simultaneous with the release of the ball.

9.3.6 The pitcher shall not pitch the ball

9.3.6.1 Behind his back, or

9.3.6.2 Through his legs, or

9.3.6.3 From the glove.

9.3.7 The pitch shall be released at a moderate speed.

Note: The speed is left entirely up to the judgment of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, he shall be declared an Illegal Pitcher and may not pitch again for the remainder of the game.

9.3.8 The ball must be delivered with a perceptible arc of at least 1.83m (6 ft) and not more than 3.048m (10 ft), from the ground

9.3.9 The pitcher may not continue to windup after he releases the ball.

9.3.10 The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates, "play ball."

9.4 Defensive Positioning

9.4.1 The pitcher shall not deliver a pitch unless all defensive players, except the catcher who must be in the catcher's box, are positioned in fair territory.

9.4.2 A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter.

Note: A pitch does not have to be released. The offending player shall be ejected from the game.

9.5 Foreign Substance

9.5.1 No member of the defensive team shall, at any time during the game, be permitted to use any foreign substance on the ball.

Note: If any defensive team member continues to place a foreign substance on the ball, the pitcher shall be ejected from the game.

9.5.2 Under the supervision and control of the umpire, powdered resin may be used to dry the hands.

9.5.3 Applying resin to the ball, or into the glove and then placing the ball in the glove, is an illegal act. Resin must be kept on the ground behind the pitcher’s plate when not in use.

9.5.3.1 The pitcher may not use any foreign substance on the pitching hand or fingers.

9.5.3.2 The pitcher shall not wear a batting glove on the pitching hand.

9.6 The Catcher

9.6.1 Must remain within the catcher's box until the pitched ball is batted, touches the ground, plate, or batter or reaches the catcher's box.

9.6.2 Shall return the ball directly to the pitcher after each pitch, including after a foul ball.

Exception: This does not apply after a strikeout or put out made by the catcher.

9.7 Quick Return Pitch

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

The pitcher shall not attempt a quick return of the ball

9.7.1 Before the batter has taken his position, or

9.7.2 When the batter is off balance as a result of a pitch.

The following is the effect for all sections 9.1 – 9.7 above:

Effect - Sections 9.1-9.7:

9.7.3 Any infraction of Sections 1-7 is an Illegal Pitch.

9.7.3.1 1. The umpire shall give a delayed dead ball signal.

9.7.3.2 2. A ball shall be called on the batter.

9.7.3.3 3. Runners are not advanced.

Exception: If a batter swings at any Illegal Pitch, it is nullified and all play stands.

9.8 Intentional Base on Balls

9.8.1 If the defensive team desires to have an intentional base on balls awarded to a batter, either the pitcher, catcher or coach may do so by notifying the plate umpire who shall award the batter first base. This notification to the umpire shall be considered a pitch. The ball is dead.

Note: The notification can occur at any time prior to a batter beginning and ending his time at bat regardless of the count. The ball is dead; runners cannot advance unless forced.

9.9 Warm-Up Pitches

9.9.1 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 three pitches to the catcher or another team member.

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

EffectFor excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of three.

9.9.2 Play shall be suspended during this time.

9.9.3 A pitcher returning to pitch in the same half inning will not be entitled to warm-up pitches.

9.9.4 Effect:

9.9.4.1 A ball shall be awarded to the batter for each pitch taken.

9.9.4.2 There is no limit to the number of times a player can return to the pitching position provided he has not

9.9.4.2.1 Left the batting order, or

9.9.4.2.2 Been declared an Illegal Pitcher by the umpire.

9.10 No Pitch

No pitch shall be declared when

9.10.1 The pitcher pitches during a suspension of play.

9.10.2 A runner is called out for leaving his base before the pitched ball reaches home plate, is batted, or touches the ground before home plate.

9.10.3 The pitcher pitches before a runner has retouched his base after a foul ball has been declared and the ball is dead.

9.10.4 The ball slips from the pitcher's hand during his windup or during the back swing.

9.10.5 A player, manager, or coach

9.10.5.1 Calls "Time", or

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

9.10.5.2 Employs any other word or phrase, or

9.10.5.3 Commits any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.

Note: A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

Effect : The ball is dead, and all subsequent action on that pitch is cancelled.

9.11 Illegal Pitcher

A pitcher, who has been declared an Illegal Pitcher as a result of

9.11.1 The team exceeding the charged defensive conference limit, or

9.11.2 Pitching with excessive speed,

may not return to the pitching position at any time for the remainder of the game.

Effect: If the Illegal Pitcher has returned and thrown one pitch, either legal or illegal, he is ejected from the game. If the pitch is hit and he is discovered prior to the next pitch, the manager of the offensive team has the option of:

9.11.3 Taking the result of the play, or

9.11.4 Having the play nullified, with

9.11.4.1 That batter returning to bat and assuming the ball and strike count he had prior to the discovery of the Illegal Pitcher, and

9.11.4.2 Each runner returning to the base held at the time of the pitch.

Exception to Effect: If the play was the result of the completion of the batter's turn at bat, and the option is taken to nullify the play, that batter resumes batting, assuming the ball and strike count he had prior to completing his turn at bat and runners are returned to the base held at the time of the pitch.

9.12 Non-charged Pitching Conference

9.12.1 One non-charged pitching conference will be allowed each inning for the purpose of a coach adjusting a pitcher's positioning. Effect- For each additional requested pitching adjustment a conference will be charged. (A pitcher must be replaced after the third charged conference and will be ineligible to pitch for the remainder of that game).

10. BATTING

10.1 The On-Deck Batter

10.1.1 At the start of an inning, is the leadoff batter, who must remain in his on-deck circle until called to the batter's box.

10.1.2 Once an inning has started, is the offensive player who in the batting line-up is the next player to enter the batter's box.

10.1.3 Shall take a position within on-deck circle nearest his bench.

10.1.4 May loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two. Note: A bat with which the On-Deck Batter is loosening up may not have anything attached to it other than an ISF approved bat attachment.

Effect- Sec. 10.1.3c: When using other than a legal bat while loosening up, the illegal equipment must be removed from the game. Continued use of the equipment after removal would subject the player using such equipment to ejection from the game.

10.1.5 May leave the on-deck circle

10.1.5.1 When he becomes the batter, or

10.1.5.2 To direct runners advancing from third to home plate, or

10.1.5.3 To avoid possible interference on fly ball or overthrown ball.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

10.1.6 May not interfere with the defensive player's opportunity to make a play

Effect - Sec 10.1.6: The ball is dead and if this interference is

10.1.7 With a defensive fielder's attempt to retire a runner,

10.1.7.1 The runner closest to home plate at the time of the interference shall be called out, and

10.1.7.2 Other runners are returned to the last base held at the time of the interference, unless forced because the batter became a runner.

10.1.8 With a defensive fielder attempting to catch a fly ball, or with a fly ball that a fielder is attempting to catch,

10.1.8.1 The batter-runner shall be called out, and

10.1.8.2 Runners are returned to the base held at the time of the pitch.

10.2 Batting Order

10.2.1 a. The batting order must show the first and last name, uniform number and the position on the line-up card and must be delivered before the game by the manager or captain to the plate umpire. *In Unified, the line-up card shall designate "A" for athlete and "P" for partner next to that players' information.*

10.2.2 b. The batting order of each team must be on the score sheet/line-up card and must be delivered before the game by the manager or captain to the plate umpire. He shall submit it to the inspection of the manager or captain of the opposing team.

10.2.3 *UNIFIED) The batting order shall alternate athletes and partners.*

NOTE: If playing under the shorthanded rule and the team has dropped a Partner, an out must be taken when the line-up reaches that partner's place in the batting order.

10.2.4 The batting order delivered to the umpire must be followed throughout the game unless a player is replaced by a substitute. When this occurs, the substitute must take the place of the removed player in the batting order.

10.2.5 The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.

Effect - Sec. 10.2.3-10.2.4: Batting out-of-order is an appeal play that may be made by the manager, coach, or player of the defensive team only. The defensive team forfeits it's right to appeal for batting out-of-order when all fielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.

10.2.6 If the error is discovered while the incorrect batter is at bat

10.2.6.1 The correct batter may legally take his place, and assume the ball and strike count of the incorrect batter.

10.2.6.2 Any runs scored or bases run while the incorrect batter is at bat shall be legal.

10.2.7 If the error is discovered after the incorrect batter has completed his turn at bat and before a legal or illegal pitch has been made to another batter.

10.2.7.1 The player who should have batted is out.

10.2.7.2 Any advance or score made as a result of the improper batter becoming a batter-runner shall be nullified. Any out that is made prior to discovering this infraction, remains out.

10.2.7.3 The next batter is the player whose name follows that of the player called out for failing to bat. If the next player was the incorrect batter who was called out, go to the next person in the line-up.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

10.2.7.4 If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.

10.2.7.5 If the third out is made on a runner prior to the discovery of the infraction, an appeal may still be made in order to reinstate the correct batting order. This appeal, if made, does not result in an additional out.

10.2.8 If the error is discovered after the first legal or illegal pitch to the next batter:

10.2.8.1 The turn at bat of the incorrect batter is legal.

10.2.8.2 All runs scored and bases run are legal.

10.2.8.3 The next batter in order shall be the one whose name follows that of the incorrect batter.

10.2.8.4 No one is called out for failure to bat.

10.2.8.5 Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order

10.2.9 No runner shall be removed from the base he is occupying to bat in his proper place. He merely misses his turn at bat with no penalty. The batter following him in the batting order becomes the legal batter.

Exception: The batter-runner who has been taken off the base by the umpire as stated above.

10.2.10 When the third out in an inning is made before the batter has completed the turn at bat, that batter shall be the first batter in the next inning, and the ball and strike count shall be cancelled.

10.3 Batting Position

10.3.1 The batter must take his position in the batter's box within 10 seconds after the umpire has declared "Play Ball".

Effect - Sec 10.3.1: The umpire shall call a strike. A pitch does not need to be thrown and the ball becomes dead.

10.3.2 An offensive team member may not, under any circumstances, deliberately erase the lines of the batter's box at any time during a game. This includes a coach erasing the lines during the pre-game meeting.

Effect – Sec 10.3.2: If a batter erases the lines, the umpire shall call a strike. A pitch does not need to be thrown and the ball becomes dead. If the coach or a non-playing team member erases the lines, a strike shall be called on the next scheduled batter (or his substitute) in the line-up.

Note: Should any person continue to deliberately erase a line after a first offense, that person shall be ejected from the game

10.3.3 The batter must have both feet completely within the batter's box prior to the start of the pitch. He may touch the lines, but no part of his foot may be outside the lines prior to the pitch.

10.4 A Strike is Called by the Umpire

10.4.1 For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing.

Exception: It is not a strike if the pitched ball touches home plate and is not swung at.

10.4.2 For each pitched ball including an illegal pitch, struck at and missed by the batter.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

Note: Sec. 10.4.1 & 10.4.2 The batter cannot legally swing at any pitched ball that hits the ground or plate. However, if the batter swings and misses the pitch prior to the ball hitting the ground or plate, it is a strike.

Effect - Sec. 10.4.1 & 10.4.2: The ball is dead and runners may not advance.

10.4.3 For each foul tip.

Effect - Sec. 10.4.3: The batter is out if it is the third strike. The ball is dead on any strike.

10.4.4 For each foul ball when the batter has less than two strikes.

10.4.5 For each foul ball, including the third strike.

10.4.6 For each pitched ball struck at and missed which touches any part of the batter.

10.4.7 When any part of the batter's person or clothing is hit with his own-batted ball when he is in the batter's box and he has less than two strikes.

10.4.8 When a pitched ball hits the batter while the ball is in the strike zone.

10.4.9 When the batter fails to enter the batter's box within 10 seconds after the umpire calls "PLAY BALL."

10.4.10 When an offensive team member deliberately erases the lines of the batter's box.

10.4.11 When, between pitches, the batter leaves the batter's box illegally or does not return to the batter's box. No pitch has to be thrown.

Effect - Sec. 10.4.4-11: The ball is dead and runners must return to their bases without liability to be put out.

10.5 A Ball is Called by the Umpire

10.5.1 For each legally pitched ball that

10.5.1.1 Does not enter the strike zone.

10.5.1.2 Touches the ground before reaching home plate.

10.5.1.3 Touches home plate and at which the batter does not swing.

10.5.1.4 The batter swings at, after the ball hits the ground or home plate.

Effect: The ball is dead. Runners may not advance.

10.5.2 For each illegally pitched ball not swung at.

Effect: The ball is dead. Runners may not advance.

10.5.3 When a delivered ball by the pitcher hits the batter outside of the strike zone.

10.5.4 For each excessive warm-up pitch.

Effect: The ball is dead. Runners may not advance.

10.5.5 When the catcher fails to return the ball directly to the pitcher as required.

10.5.6 When the pitcher fails to pitch the ball within 10 seconds.

Effect: The ball is dead and runners may not advance.

10.6 The Batter is Out

10.6.1 When the third strike is:

10.6.1.1 swung at and missed and the ball touches any part of the batter's person.

10.6.1.2 not swung at and the pitched ball hits the batter while the pitch is in the strike zone.

10.6.2 When a batter enters the batter's box with, or is discovered using, an altered bat.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

Note: The batter is also ejected from the game.

10.6.3 When the batter enters the batter's box with, or is discovered using, an illegal bat.

Note: Sec. 10.6.2-10.6.3: The bat is removed from the game.

10.6.4 When his foot is completely outside the lines of the batter's box and touching the ground, or any part of a foot is touching home plate when he hits the ball fair or foul.

10.6.5 When he leaves the box to gain a running start, but has returned to the box when he makes contact with the ball.

Exception: If no contact is made with the pitched ball there is no penalty. If the batter swings and misses, the ball is dead.

10.6.6 When a third strike is called, including an uncaught foul ball that is hit after two strikes.

10.6.7 When he bunts or chops the ball downward.

10.6.8 When he hits a fair ball with the bat a second time over fair territory.

Exception- Sec 10.6.9:

10.6.8.1 If the batter is standing in the batter's box and contact is made while the bat is in his hands, a foul ball is ruled, even if the ball is hit a second time over fair territory.

10.6.8.2 If the batter drops the bat and the ball rolls against the bat over fair territory, and in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball should be ruled fair or foul depending on where it comes to rest or is first touched by a player.

10.6.9 When playing shorthanded and it is the dropped player's position in the batting order.

NOTE: (UNIFIED) It is the missing partner who shall be declared automatically out.

10.6.10 When he steps directly in front of the catcher to the other batter's box while the pitcher is in position to pitch, or anytime thereafter prior to the release of the pitch.

Effect - Sec. 10.6.1-10.6.10: The ball is dead and each runner must return to the base that, in the umpire's judgment, was touched at the time of the pitch.

When he

- Hinders the catcher from catching or throwing the ball by stepping out of the batter's box, or
- Intentionally hinders the catcher while standing within the batter's box, or
- Intentionally interferes with a thrown ball while in or out of the batter's box.

Effect: The ball is dead and each runner must return to the last base that, in the umpire's judgment, was touched at the time of the interference.

11. Batter-Runner and Runner

11.1 The Batter becomes A Batter-Runner

11.1.1 When he legally hits a fair ball.

Effect - Sec. 11.1.1: The ball is in play and the batter becomes a batter-runner with liability to be put out.

11.1.2 When four balls have been called by the plate umpire.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

Effect - Sec. 11.1.3: The batter is awarded one base without liability to be put out, provided he advances to and touches first base. If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base, no appeal will be honored on the first batter.

11.1.2.1 The ball is dead and runners may not advance unless forced.

11.1.2.2 If the pitcher desires to walk a batter intentionally he may do so by notifying the plate umpire who shall award the batter first base. If two batters are to be walked intentionally the second intentional walk may not be administered until the first batter reaches first base. The pitcher's notification to the umpire shall be considered a pitch.

11.1.2.3 Note: This can occur at any time prior to a batter beginning and ending his time at bat, regardless of the count. The ball is dead and runners cannot advance unless forced.

11.1.2.4 *(UNIFIED) The ball is dead and any walk to a partner, intentional or otherwise, will result in a two base award. The next batter, an athlete, will bat.*

Exception: With two outs, the athlete batter has the option to walk or bat.

Note: Should the athlete batter-runner pass a partner batter-runner when choosing to walk, no out shall be called during this dead ball period.

11.1.3 When the catcher or any other defensive player obstructs, hinders, or prevents the batter from striking at, or hitting a pitched ball.

Effect – Sec. 11.1.4:

11.1.3.1 The umpire shall give a delayed dead ball signal with the ball remaining live until the end of play.

11.1.3.2 The manager of the offensive team has the option of:

11.1.3.2.1 Taking the award for "catcher obstruction", or

11.1.3.2.2 Taking the result of the play.

11.1.3.3 If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, "catcher obstruction" is cancelled. All action as a result of the batted ball stands. No option is given.

Note: Once a runner has passed a base, even if he misses it, he is considered to have reached that base.

11.1.3.4 If the manager does not take the result of the play, "catcher obstruction" is enforced by awarding the batter first base and advancing all other runners only if forced.

11.1.4 When a fair ball strikes the person, attached equipment, or clothing of the umpire or a runner.

Effect - Sec. 11.1.5: If the contact is made

11.1.4.1 After touching a fielder (including the pitcher), the ball is in play.

11.1.4.2 After passing a fielder, other than the pitcher, and no other fielder had a chance to make an out, the ball is in play.

11.1.4.3 Before passing a fielder, excluding the pitcher**,** without being touched, the ball is dead.

11.1.5 When a fair batted fly ball

11.1.5.1 Goes over the fence, or

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

11.1.5.2 Goes directly off the fielder's glove or body and over the fence in fair territory, or makes contact with the top of the fence and goes over the fence in fair territory, or

11.1.5.3 Contacts the foul pole above the fence line.

Effect - Sec. 11.1.5: The batter-runner is awarded a home run and must touch all bases in regular order.

Exception: If

11.1.5.3.1 The ball passes out of the grounds at a distance less than those prescribed in Rule 2, Sec 1, or

11.1.5.3.2 A fair-batted fly ball goes off a fielder's glove or body and over the fence in foul territory, or

11.1.5.3.3 A fair-batted fly ball first contacts the fence, deflects off a fielder and then goes over the fence, the batter-runner shall be awarded two bases from the time of the pitch.

Note: The point at which the fence is less than the prescribed distance from home plate shall be plainly marked for the umpire's guidance.

11.1.6 When any person, other than a team member, enters the playing field and interferes with

11.1.6.1 A fair batted ground ball, or

11.1.6.2 A fielder about to field or catch a thrown ball, or

11.1.6.3 A fielder about to throw a ball, or

11.1.6.4 A ball thrown by a fielder.

Effect - Sec. 11.1.6: The ball is dead and the batter-runner shall be awarded the base or bases he would have made, in the umpire's judgment, had the interference not occurred.

11.2 Batter-Runner is Out

11.2.1 When a fielder legally catches a fly ball before it touches the ground, or any object or person other than a defensive player.

11.2.2 When, after hitting a fair ball, he is tagged while off base or thrown out prior to reaching first base.

11.2.3 When he fails to advance to first base and instead enters his team area

11.2.3.1 After a fair ball is hit, or

11.2.3.2 After a base on balls is issued, or

11.2.3.3 Anytime that he may legally advance to first base.

11.2.4 When an Infield Fly is declared.

Effect - Sec. 11.2.1-11.2.5: The ball is in play and runners may advance at their own risk.

Exception: When the ball is dead on an intentional walk, or on a base on balls, the batter-runner is not out and runners cannot advance unless forced.

11.2.5 When, after he hits a fair ball, he touches only the fair portion of the double base on his first attempt at that base and a play is made at the base.

11.2.5.1 Effect – Sec. 11.2.6: This is an appeal play and the defensive team loses the privilege of putting the batter-runner out, if the appeal is not made before he returns to first base, after over-running the base.

11.2.6 When he:

11.2.6.1 Runs outside the one meter (3 ft) lane and, in the umpire's judgment, interferes with

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

11.2.6.1.1 The fielder taking the throw at first base, or

11.2.6.1.2 The thrown ball, preventing a fielder from making a play at first base.

Note: A thrown ball striking a batter-runner does not necessarily constitute interference

11.2.6.2 Interferes with a fielder attempting to field a batted ball.

Note: The batter-runner may run outside the one-meter line to avoid a fielder attempting to field the batted ball.

11.2.6.3 Interferes with a fielder attempting to throw a ball.

11.2.6.4 Intentionally interferes with a thrown ball.

11.2.6.5 Interferes with a fair-batted ball (out of the batter's box) before reaching first base.

11.2.6.6 *Throws his bat, after batting the ball, in such a manner as to cause interference with a fielder's opportunity to make an out.*

Note: If this interference is, in the umpire's judgment, an obvious attempt to prevent a double play, the runner closest to home plate at the time of the interference shall also be called out.

11.2.7 When he interferes with a play at home plate in an attempt to prevent an obvious out at the plate.

Note: The runner is also out.

11.2.8 When he steps back toward home plate to avoid or delay a tag by a fielder.

11.2.9 If, when using the double base in a force play situation, he touches only the fair portion of the base and collides with a fielder who is about to catch a thrown ball and who is also using the fair portion of the base..

11.2.10 When a team member of the team at bat, who is not participating in the game, interferes with a player attempting to field a batted foul fly ball or with a foul fly ball that a fielder is attempting to catch.

Exception: If this interference occurs while there are runners on base, then the runner closest to home at the time of the interference is out.

Note: In this case the batter-runner returns to bat with an additional strike on the foul ball, provided the count prior to hitting the ball was less than two strikes. If this is the third strike, the batter-runner is also out, unless the third out of the inning was the runner interference call, in which case the batter-runner shall be considered to have completed his turn at bat.

Effect: The ball is dead and all runners must return to the last base legally touched at the time of the pitch.

Exception: If a play is made on a runner prior to the interference, and

11.2.10.1 An out is made on the runner, the result of that play shall stand.

11.2.10.2 No out is made on the runner, the result of that play shall stand, unless the interference by the batter-runner is the third out. Other runners not played on must return to the last base legally held at the time of the pitch..

11.2.11 When, with less than two outs and a runner on first base, a fielder intentionally drops a fair fly ball (including a line drive or a bunt) that could be caught by an infielder with ordinary effort, after it is controlled with a hand or a glove.

Note: A trapped ball, or a fly ball allowed to bounce, shall not be considered as having been intentionally dropped.

Effect: The ball is dead and the runners must return to last base held at the time of the pitch.

Note : If an infield fly is ruled, it has precedence over an intentionally dropped ball.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

11.2.12 When the immediate preceding runner who is not yet out intentionally interferes, in the umpire's judgment, with a fielder who is attempting to

11.2.12.1 Catch a thrown ball, or

11.2.12.2 Throw a ball in an attempt to complete the play.

Effect: The ball is dead and the runner shall also be called out. All other runners must return to the last base legally held at the time of the interference.

11.2.13 When any person, other than a team member, enters the playing field and interferes with

11.2.13.1 A fielder about to catch a fly ball, or

11.2.13.2 A fly ball that a defensive player, in the judgment of the umpire, is able to catch.

Effect: The ball is dead and runners may be awarded a base or bases they would have made, in the umpire's judgment, had the interference not occurred.

11.3 The Batter-Runner is Out

11.3.1 When a fielder makes a play on a batter-runner while using an illegal glove.

Effect - Sec. 11.3.1: The manager of the offended team has the option of

11.3.1.1 Taking the result of the play, or

11.3.1.2 Having the player resume batting, assuming the ball and strike count prior to the pitch, with other runners returned to the base held at the time of the pitch.

11.4 Touching Bases in Legal Order

Runners must touch bases in legal order (i.e. first, second, third and home plate).

Exception: If a runner is obstructed at a base preventing the runner from touching that base.

11.4.1 When a runner is returning to

11.4.1.1 The base left before a caught fly ball is first touched, or

11.4.1.2 The missed base, while the ball is in play, he must touch the bases in reverse order.

Effect- Sec. 11.4.1: The ball is in play and runners must return with liability to be put out.

11.4.2 When a runner or batter-runner acquires the right to a base by touching it before being put out, he is entitled to hold the base until he has legally touched the next base in order, or is forced to vacate it for a succeeding runner.

11.4.3 When a runner dislodges a base from its proper position neither he nor succeeding runner(s) in the same series of plays are compelled to follow a base unreasonably out of position.

Effect - Sec. 11.4.2-11.4.3: The ball is in play and runners may advance, or return, with liability to be put out.

11.4.4 Two runners may not occupy the same base simultaneously.

Effect - Sec. 11.4.4: The runner who first legally occupied the base shall be entitled to it, unless forced to advance. The other runner may be put out, by being touched with the ball.

11.4.5 Failure of a preceding runner to touch a base, or to leave a base legally on a caught fly ball and who is declared out does not affect the status of a succeeding runner who touches bases in proper order.

Exception: If the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of the inning, no succeeding runner may score a run.

11.4.6 No runner may return to touch a missed base or one left illegally, after a following runner has scored, or he leaves the field of play.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

11.4.7 Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.

11.4.8 Awarded bases must be touched in legal order.

Exception: Unless a runner is obstructed at a base preventing the runner from touching that base.

Effect - Sec. 11.4.5-8: The runner shall be declared out, if the defense makes a legal appeal before the next legal or illegal pitch.

11.5 Runners are entitled to advance with liability to be put out

11.5.1 When a pitched ball is batted.

11.5.2 On a thrown ball or fair batted ball that is not blocked.

11.5.3 On a thrown ball that hits an umpire.

11.5.4 When a legally caught fly ball is first touched.

11.5.5 When a fair batted ball

11.5.5.1 Strikes an umpire or a runner after having passed a fielder other than the pitcher and provided no other fielder had a chance to make an out, or

11.5.5.2 Has been touched by a fielder, including the pitcher.

11.5.6 When a live ball becomes lodged in a defensive player's uniform or equipment.

Effect - Sec. 11.5.1-6: The ball is in play.

11.6 A Runner Forfeits His Exemption From Liability to be Put Out

11.6.1 If, at any time, he fails to touch a base he is entitled to before attempting to make the next base.

Exception: If a runner is obstructed at a base preventing the runner from touching that base.

11.6.2 If, after overrunning first base, he attempts to continue to second base.

11.6.3 If, after dislodging a base, he attempts to continue to the next base.

11.6.4 When advancing beyond an entitled base due to

11.6.4.1 A fielder intentionally contacting a thrown ball with detached equipment.

11.6.4.2 A fielder intentionally contacting a fair batted ball with detached equipment.

11.6.5 When advancing beyond a protected or awarded base when he has been obstructed.

11.7 Runners are Entitled to Advance Without Liability to be Put Out

11.7.1 When forced to vacate a base because the batter was awarded a base on balls.

Effect - Sec. 11.7.1: The ball is dead.

11.7.2 When a fielder prevents the runner from making a base, or impedes the progress of a runner or batter-runner who is legally running bases; if the fielder is

11.7.2.1 Not in possession of the ball, or

11.7.2.2 Not in the act of fielding a batted ball, or

11.7.2.3 Making a fake tag without the ball

11.7.2.4 In possession of the ball and he pushes a runner off a base in an attempt to gain an out, or

11.7.2.5 In possession of the ball, but not in the act of making a play on the runner which intentionally impedes the progresso0f that runner or batter-runner who is legally running the bases.

Effect - Sec. 11.7.2: When any obstruction occurs (including a rundown)

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

11.7.2.6 A Delayed Dead Ball should be signaled, with the ball remaining alive until the end of the play.

11.7.2.7 The obstructed runner, and each other runner affected by the obstruction, will always be awarded the base or bases they would have reached, in the umpire's judgment, 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.

11.7.2.8 If the obstructed runner is put out prior to reaching the base he would have reached had there not been obstruction, a dead ball is called. The obstructed runner and each other runner affected by the obstruction will be awarded the base, or bases, they would have reached, in the umpire's judgment had obstruction not occurred.

11.7.2.9 An obstructed runner may never be called out between the two bases where he was obstructed:, Exception:

11.7.2.9.1 If the obstructed runner commits an act of interference after the obstruction is ruled, or the runner is legally appealed for

11.7.2.9.1.1. Missing a base, unless the runner has been obstructed at that base and the obstruction prevents him from touching the base, or

11.7.2.9.1.2. Leaving a base before a fly ball was first touched, of (c) after

11.7.2.9.2 If the obstructed runner safely obtains the base he would have been awarded, in the umpire's judgment, and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the bases where the runner was obstructed, and may be put out. The ball remains alive.

11.7.2.10 Catcher obstruction on the batter is covered.

Note: Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team.

Exception: If a runner is obstructed at a base preventing the runner from touching that base.

11.7.3 When a fielder intentionally contacts, or catches a fair batted, thrown, or pitched ball with his cap, helmet, mask, protector, pocket, detached glove or any part of his uniform that is detached from its proper place on his person.

Effect - Sec. 11.7.3: All runners, including the batter-runner, shall be entitled to

11.7.3.1 Three bases from the time of the pitch if on a fair batted ball, or

Exception – Sec. 11.7.3.1: If the illegal catch or touch is made on a fair hit ball that, in the umpire's judgment, would have cleared the outfield fence in flight, the batter-runner shall be awarded a home run.

11.7.3.2 Two bases from the time of the throw if on a thrown ball, or in each situation, they may advance farther at their own risk, as the ball remains alive.

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

Effect: All runners, including the batter-runner, shall be awarded two bases, and the award will be governed by the position of the runners when the ball left the fielder's hand. Runners may return to touch a base left too soon on a caught fly ball, or a missed base. If two runners are between the same bases, the award is based on the position of the lead runner.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

Exception:

11.7.4.1 When a fielder loses possession of the ball such as on an attempted tag, and the ball enters the dead ball area or becomes blocked, each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.

11.7.4.2 If a runner touches the next base and returns to his original base, the original base he left is considered the "last base touched" for purposes of an overthrow award.

11.7.4.3 If the ball becomes blocked due to offensive team equipment, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making a play, the runner being played on is called out. (If this player has scored prior to the blocked ball being ruled, the runner closest to home is called out).

11.7.5 When a fair-batted fly ball

11.7.5.1 Goes over the fence,

11.7.5.2 Goes directly off the fielder's glove or body and over the fence in fair territory, or makes contact with the top of the fence and goes over the fence in fair territory, or

11.7.5.3 Contacts the foul pole above the fence level.

Effect: The ball is dead and all runners shall be entitled to advance to home plate.

11.7.6 Exception: If

11.7.6.1 The ball passes out of the grounds at a distance less than those prescribed in Rule 2, Sec. 1, or

11.7.6.2 A fair-batted fly ball goes off a fielder's glove, or body, and over the fence in foul territory, or

11.7.6.3 A fair-batted fly ball that goes off the fence, deflects off the fielder and then over the fence, then runners shall be awarded two bases from the time of the pitch.

11.7.7 When a fair ball bounces over, or rolls under or through a fence or any designated boundary of the playing field. Also, if it deflects off

11.7.7.1 A defensive player or an umpire, or

11.7.7.2 A runner, after passing a fielder, excluding the pitcher, and provided no other fielder had a chance to make an out and goes out of play in foul territory.

Effect: The ball is dead and all runners are awarded two bases from time of pitch.

11.7.8 When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory.

Note: A fielder carrying a live ball into the dugout or team area to tag a player is considered to have unintentionally carried it there.

Effect: The ball is dead and all runners are awarded one base from the last base touched at the time the fielder entered dead ball territory.

11.7.9 When, in the umpire's judgment, a fielder intentionally carries, kicks, pushes, or throws a live ball from playable territory into dead ball territory.

Note: A dead ball line is considered in play.

Effect: The ball is dead and all runners are awarded two bases from the last base touched at the time the fielder entered, or the ball was kicked, pushed, or thrown into, dead ball territory.

11.7.10 When any person, other than a team member, enters the playing field and interferes with

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

11.7.10.1 A fielder about to catch a fly ball, or
11.7.10.2 A fly ball that a defensive player is able to catch, or
11.7.10.3 A fair ball ground ball, or
11.7.10.4 A fielder about to field or catch a thrown ball, or
11.7.10.5 A fielder about to throw a ball, or
11.7.10.6 A ball thrown by a fielder.

Effect: The ball is dead and runners may advance to the base or bases they would have reached, in the umpire's judgment, had the interference not occurred.

11.7.11 When a ball is lodged in:

11.7.11.1 Umpire gear or clothing, or
11.7.11.2 In offensive player's clothing.

Effect: The ball is dead and the runners are advanced to the base or bases they would have reached, in the umpire's judgment, had the ball not been lodged.

11.8 A Runner Must Return to His Base

A runner must return to his base, but need not touch the intervening bases:

11.8.1 When a batted ball is declared foul.
11.8.2 When the umpire declares the ball to have been illegally batted.
11.8.3 When a batter-runner is called out for interference.
11.8.4 When the on-deck batter, or any other non-playing team member, creates interference.
11.8.5 When, with less than two out and a runner on first base, a fielder intentionally drops a fair fly ball (including a line drive or a bunt) that could be caught by an infielder with ordinary effort, after it is controlled with a hand or a glove.

Note: If an infield fly is ruled, it has precedence over an intentionally dropped ball.

Effect: The ball is dead and he must return, without liability to be put out, to the last base legally held at the time of the pitch, unless forced to advance because the batter became a batter-runner

11.8.6 When a batter, or runner, is called out for interference.

Effect: The ball is dead and he must return, without liability to be put out, to the last base legally held at the time of the interference, unless forced to advance because the batter became a batter-runner.

11.8.7 When a runner steals a base. Under no conditions is a runner permitted to steal a base when a pitched ball is not batted. The runner must return to his base.

Effect: Base stealing is not allowed.

11.9 The Runner is Out

11.9.1 When, while running to any base in regular or reverse order, he runs more than 0.91m (3 ft) from the base path to avoid being touched by the ball in the hand(s) of a fielder.
11.9.2 When, while the ball is in play and he is not in contact with a base, he is legally touched with the ball in the hand(s) of a fielder.
11.9.3 When, on a force play, a fielder

11.9.3.1 While holding the ball, contacts the base to which the runner is forced to advance.
11.9.3.2 Touches the ball to the base before the runner reaches the base.
11.9.3.3 Tags the runner before he reaches the base.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

11.9.3.4 Note: If a forced runner, after touching the next base, retreats for any reason toward the base he had last occupied, the force play is reinstated.

11.9.4 When, while the ball is in play, he fails to return to touch the base he previously occupied or missed and a legal appeal is made.

11.9.5 When anyone, other than another runner, physically assists him while the ball is in play or *when the ball becomes dead after a home run or an award of bases*

Note: If a fly ball is caught on the play, the batter-runner will also be out.

Effect – Sec. 11.9.1-5: The ball remains in play
Exception to Effect Sec. 11.9.5: When the runner is assisted after a home run or an award of bases, the ball remains dead

11.9.6 When he physically passes a preceding runner before that runner has been called out.

Effect - Sec. 11.9.6: The ball remains in play.

Exception: When the runner passes a preceding runner during a dead ball play, the ball will remain dead. *If the ball becomes an uncaught fly foul ball, the runner who passed is not out.*

11.9.7 When he leaves his base to advance to another base before a caught fly ball has touched a fielder.

11.9.8 When he fails to touch the intervening base, or bases, in regular or reverse order.

Exception: If a runner is obstructed at a base preventing the runner from touching that base.

11.9.9 When the batter-runner becomes a runner by touching first base, passes it, then attempts to run to second base and is legally touched with the ball in the hand(s) of a fielder, while off base.

11.9.10 When, in running or sliding for the second home plate, he fails to touch it, makes no attempt to return to it and a fielder holds the ball in his hand(s), while touching the plate, and appeals to the umpire for a decision.

Effect: These are appeal plays and the runner will not be out unless the appeal is made legally.

11.9.10.1 Appeals may be made while the ball is alive or dead, but the defensive team loses the privilege of making an appeal if it is not made.

11.9.10.1.1 Before the next legal, or illegal, pitch.

11.9.10.1.2 Before all fielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area. If a fielder makes the appeal, the fielder must be in the infield when making the appeal.

11.9.10.1.3 In the case of the last play of the game, before the umpires have left the field of play.

11.9.10.2 Dead Ball Appeal. Once the ball has been returned to the infield and "Time" has been called, or the ball becomes dead, any defensive team member in the infield, with or without possession of 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 should acknowledge the appeal, and then make a decision on the play. No runner may leave his base during this period, as the ball remains dead until the next pitch.

Exception: A runner who has left a base too soon on a caught fly ball, or who has missed a base, may attempt to return to such base while the ball is dead.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

Note:

11.9.10.2.1 If the ball goes out of play, the dead ball appeal cannot be made until the plate umpire places a new ball into the game.

11.9.10.2.2 If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no Illegal Pitch is called.

If the umpire has declared "Play Ball" and the pitcher then requests an appeal, the umpire would again call "Time" and allow the appeal process.

11.9.10.3 Additional out appeals may be made after the third out as long as they are made properly and are made to remove a run, or made to reinstate the correct batting order

11.9.11 When he is struck with an untouched fair-batted ball in fair territory while off base, and in the umpire's judgment, any fielder had an opportunity to make an out.

11.9.12 When he intentionally kicks a ball that a fielder has missed.

11.9.13 When he interferes with a fielder attempting to field a fair-batted ball, regardless of whether the ball has first been touched by another fielder, including the pitcher, or intentionally interferes with a thrown ball.

Note: If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out.

11.9.14 When he interferes with a fielder attempting to catch a batted foul fly ball or with a foul fly ball that a fielder is attempting to catch, in which case the batter-runner returns to bat with an additional strike on the foul ball, provided the count prior to batting the ball was less than two strikes. If this is the third strike, the batter-runner is also out, unless the third out of the inning was the runner interference call, in which case the batter-runner shall be deemed to have completed his turn at bat.

11.9.15 When, after a runner, batter or batter-runner has been declared out, or after a runner has scored, the runner, batter or batter-runner interferes with a defensive player's opportunity to make a play on another runner. A runner continuing to run and drawing a throw will be considered a form of interference.

Note: The runner closest to home plate, at the time of the interference, will be called out

11.9.16 When one or more members of the offensive team stand at, or collect around, a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making the play.

11.9.17 Note: Members of a team include batboy, or any other person authorized to sit on the team's bench

11.9.18 When the coach near third base runs in the direction of home plate on or near the baseline, while a fielder is attempting to make a play on a batted or thrown ball, and thereby draws a throw to home plate.

Note: It is the runner closest to home plate that shall be called out.

11.9.19 When a coach or any other non-playing team member:

11.9.19.1 Intentionally interferes with a thrown ball while in the coach's box, or

11.9.19.2 Interferes with the defensive team's opportunity to make a play on a runner, or batter-runner.

Note: It is the runner closest to home plate, at the time of the interference, which shall be declared out

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

11.9.20 When a defensive player has the ball, and is waiting for the runner, and the runner remains on his feet and deliberately crashes into the defensive player.

Note: If the act is determined to be flagrant, the offender shall be ejected.

Effect: The ball is dead and other runners must return to the last base legally held at the time of the interference, unless forced to advance because the batter became a batter-runner

11.9.21 When he runs bases in reverse order, or off the base line, while not attempting to advance, in an attempt to either confuse the fielders or to make a travesty of the game.

Effect: The ball is dead and all other runners must return to the last base legally held at the time of the runner being declared out, unless forced to advance because the batter became a batter-runner.

11.9.22 When he fails to keep contact with the base to which he is entitled, until a pitched ball touches the ground, reaches home plate, or is batted.

Effect: The ball is dead, a "No Pitch" is declared and other runners must return to the last base legally held at the time of the pitch

11.9.23 When he abandons a base and enters his team area, or leaves the field of play, while the ball is alive.

11.9.24 When he positions himself behind, and not in contact with, a base to get a running start on any fly ball.

Effect: The ball remains live

11.9.25 When a batter-runner, interferes with a play at home plate, in an attempt to prevent an obvious out on an advancing runner at the plate.

Effect – Sec. 11.9.25: The ball is dead, the batter-runner is also declared out, and the other runners must return to the last base held at the time of the pitch.

11.9.26 When following an offensive conference, base runners switch positions on the bases they occupied prior to the conference.

Effect – Sec 11.9.26: Each runner on an improper base shall be declared out. In addition, the head coach shall be ejected for unsportsmanlike conduct. NOTE: This can be brought to the umpire's attention anytime until all runners are in the dugout or the inning is over. If one improper runner is on a base, both he and all runners who had switched bases will be out, even if they had scored, and any run(s) scored by improper base runners will be nullified

11.9.27 When runners switch positions on the bases.

Effect – Sec. 10.9.27. This is an appeal play. When properly appealed, each runner discovered to have switched positions on the bases shall be declared out and the Head Coach shall be ejected for unsportsmanlike conduct.

Note: The appeal can be made any time until all runners, who switched positions are in the dugout or the inning is over. If one of the runners who switched bases is on a base, both he and all runners who had switched bases will be out, even if they had scored, and any run(s) scored by improper runners will be nullified.

11.10 The Runner is Not Out

11.10.1 When he runs behind, or in front of the fielder and outside the base path, in order to avoid interfering with a fielder attempting to field the batted ball in the base path.

11.10.2 When he does not run in a direct line to the base, provided the fielder in the direct line does not have the ball in his possession.

11.10.3 When more than one fielder attempts to field a batted ball and the runner comes in contact with the one who, in the umpire's judgment, was not entitled to field the ball.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

11.10.4 When he is hit with a fair, untouched batted ball while off base, that in the umpire's judgment, no fielder had an opportunity to make an out.

11.10.5 When he is hit with a fair, untouched batted ball over foul territory and, in the umpire's judgment, no fielder had an opportunity to make an out.

11.10.6 When he is hit with a fair-batted ball after it touches, or is touched by, any fielder, including the pitcher, and he could not avoid contact with the ball.

11.10.7 When he is touched while off base

11.10.7.1 With a ball not securely held by a defensive player, or

11.10.7.2 With a hand or glove of a defensive player and the ball is in the other hand

11.10.8 When the defensive team does not request the umpire's decision on an appeal play until after the next legal or illegal pitch, or until after all fielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.

11.10.9 When a batter-runner becomes a runner, by touching first base, passes it and then returns directly to the base.

11.10.10 When he is not given sufficient time to return to a base. He will not be called out for being off base before the pitcher releases the ball and he may advance as though having left the base legally.

11.10.11 When he has legally started to advance. He may not be stopped by the pitcher receiving the ball while on the pitching plate, nor by the pitcher stepping onto the plate while holding the ball.

11.10.12 When he holds his base until a fly ball touches a fielder and then attempts to advance.

11.10.13 When he is hit by a fair, untouched batted ball while in contact with his base, unless he intentionally interferes with the ball, or a fielder making a play.

Note: The ball will become dead or remains alive, depending on the position of the fielder closest to the base.

11.10.14 When he slides into a base and dislodges it from its proper position. The base is considered to have followed the runner.

Note: A runner reaching a base safely will not be out for being off that base, if it becomes dislodged. He may return to that base without liability to be put out when the base has been replaced. A runner forfeits this exemption, if he attempts to advance beyond the dislodged base before it is again in proper position

11.10.15 When a fielder makes a play on a runner while using an illegal glove.

Note: A pitch by the pitcher is not considered making a play.

Effect – Sec. 11.10.15:

The manager of the offended team has the option of

11.10.15.1 Taking the result of the play, or

11.10.15.2 Having the entire play nullified, with runners returning to the last base held at the time of the play.

Exception to Effect: If the play was the result of the completion of the batter's turn at bat, and the option is taken to nullify the play, that batter resumes batting, assuming the ball and strike count he had prior to completing his turn at bat, and runners are returned to the bases held at the time of the pitch

11.10.16 When a coach unintentionally is hit with a thrown ball or batted fair ball while in the coaches' box.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

11.11 Courtesy Runner

Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. Only one courtesy runner may be used per inning. *(Unified- Only an Athlete may courtesy run for an athlete and only a Partner may courtesy run for a partner)*

11.11.1 Courtesy Runners

11.11.1.1 A courtesy runner is in the game when announced by the offensive team representative.

11.11.1.2 A courtesy runner whose turn at bat comes while on base:

Effect: Will be called out. The courtesy runner will be removed from the base and come to bat. A second courtesy runner cannot be substituted at this time.

11.12 Baserunner's (Second) Home Plate

11.12.1 Defensive players can only touch the original home plate and runners can only touch the second home plate.

11.12.2 Runners must touch the second home plate located adjacent to the right-handed batter's box in order to be safe at home.

11.12.3 Runners tagged by a defensive player will not be out if past the commitment line.

11.12.4 Should a defensive player touch the second home plate and still touch the original home plate before the runner reaches the second home plate, the runner would be out.

11.12.5 If the runner touches the original home plate, the runner will be out and the ball will remain live

11.12.6 Once a runner passes the commitment line (20 foot marking), from a second home plate, the runner cannot return to third base.

Effect: The runner will be called out if the runner returns, and the ball remains live.

11.12.7 If the runner has passed the commitment line (20 foot marking) and continues to run on the original foul line and interferes with the fielder taking a throw at or in contact with the original home plate:

Effect: A dead ball should be declared, the runner is out and interference rules shall be enforced.

12. Dead Ball, Ball in Play

12.1 The Ball is Dead

The ball is dead and not in play in the following circumstances.

12.1.1 When the ball is batted illegally.

12.1.2 When the batter steps from one box to another when the pitcher is on the pitching plate.

12.1.3 When "no pitch" is declared.

12.1.4 When a pitched ball touches any part of the batter's person or clothing whether the ball is struck at or not.

12.1.5 When a foul fly ball is not caught.

12.1.6 When the offensive team causes interference.

12.1.7 When a fair-batted ball strikes an umpire, or runner.

12.1.7.1 Before touching a fielder, including the pitcher, and

12.1.7.2 Before passing a fielder, other than the pitcher, without being touched, or

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

12.1.7.3 After passing a fielder, excluding the pitcher, and in the umpire's judgment another fielder had a chance to make an out.

12.1.8 When the ball is outside the established playing limits of the playing area.

12.1.9 When an accident to a batter-runner or runner prevents him from proceeding to the awarded base, he may be substituted. The substitute will be allowed to proceed to any awarded bases. The substitute must legally touch all awarded or missed bases not previously touched.

12.1.10 When the batter bunts or chops the pitched ball.

12.1.11 When the umpire calls "Time".

12.1.12 When any part of the batter's person is hit with his own-batted ball, while still in the batter's box.

12.1.13 When the runner runs the bases in reverse order, or off the base line, while not attempting to advance, in an attempt to either confuse the fielders or to make a travesty of the game.

12.1.14 When the coach near third base runs in the direction of home plate, on or near the baseline, while the fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate.

12.1.15 When one or more members of the offensive team stand or collect at, or around, a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making a play.

12.1.16 When a runner fails to keep contact with the base to which he is entitled, until a legally pitched ball has reached home plate.

12.1.17 After each strike or ball.

12.1.18 When a blocked ball is declared.

12.1.19 When a batter enters the batter's box with, or uses, an altered bat.

12.1.20 When a batter enters the batter's box with, or uses, an illegal bat.

12.1.21 When, with less than two out and a runner on first base, a fielder intentionally drops a fair fly ball (including a line drive) that could be caught by an infielder with ordinary effort, after it is controlled with a hand or glove.

NOTE: If an infield fly is ruled, it has precedence over an intentionally dropped ball.

12.1.22 When a fielder carries a live ball into dead ball territory.

12.1.23 When "Time" has been called and a defensive player is making an appeal.

12.1.24 When the batter fails to enter the batter's box within 10 seconds after the umpire calls "PLAY BALL."

12.1.25 When any person, other than a team member, enters the playing field and creates interference.

12.1.26 When the batter-runner steps back toward home plate to avoid or delay a tag by a fielder.

12.1.27 When an offensive team member deliberately erases the lines of the batter's box.

12.1.28 When the pitcher issues an Intentional Walk to a batter.

12.2 The Ball is in Play

The ball is in play in the following circumstances.

12.2.1 At the start of the game and each half inning, when the pitcher has the ball while standing in his pitching position and the plate umpire has called "PLAY BALL."

12.2.2 When the Infield Fly rule is enforced.

12.2.3 When a thrown ball goes past a fielder and remains in playable territory.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

12.2.4 When a fair ball strikes an umpire, or runner, on fair ground after.
- 12.2.4.1 Passing a fielder, excluding the pitcher, and no other fielder had a chance to make an out, or
- 12.2.4.2 Touching a fielder, including the pitcher

12.2.5 When a fair ball strikes an umpire on foul ground.

12.2.6 When the runners have reached the bases to which they are entitled, after the fielder illegally fields a batted, thrown or pitched ball.

12.2.7 When a runner is called out for passing a preceding runner.

12.2.8 Exception: When a runner is called out for passing a preceding runner while the ball is dead, the ball will remain dead.

12.2.9 When no play is being made on an obstructed runner, the ball shall remain alive until the play is over.

12.2.10 When a fair ball is legally batted.

12.2.11 When a runner must return in reverse order, while the ball is in play.

12.2.12 When a runner acquires the right to a base, by touching it before being put out.

12.2.13 When a base is dislodged, while runners are progressing around the bases.

12.2.14 When a runner runs more than 0.91m (3 ft) from his base path in regular, or reverse order, to avoid being touched by the ball in the hand of a fielder.

12.2.15 When a runner is tagged, or forced out.

12.2.16 When the umpire calls the runner out, for failure to return and touch the base when play is resumed after a suspension of play.

12.2.17 When a live ball appeal play is legally being made.

12.2.18 When the batter hits the ball.

12.2.19 When a live ball strikes a photographer, groundskeeper, policeman, etc., assigned to the game.

12.2.20 When a fly ball has been legally caught.

12.2.21 When a thrown ball strikes an offensive player.

12.2.22 If the batter drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball.

12.2.23 When a thrown ball strikes an umpire.

12.2.24 Whenever the ball is not dead, as provided in Section 1 of this rule

12.2.25 When a thrown ball accidentally strikes a coach.

12.2.26 As long as there is a play as a result of the hit by the batter. This includes a subsequent appeal play.

12.2.27 When a runner is called out, for getting a running start from a base on any fly ball.

12.2.28 When a runner abandons a base, does not attempt to advance to the next base, enters his team area, or leaves the field of play and is called out.

12.2.29 When a runner is called out for being physically assisted by anyone other than another runner.

Exception: When assisted on a foul ball not caught, the ball will remain dead

12.2.30 The ball remains live until the umpire calls “Time”; this should be done when the ball is held by a player in the infield and, in the opinion of the umpire, all play has ceased.

12.3 Delayed Dead Ball

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

There are five situations when a violation of the rule occurs. An umpire recognizes it and the ball remains live until the conclusion of the play. These situations are

12.3.1 An illegal pitch.
12.3.2 Catcher's obstruction
12.3.3 Obstruction
12.3.4 Detached equipment contacting a thrown ball, a pitched ball, or a fair-batted ball

13. Umpires

13.1 Power and Duties

The umpires are the representatives of the league or organization by which they have been assigned to a particular game, and as such, are authorized and required to enforce each section of these rules. They have the power to order a player, coach, captain or manager to do or omit to do any act which in their judgment is necessary to give force and effect to one or all of these rules and to inflict penalties as herein prescribed. The plate umpire shall have the authority to make decisions on any situations not specifically covered in the rules.

General Information for Umpires

13.1.1 The umpire shall not be a member of either team. Examples: player, coach, manager, officer, scorer or sponsor.
13.1.2 The umpire should be sure of the date, time and place for the game and should arrive at the playing field 20-30 minutes ahead of time, start the game on time and leave the field when the game is over.
13.1.3 The male and female umpire must wear
13.1.3.1 A powder blue long or short-sleeved shirt.
13.1.3.2 Dark navy blue socks.
13.1.3.3 Dark navy blue slacks or shorts.
13.1.3.4 Dark navy blue cap with white and blue trimmed ISF (or NGB) letters on the front.
13.1.3.5 Dark navy blue ball bag (plate only).
13.1.3.6 Dark navy blue jacket and/or sweater.
13.1.3.7 Black shoes and belt.
13.1.3.8 A white T-shirt worn under the powder blue shirt.
13.1.4 Umpires must not wear exposed jewelry that may pose a hazard.
13.1.5 Exception: Medical Alert Bracelets and/or necklaces.
13.1.6 The umpires should introduce themselves to the captains, managers and scorers.
13.1.7 The umpires should inspect the playing field boundaries, equipment and clarify all ground rules to both teams and their coaches.
13.1.8 Each umpire shall have the power to make decisions on violations committed any time during playing time or during suspension of play until the game is over.
13.1.9 Neither umpire has the authority to set aside or question decisions made by the other within the limits of their respective duties as outlined in these rules.
13.1.10 An umpire may consult his associate at any time. However, the final decision shall rest with the umpire whose exclusive authority it was to make the decision and who requested the opinion of the other.
13.1.11 In order to define their respective duties, the umpire judging balls and strikes shall be designated as the '"Plate Umpire," the umpire judging base decisions as the "Base Umpire."

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

13.1.12 The plate umpire or base umpire shall have equal authority to

13.1.12.1 Call a runner out for leaving a base too soon.

13.1.12.2 Call "TIME" for suspension of play.

13.1.12.3 Remove, or eject, a player, coach or manager from the game for violation of rules.

13.1.12.4 Call all illegal pitches.

13.1.12.5 Call an infield fly

13.1.13 The umpire shall declare the batter or runner out without waiting for an appeal for such decision in all cases where such player is retired in accordance with these rules.

Note: Unless appealed to, the umpire does not call a player out or penalize him for having failed to touch base, leaving a base too soon on a caught fly ball, batting out of order, being an unreported substitute, being an Illegal Re-Entry, the replacement player or returning withdrawn player do not report, being a runner who switched positions on bases with another runner, or making an attempt to go to second base after reaching first base, as provided in these rules.

13.1.14 Umpires shall not penalize a team for infraction of a rule when imposing the penalty would be to the advantage of the offending team.

13.1.15 Failure of umpires to adhere to Rule 10 shall not be grounds for protest. These are guidelines for umpires.

13.2 The Plate Umpire

13.2.1 Shall take a position in back of the catcher. He shall have full charge of, and be responsible for, the proper conduct of the game.

13.2.2 Shall call all balls and strikes.

13.2.3 Shall, by agreement and in cooperation with the base umpire, call plays, hit balls, fair or foul, legal or illegal caught balls. On plays that would necessitate the base umpire leaving the infield, the plate umpire shall assume the duties normally required of the base umpire.

13.2.4 Shall determine and declare whether

13.2.4.1 A batter bunts, or chops, a ball.

13.2.4.2 A batted ball touches the person, or clothing, of the batter

13.2.5 Shall render base decisions when required to do so.

13.2.6 Shall determine when a game is forfeited.

13.2.7 Shall assume all duties, when assigned as a single umpire to a game.

13.3 The Base Umpire

13.3.1 Shall take such positions on the playing field as required in accordance with the relevant umpire systems.

13.3.2 Shall assist the plate umpire in every way, to enforce the rules of the game.

13.4 Responsibilities of a Single Umpire

If only one umpire is assigned, his duties and jurisdiction shall extend to all points. The umpire's starting position for each pitch shall be from behind home plate. On each batted ball or play that develops, the umpire shall move out from behind the plate and into the infield to obtain the best position for any play that develops.

13.5 Change of Umpires

Umpires cannot be changed during a game by the consent of the opposing teams, unless an umpire is incapacitated by injury, or illness.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

13.6 Umpires Judgment

13.6.1 There shall be no appeal from any decision of any umpire, on the grounds that he was not correct in his conclusion as to whether a batted ball was fair or foul, a runner safe or out, a pitched ball a strike or ball, or on any play involving accuracy of judgment. No decision rendered by any umpire shall be reversed, except that he be convinced it is in violation of one of these rules. In case the manager, captain, or either team does seek a reversal of a decision based solely on a point of the rules, the umpire whose decision is in question shall, if in doubt, confer with his associate before taking any action. But under no circumstances shall any player or person, other than the manager or the captain of either team, have any legal right to protest on any decision and seek its reversal, on a claim that it is in conflict with these rules.

13.6.2 Under no circumstances shall any umpire seek to reverse a decision made by his associates, nor shall any umpire criticize or interfere with the duties of his associates, unless asked to do so by him.

13.6.3 The umpires, in consultation, may rectify any situation in which the reversal of an umpire's decision, or a delayed call by an umpire, places a batter-runner or runner in jeopardy, or places the defensive team at a disadvantage.

Note: This correction is not possible after one legal, or illegal, pitch has been thrown, or if all players on the defensive team have abandoned fair territory.

13.7 Signals

13.7.1 To indicate that play shall begin, or be resumed; the umpire shall call "PLAY BALL" and, at the same time, motion the pitcher to deliver the ball.

13.7.2 A STRIKE shall be indicated by raising the right hand upward, indicating the number of strikes by the fingers and, at the same, time calling "STRIKE" in a clear and decisive voice, followed by calling the number of the strike.

13.7.3 To indicate a BALL, no arm signal is used. The number of the ball follows the call of "BALL".

13.7.4 To indicate the total COUNT of balls and strikes, the balls are called first.

13.7.5 To indicate a FOUL, the umpire shall call "FOUL BALL" and extend an arm horizontally away from the diamond, according to the direction of the ball.

13.7.6 To indicate a FAIR BALL, the umpire shall extend an arm toward the center of the diamond, using a pumping motion.

13.7.7 To indicate a batter or runner OUT, the umpire shall raise the right hand upward above the right shoulder, with fist closed.

13.7.8 To indicate that a player is SAFE, the umpire shall extend both arms horizontally to the side of the body, with palms toward the ground.

13.7.9 To indicate suspension of play, the umpire shall call "TIME" and, at the same time, extend both arms above the head. The other umpires shall immediately acknowledge the suspension of play, with similar action.

13.7.10 To indicate a DELAYED DEAD BALL, the umpire shall extend the left arm horizontally, with fist closed.

13.7.11 To indicate a TRAPPED BALL, the umpire shall extend both arms horizontally to the side of the body, with palms toward the ground.

13.7.12 To indicate a GROUND RULE DOUBLE, the umpire shall extend the right hand above the head and at the same time indicate, with two fingers, the number of bases awarded.

13.7.13 To indicate a HOME RUN, the umpire shall extend the right hand, with closed fist closed, above the head and circle the arm in a clockwise movement.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

13.7.14 To indicate an INFIELD FLY, the umpire shall call "INFIELD FLY, IF FAIR, THE BATTER IS OUT." The umpire shall extend one arm above the head.

13.7.15 To indicate NOT TO PITCH, the umpire should raise one hand, with the palm facing the pitcher. "NO PITCH" shall be declared, if the pitcher pitches while the umpire has his hand in said position.

13.8 8. Suspension of Play

13.8.1 An umpire may suspend play when, in his judgment, conditions justify such action.

13.8.2 Play shall be suspended whenever the plate umpire leaves his position to brush the plate, or to perform other duties not directly connected with the calling of plays.

13.8.3 The umpire shall suspend play whenever a batter, or pitcher, steps out of position for a legitimate reason.

13.8.4 An umpire shall not call "TIME", after pitcher has started the windup.

13.8.5 An umpire shall not call "TIME", while any play is in progress.

13.8.6 In case of injury, except in the umpires' judgment with a serious injury (which may put the player in danger), "TIME" shall not be called until all plays in progress have been completed, or runners have been held at their base.

Effect – Sec. 13.8.6: In the case of injury, when time is called, the ball is dead and runner(s) may be awarded a base or bases that they would have made, in the umpire's judgment, had the injury not occurred

13.8.7 Umpires shall not suspend play at the request of players, coaches or managers, until all action in progress by either team has been completed.

13.8.8 When, in the opinion of an umpire, all immediate play is apparently completed, "TIME" should be called.

13.9 Violations and Penalties

13.9.1 Players, coaches, or managers shall not make disparaging, or insulting, remarks to, or about, opposing players, officials, or spectators, or commit other acts that could be considered unsportsmanlike conduct.

13.9.2 The penalty for violations by a player is either prompt REMOVAL, or EJECTION, of the offender from the game.

13.9.3 The penalty for violations by a manager, coach or other team official shall be

13.9.3.1 For a first offense, the offender may be warned.

13.9.3.2 For a second offense, or if a first offense is considered serious enough by the umpire, the offender is EJECTED.

13.9.4 Note: In the event the Head Coach is ejected from a game, he shall submit to the umpire the name of the person who is to assume the Head Coach duties for the remainder of the game

13.9.5 A player REMOVED from the game may sit on the bench but shall not participate further in the game except as a coach.

13.9.6 An adult athlete, manager, coach, or other team official EJECTED from the game, shall go directly to the dressing room for the remainder of the game, or leave the grounds. NOTE: An athlete or minor partner may remain in the dugout if there is no team representative or delegate to escort them away from the grounds. If they remain in the dugout and participate in any way, the result is the forfeiture of the game.

13.9.7 Failure of a person so REMOVED, or EJECTED, to leave the game immediately, will warrant a forfeiture of the game.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

14. COACHES, PLAYERS, & SUBSTITUTES

14.1 Coaches

14.1.1 The Head Coach is responsible for signing the line-up card.

14.1.2 Coaches must be neatly attired, including the wearing of suitable footwear, or dressed in team uniform in accordance with the color code of the team. If a coach wears a cap, it must be approved headwear.

14.1.3 An offensive team coach (base coach) is an eligible member of the team at bat who takes his place on the field, within the coach's box.

14.1.3.1 Two coaches are allowed to give words of assistance and direction to the members of their team while at bat.

14.1.3.2 One shall be stationed near first base and one near third base and they are obligated to stay within the confines of their respective coach's box.

14.1.3.3 Exception: A coach may leave the coach's box to signal a runner to slide, advance or return to a base, or move out of a fielder's way, as long as he does not interfere with the play.

14.1.3.4 A base coach may address only his own team members.

14.1.3.5 One coach can have in his possession in the coach's box, a score book, pen or pencil and an indicator, all of which shall be used for score keeping or record keeping purposes only

14.1.4 A defensive team coach/manager is an eligible member of the team in the field, who may be either a non-playing coach who remains in the dugout, or a playing coach who takes his place on the field. This coach may give direction and assistance to his team while they are playing defense.

14.1.5 Coaches may not use language that will reflect negatively upon players, umpires or spectators.

14.1.6 No communication equipment is allowed between:

14.1.6.1 The coaches on the field;

14.1.6.2 The coaches and the dugout;

14.1.6.3 The coaches and any player;

14.1.6.4 The spectator area and the field, including the dugout, coaches and players

Effect: Any infraction shall result on a warning for the first occurrence. Any subsequent infraction by a coach/manager of the same team shall result in the ejection of that coach/manager.

14.2 Line-Up Cards and Rosters

14.2.1 Official line-up cards are to be completed and submitted to the Official Scorerand the home plate umpire, at the start of each game. The plate umpire retains the card for the duration of the game.

14.2.1.1 A player's name shall not be on the starting line-up, unless the player is present in the team area and in uniform.

14.2.1.2 All available substitutes should be listed in the designated place, by their last name, first name and uniform number.

14.2.1.3 Eligible roster members may be added to the available substitute list at any time during the game.

14.2.1.4 The name of the head coach/manager must be listed on the line-up card.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

14.2.1.5 *Unified: Athletes (designated by an "A") and Unified partners (designated by a "P") must alternate on the line-up card/roster.*

14.3 Players

14.3.1 A team shall consist of players in the following positions:

14.3.1.1 Ten players: pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right fielder (F9) and right center fielder (F10).

14.3.1.2 With Extra Player (EP). Eleven players: same as slow pitch plus an EP who bats in the line-up.

14.3.1.3 *Unified: Ten players – (five athletes and five partners) with the following positioning requirements: two athletes and two partners in both the infield and the outfield, and one athlete and one partner as pitcher or catcher.*

14.3.1.4 *Unified with Extra Players (EP). Twelve players – six athletes and six partners: same as Unified plus two EP's who bat in the line-up.*

Note: Players of the team in the field may be stationed anywhere on fair territory, except the catcher, who must be in the catcher's box, and the pitcher, who must be in a legal pitching position at the start of each pitch.

14.3.2 Shorthanded Rule

14.3.3 To start a game:

14.3.3.1 A game may begin or finish with one less than required to start with an automatic out taken in the sport of the shorthanded player.

14.3.3.2 The vacant position must be listed last in the batting order.

14.3.3.3 An out will be recorded when the vacant position in the batting order is scheduled to bat.

(Unified) If a team plays shorthanded with either three in the infield or outfield, at least two of the three must be athletes and at least one of the three must be a partner

14.3.4 To continue a game once started with a full team listed on the line-up card:

14.3.4.1 If a team begins play with the required number of players as listed, that team may continue a game with one less player than is currently in the line-up whenever a player leaves the game for any reason other than ejection. Under no circumstances shall a team be permitted to bat less than nine.

14.3.4.2 If playing shorthanded, and a substitute arrives, the substitute must be inserted immediately into the vacant spot. If the substitute refuses to enter for any reason, that player becomes ineligible for the remainder of the game.

14.3.4.3 If another player arrives, of the correct designation (athlete/partner), that player must be inserted into the line-up in the vacant spot by alternating athlete/partner.

14.3.4.4 If the player leaving the game is a runner or batter, the runner or batter shall be declared out.

14.3.4.5 When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat. An inning or the game can end with an automatic out.

14.3.4.6 The player who has left the game cannot return to the line-up.

14.3.4.7 The batting order must still alternate and the defensive positioning remains as required. Rule 4, Section 1C, Rule 7, Section 2D

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

Exception: A player who has left the game under the blood rule may return even after missing a turn at bat.

Effect - Failure to have the required number of eligible players to start or continue a game will result in a forfeit

14.3.5 A team must have the required number of players present in the team area to start or continue a game.

Exception: (UNIFIED) A team may play with an uneven number of athletes and partner as long as there are more athletes.

Effect- Sec. 3b: The game is forfeited.

EXCEPTION: (UNIFIED) When there are legal numbers of athletes and Unified partners, the game is not forfeited, but an out must be declared when two athletes or Unified partners bat back-to-back.

14.4 Starting Players

A starting player shall be official when the line-up card is inspected, and approved, by the plate umpire and team representative at the pre-game meeting.

14.4.1 The names may be entered on the official line-up card in advance of this meeting.

14.4.2 However, in case of injury or illness, changes may be made at the pre-game meeting with the umpires. A listed substitute may take the place of a player whose name is in his team's batting order. He would then be considered the starting player.

14.4.3 The player so replaced at the meeting could enter the game, as a substitute, at any time later in the game.

14.5 Extra Player

14.5.1 An "EXTRA PLAYER," referred to as an "EP" is optional, but if one is used, it must be made known prior to the start of the game, and the player's name listed on the line-up card as one of the eleven hitters in the batting order.

14.5.2 If the EP is used, he must be used the entire game. c. If an EP is used, all eleven must bat and any ten can play defense. Defensive positions can be changed, but the batting order must remain the same.

14.5.3 *(UNIFIED) If two EP's are used, all twelve must bat and any ten (five athletes and five partners) may play defense. Defensive positioning may change as long as the Unified positioning is followed. The batting order must remain the same throughout the game.*

EXCEPTION: If a team cannot complete the game with two EP's, they may continue with only the athlete EP, but an out must be automatically recorded when the missing Unified partner EP is due to bat.

14.5.4 The EP must remain in the same position in the batting order for the entire game.

14.5.5 The starting EP may re-enter the game one time after having been substituted, as long as he returns to the position in the batting order that he occupied when he left the game, other than as a Replacement Player.

Effect – Sec. 6a-f: When a team violates any of the above provisions (except Sec. 6d*)*, or uses an Illegal EP, the player in violation shall be ejected.

14.6 Re-Entry

14.6.1 Any player may be substituted or replaced and re-entered once, provided such players occupy the same batting position whenever they are in the line-up.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

Exception: If the starting player (currently not in the line-up) is brought into the line-up as a Replacement Player.

Note: The original player and the substitute(s) cannot be in the line-up at the same time.

14.6.2 If a manager/coach removes a substitute from the game and re-enters the same substitute later in the game, this is not considered an Illegal Re-Entry.

14.6.3 When a starting player re-enters the game and occupies a different position in the offensive line-up, it is considered an Illegal Re-entry.

Effect:

14.6.3.1 Violation of the re-entry rule is handled as an appeal, which may be made at any time while the Illegal Substitute is in the game.

14.6.3.2 The appeal need not be made prior to the next pitch; however, all plays that occurred while the Illegal Substitute was in the game shall stand.

14.6.3.3 The penalty for an Illegal Re-Entry is: the ejection of both the manager/coach (whose name appears on the line-up card) and the Illegal Substitute.

14.6.3.4 NOTE: If the Illegal Re-Entry also violates the unreported substitute ruling (Rule 4, Sec 8g) those penalties would also be in effect.

14.6.3.5 The name of the new coach who is to assume responsibility for the team must be provided to the umpire.

14.7 Substitutes/Illegal Player

A substitute may take the place of a player whose name is in his team's batting order. The following regulations govern player substitutions.

14.7.1 The coach or team representative of the team making the substitution shall immediately notify the plate umpire at the time the substitute enters. The plate umpire shall report the change to the scorer. A substitute is not officially in the game until a pitch has been thrown or a play made.

14.7.2 If a substitute enters the game without reporting, and after a pitch has been thrown (legal or illegal), or after a play has been made, the player will be "Declared Ineligible" when discovered. The use of an unreported substitute, an illegal substitute, an unannounced replacement player, or the unannounced return of a withdrawn player, under the Replacement Player Rule, is handled as an appeal by the offended team and must be brought to the attention of the umpire while such player is in the game. If the team manager or the player in violation informs the umpire prior to the offended team's appeal, there is no violation regardless of how long the player or players were illegally in the game. All action prior to the discovery is legal. If the team in violation has no substitutes to replace the player "Declared Ineligible" (or if the starter has re-entered one time), the game is forfeited.

Exception (8b)

14.7.2.1 If an Unreported Substitution on offense bats and reaches base safely, and then is discovered and appealed before a pitch to the next batter, or if at the end of the game and before the umpires leave the field, all runners (including the batter) will return to the base occupied on the batted ball, and the Unreported Substitute is called out. All outs that occur on this play will stand.

14.7.2.2 If the Substitute is an Illegal Player for any reason, the substitute will be subject to the penalty for that violation.

Note: The use of an Illegal Substitute, an unannounced Replacement Player, or the unannounced return of a withdrawn player under the Replacement Player rule, is an appeal

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

play that must be brought to the attention of the umpire by the offended team, while the Illegal Substitute, or player in violation of the Replacement Player rule, is in the game.

14.7.3 Any player may be substituted from the game during any dead ball.

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

14.7.5 A player substituted from the game shall not participate in the game again, except as a coach.

Exception: The starting line-up may re-enter once only.

14.7.6 Multiple substitutions can be made for the player listed on the starting line-up, but no substitute can return to the game after being withdrawn from the line-up, except as a Replacement Player or Courtesy Runner.

Note: The provisions not apply in the event of the required use of a "Replacement Player," unless such player is legally appealed for failure to report to the umpire.

14.7.7 An Illegal Player is a player who takes a position in the line-up, either on offense or defense, who does not have a legal right to that position. A player will not violate the Illegal Player rule until one pitch (legal or illegal) has been thrown or a play made.

Effect: Illegal Players Include:

14.7.8 Illegal Pitcher: An illegal pitcher is a player who returns to pitch after being removed from the pitching position by the umpire. PENALTY: Once discovered, the Illegal Pitcher shall be declared ineligible.

Note: A pitcher, who has been removed from the pitching position as a result of the defensive team exceeding their limit of charged conferences, or for pitching with excessive speed, may re-enter, but not as a pitcher.

14.7.9 Illegal Runner: An Illegal Runner occurs when the offensive team places a player already in the line-up as a runner for another offensive runner.

14.7.10 Illegal re-entry/unreported substitute: An illegal re-entry occurs:

14.7.10.1 A starting player re-turns to the game a second time after being substituted twice.

14.7.10.2 A starting player re-turns to the game, but is not in his starting position in the batting order.

Effect: Any action that occurs while the Unreported Substitute/Illegal Player is in the game is governed as follows:

OFFENSE: If the Illegal player/Unreported Substitute is discovered by the defense:

14.7.10.2.1 While the illegal player is at bat, the Illegal Player is "Declared Ineligible", and a replacement shall resume the ball and strike count. Any advance of runners while the Illegal Player is at bat, shall be legal

14.7.10.2.2 After the Illegal Player has completed a turn at bat, and before the next legal or illegal pitch, before the defensive team has left the field, or before the umpires have left the game, the Illegal Player is called out and "Declared Ineligible." Any advance of runners as a result of the Illegal Player becoming a batter-runner is nullified. Any additional outs that were recorded on the play will stand.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

14.7.10.2.3 After the Illegal Player has completed a turn at bat, and after the next legal or illegal pitch, or after the defense has left the field, the Illegal Player is "Declared Ineligible." If still on base, a legal substitute will take that base. Any advance of runners as a result of the Illegal Player becoming a batter-runner is legal.

14.7.10.2.4 If the player is in the game illegally as a runner, and it is brought to the attention of the umpire before the next legal or illegal pitch has been thrown or a play made, this is a correctable situation.

14.7.10.2.5 If the player is in the game illegally as a runner, and is discovered after a legal or illegal pitch has been thrown, or a play made, the player is "Declared Ineligible" and replaced on the base. Any advance of the runner(s) is legal.

DEFENSE: If the Illegal Player/Unreported Substitute is discovered by the offense:

14.7.10.2.6 After the Illegal Player makes a play and before the next legal or illegal pitch, before the defense has left the field, and before the umpires have left the game, the Illegal Player Is "Declared Ineligible and the offensive team has the option of:

14.7.10.2.6.1. Taking the result of the play, or

14.7.10.2.6.2. Having the last batter return and assume the ball and strike count the batter had, prior to the discovery of the Illegal Player. Each runner would return to the base occupied prior to the play.

14.7.10.2.7 After a legal or illegal pitch to the next batter, the Illegal Player is "Declared Ineligible", and all play stands.

Note: The provisions

Note 1: Should an Ineligible Player return to the game; it is declared a forfeit in favor of the team not at fault.

Note 2: After an upheld appeal for an unreported substitute or an illegal re-entry, the original starting player or his substitute is considered to have left the game.

14.8 Disqualified or Ejected Participant

14.8.1 **A disqualified player is prohibited from playing but can remain in the team area or serve as a coach.**

Effect: If found playing, the game is forfeited.

14.8.2 ***An ejected adult Unified partner must leave the grounds and have no contact with the umpires or participants in the game.***

Effect: The Game is forfeited

14.8.3 Any arguing on the judgment of balls and strikes or judgement calls for plays in the field will constitute a team warning.

Effect: Any repeat offense shall result in the ejection of that team member

14.8.4 If a player is disqualified a team can play shorthanded, however if a player is ejected and the team does not have enough players, play cannot continue.

Effect: The game is forfeited.

14.9 Disputed Calls

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

14.9.1 Any team member disputing any judgment decision by an umpire will constitute a team warning. Any repeat offense shall result in the ejection of that team member.

14.10 Dugout Conduct

14.10.1 Coaches, players, substitutes or other bench personnel shall not be outside the designated dugout area, except when the rules allow or when considered justified by the umpire.

Note: This includes players other than the on-deck batter (who must remain in the on-deck circle) at the start of the game, between innings, or when a pitcher is warming up.

14.10.2 There shall be no tobacco use in the designated dugout area.

Effect – Sec. 13.19: The first offence is a team warning. Any repeat offence shall result in the ejection of that team member.

15. REPLACEMENT PLAYER

15.1 Replacement Player

In the event of any player bleeding during the game, that player must be withdrawn from the game if the bleeding cannot be stopped within a reasonable time, or his uniform becomes covered with blood. The withdrawn player shall not return to the game until all bleeding ceases, the injury cleaned and covered and, if necessary, his uniform replaced.

Note: If a change of number is required due to the new uniform shirt, there is no penalty, but the umpire should be notified of the new number.

15.1.1 The withdrawn player shall be replaced by a Replacement Player, who may act for the withdrawn player for the remainder of the inning in progress (i.e., until the end of the inning of the team batting second), AND for the following complete inning.

15.1.2 The umpire MUST be advised that a Replacement Player is entering the game.

Effect:

15.1.2.1 The use of an ineligible" Replacement Player" shall be considered an Illegal Re-Entry with the relevant penalties to apply.

15.1.2.2 Failure to notify the umpire of the use of a "Replacement Player" shall, upon a legal appeal, subject the player to the provisions of the "Unreported Substitute" rule

15.1.3 The Replacement Player shall be permitted to bat in the turn of the withdrawn player and field for the withdrawn player under all circumstances that would apply to the withdrawn player.

15.1.4 The withdrawn player may return to the game at any time during the period of time as described in (a) above without being treated as a substitution.

15.1.5 The umpire MUST be advised that the withdrawn player is returning to the game.

Effect:

15.1.5.1 Should the withdrawn player not be able to return to the game after being out for the time described in (a) above, the Replacement Player must be treated as a substitute in accordance with the provisions of the substitute rule.

15.1.5.2 If the replacement player is one who has previously been in the game, then he must be replaced by a legal substitute who has not yet been in the game.

15.1.5.3 Should the team not have a legal substitute available to meet the requirements of the shorthanded rule, the game will be forfeited.

15.1.5.4 Failure to notify the umpire of the return of the withdrawn player shall, upon a legal appeal, subject the player to the provisions of the Unreported Substitute rule

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

15.1.6 The withdrawn player may subsequently re-enter the game after the expiration of the time described in (a) above, subject to the provisions of the Re-entry rule.

15.1.7 *(UNIFIED) When a "Replacement Player" is used, the player must be of the same designation (athlete/partner) as the injured and bleeding player.*

15.1.8 The use of a "Replacement Player" is not subject to the provisions of the "Substitute Rule" (except when unannounced to the umpire), provided the "Withdrawn Player" returns to the game within the time permitted.

16. Protest Procedures

16.1 Protests that will not be received

Protests shall not be received, or considered, if they are based solely on a decision involving the accuracy of judgment on the part of an umpire, or if the team lodging the protest won the game.

Examples of protest that will not be considered are

16.1.1 Whether a batted ball was fair, or foul.
16.1.2 Whether a runner was safe, or out.
16.1.3 Whether a pitched ball was a strike, or a ball.
16.1.4 Whether a pitch was legal, or illegal.
16.1.5 Whether a runner did, or did not, touch a base.
16.1.6 Whether a runner left the base too soon on a caught fly ball.
16.1.7 Whether a fly ball was, or was not, caught legally.
16.1.8 Whether it was, or was not, an Infield Fly.
16.1.9 Whether there was, or was not, an interference.
16.1.10 Whether there was, or was not, an obstruction.
16.1.11 Whether a player, or live ball, did or did not, enter a dead ball area, or touch some object or person in a dead ball area.
16.1.12 Whether a batted ball did, or did not, clear the fence in flight.
16.1.13 Whether the field is fit to continue, or resume, play.
16.1.14 Whether there is sufficient light to continue play.
16.1.15 Any other matter involving only the accuracy of the umpire's judgment.

16.2 Protests That Will be Received

Protests that shall be received and considered include matters of the following types

16.2.1 Misinterpretation of a playing rule.
16.2.2 Failure of an umpire to apply the correct rule to a given situation.
Failure to impose the correct penalty for a given violation.

Note:

16.2.2.1 Protests for the above must be made before the next pitch, or before all infielders have left fair territory or, if on the last play of the game, before the umpires leave the playing field.
16.2.2.2 After one pitch has been thrown (legal or illegal), no change can be made on any umpire's ruling

16.2.3 Eligibility of a team roster member.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

Note: Protests for the above are to be submitted to the appropriate authority (not the umpires) and may be made at any time, subject to the provisions of Rule 11 Section 5.

16.2.4 d. Should a policy of meaningful inclusion be enforced, whereby every eligible and able-bodied athlete and/or Unified partner participate in each game, a coach can file a protest if the opposing team did not follow the policy. Exception: if the coach notified the opposing team, umpire and scorekeeper prior to or during the game that the athlete or Unified partner would not participate. Protest (i.e. due to medical reasons) would follow procedures in accordance with Article I, with penalties and consequences to be determined by the Sports Rules Committee, Games Rules Committee or Games Management Team

16.3 Protests Involving Judgment and Interpretation of Rule

Protests may involve both a matter of judgment and the interpretations of a rule.

16.3.1 An example of a situation of this type follows:

16.3.1.1 With one out and the runners on second and third bases, the batter flied out. The runner on third tagged up after the catch, the player on second did not. The runner on third crossed the plate before the ball was played at second base for the third out. The umpire did not allow the run to score. The questions as to whether the runners left their bases before the catch and whether the play at second was made before the player on third crossed the plate are solely matters of judgment and are not grounds for protest. The failure of the umpire to allow the run to score was a misinterpretation of a playing rule and was a proper subject for protest.

16.4 Notification of Intent to Lodge Protest

The notification of intent to protest must be made immediately before the next pitch. (EXCEPTION): Player ineligibility.

16.4.1 The manager, or acting manager, of the protesting team shall immediately notify the plate umpire that the game is being continued under protest. The plate umpire shall, in turn, notify the opposing manager and official scorekeeper.

16.4.2 All interested parties shall take notice of the conditions surrounding the making of the decision that will aid in the correct determination of the issue.

Note: On appeal plays, the appeal must be made before the next pitch, legal or illegal or before the defensive team has left the field. For the purpose of this rule, the defensive team has "left the field" when the pitcher and all players have left fair territory, on the way to the bench or dugout area.

16.5 Time to Lodge an Official Protest

The official written protest must be filed within a reasonable time.

16.5.1 In the absence of a league or tournament rule fixing the time limit for filing a protest, a protest should be considered if filed within a reasonable time, depending upon the nature of the case and the difficulty for obtaining the information on which to base the protest.

16.5.2 Within 30 minutes after the umpires have left the playing field is generally considered a reasonable time.

16.6 Information Required for Written Protest

The formal written protest should contain the following information.

16.6.1 The date, time and place of the game.

16.6.2 The names of the umpires and scorers.

16.6.3 The rule and section of the Official Rules, or local rules, under which the protest is made.

16.6.4 The decision and conditions surrounding the making of the decision.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

16.6.5 All essential facts involved in the matter protested.

16.7 Result of Protest

The decision made on a protested game must result in one of the following

16.7.1 The protest is found invalid and the game score stands as played.

16.7.2 When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made, with the decision corrected.

16.7.3 When a protest for ineligibility of a team roster member is allowed, the game shall be forfeited by the offending team.

17. DIVISIONING

17.1 Teams will be divisioned according to:

17.1.1 Scores compiled from each athlete's score on the four Softball Skills Assessment Tests (SATs) of Base Running, Throwing, Fielding and Batting. These tests are for player/team assessment only and are not competition events for medals and ribbons. (Information regarding these Softball Skill Assessment Tests follow in Section C).

17.1.2 A classification/preliminary pool play round of games

17.2 Coaches shall submit a Softball Skills Assessment Test Score for each player on their rosters prior to the competition.

17.3 The "team score" shall be determined by adding the top 12 players' scores and then dividing that total by 12.

17.4 Teams are initially grouped in preliminary divisions according to their SAT team score and input from coaches. A classification/preliminary pool play round of games shall then be conducted as a means of finalizing the divisioning process.

17.5 In the classification/preliminary pool play round, teams will play one or more games. The length or amount of time for each game shall be no less than 60 minutes and no longer than 75 minutes, based upon the overall event schedule capacity. Each team shall be required to play all eligible and able-bodied players whose scores were used to determine the "team score." Both teams shall be required to play each player at least one half-inning in the field and provide each player at least one at-bat.

17.6 Teams shall play to the best of their ability levels during all games, including games in the classification/preliminary round. Should teams not follow this protocol, teams shall be warned they may be in violation of the Maximum Effort policy. If teams continue to circumvent the Maximum Effort policy, penalties may be levied upon the head coach, any assistant coach and/or players. Procedures for enforcing Maximum Effort and any corresponding penalties should be determined and communicated to teams prior to the beginning of the competition

18. Awards

18.1 See Sport Rules Article 1

The shortening of a competition due to inclement weather or other unforeseen conditions may require the Games Management Team or Competition Committee to modify the awarding of medals, ribbons, and trophies at their discretion.

18.2 Tiebreakers

Within pool play and/or medal round competition, the following criteria should be used in the following order to determine final placement of teams for awards:

18.2.1 Head-to-Head record

18.2.2 Runs against vs. tied teams only

18.2.3 Runs against vs. pool/division

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

18.2.4 Coin toss

19. Unified Sports

19.1 The roster shall contain a proportionate number of athletes and partners. There shall never be more partners than athletes.

19.2 During competition, the line-up shall never exceed five athletes and five partners (six athletes and six partners if the EP is used) at any time. Failure to adhere to the required ratio results in a forfeit. Exception: When a team is playing with fewer partners than athletes under the shorthanded rule (14.3.2)

19.3 Each team shall have an adult non-playing coach responsible for the lineup and conduct of the team during competition.

19.4 The batting order shall be an alternation of athletes and partners.

19.5 During competition, the position requirements are as follows: two athletes and two partners in both the infield and the outfield, and one athlete and one partner as pitcher and catcher.

20. GLOSSARY OF TERMS

Altered Bat:

a. A bat is altered when the physical structure of a legal bat has been changed. Examples of altering a bat are: replacing the handle of a metal bat with a wooden or other type handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip, or painting a bat at the top or bottom for other than identification purposes. Replacing the grip with another legal grip is not considered altering the bat. A "flare" or "cone" grip attached to the bat is considered an altered bat.

b. Engraved identification “ID” marking on the knob end only of a metal bat is not considered an altered bat. Engraved “ID” marking on the barrel end of a metal bat is considered an altered bat. Laser marking for “ID” purposes anywhere on the bat is not considered an altered bat.

Appeal Play:

A live or dead ball appeal is a play or situation on which an umpire cannot make a decision unless requested by a manager, coach or player of the non-offending team. A coach or manager may only make a dead ball appeal and only after stepping onto the playing field.

If made by a fielder, the fielder must be in the infield when making the appeal. The appeal may not be made after anyone of the following has occurred.

a. A legal pitch has been thrown or an illegal pitch has been called.

Exception:

1. An appeal for the use of an Illegal Substitute, Illegal Re-entry, a Replacement Player or Withdrawn Player (either leaving or returning to the line-up under the Replacement Player Rule) and not reporting to the umpire can be made anytime while such player is still in the game.

2. An appeal for runners switching positions on the bases they occupied may be made at any time until all such runners are in the dugout or the half- inning is over.

b. The pitcher and all defensive players have left fair territory; or

c. The umpires have left the field of play following the last play of the game.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

These are the types of appeals:

1. Missing a base
2. Leaving a base on a caught fly ball before the ball is first touched
3. Batting out-of-order
4. Attempting to advance to second base after making a turn at first base
5. Illegal substitutions
6. The use of unannounced players under the Replacement Player Rule
7. Illegal re-entry
8. Runners switching positions on the bases they occupied.

Ball Compression:

Ball Compression is the "Load force" in kilograms (pounds) required to compress a softball 6.5mm (0.25 inches) when measured in accordance with the ASTM (American Society for Testing Measurements) test method for measuring compression-displacement of softballs.

Ball Cor.:

The Coefficient of Restitution of a softball when measured with the ASTM (American Society for Testing Measurements) test method for measuring the Coefficient of Restitution of softballs.

Base:

There are four bases that are to be used during competition; first, second, third and home plate. In addition, there is a double base approved for use at first base, as well as a (baserunner's) home plate.

Base Line:

A Base Line is a direct line between bases.

Base on Balls:

A base on balls occurs when four pitches are judged by the plate umpire to be balls, including illegal pitches. The batter is awarded first base. This is sometimes referred to as a Walk. Effect: The ball is dead.

Base Path:

A base path is a direct line between a base and the runner's position at the time a defensive player is attempting (or about to attempt) to tag a runner.

Baserunner's (Second) Home Plate:

Shall be placed in foul territory, eight feet from the back tip of home plate on a line extended from first base. A line shall be drawn from third base to the safety home plate.

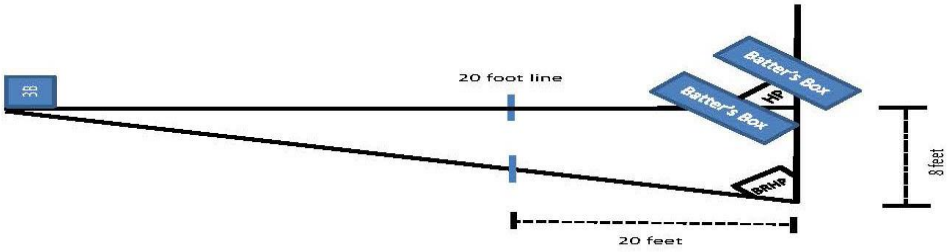
1. Defensive players can only touch home plate and runners can only touch the second home plate.
2. Runners must touch the second home plate located adjacent to the right-handed batter's box in order to be safe at home.
3. Runners tagged by a defensive player will not be out if past the commitment line.
4. Should a defensive player touch the second home plate and still touch the original home plate before the runner reaches the second home plate, the runner would be out.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

5. If the runner touches the original home plate, the runner will be out and the ball will remain live
6. Once a runner passes the commitment line (20 foot marking), from a second home plate, the runner cannot return to third base.

   Effect: The runner will be called out if the runner returns, and the ball remains live.
7. If the runner has passed the commitment line, 20 foot marking, and continues to run on the original foul line, and interferes with the fielder taking a throw at, or in contact with the original home plate:

   Effect: A dead ball should be declared and the runner is out.



Batted Ball:

A batted ball is any ball that hits the bat, or is hit by the bat, and lands either in fair or foul territory. No intention to hit the ball is necessary.

Batter:

A batter is an offensive player who enters the batter's box with the intention of aiding his team to score runs. He continues to be a batter until he is either declared out by the umpire or he becomes a batter-runner.

Batter's Box:

The batter's box is the area to which the batter is restricted while in position with the intention of helping his team to obtain runs. The lines are considered as being within the batter's box.

Batter-Runner:

A batter-runner is a player who has finished a turn at bat but has not yet been put out or touched first base.

Batting Order:

The batting order is the official listing of offensive players in the order in which members of that team must come to bat. When the line-up card is submitted, it shall also include each player's position.

Blocked Ball:

A blocked ball is a batted, thrown or pitched ball that:

1. Becomes lodged in the fencing, or

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

2. Is touched, stopped or handled by a person not engaged in the game, or
3. Touches any object that is not part of the official equipment or playing area, or
4. Is a ground ball that is touched by a defensive player who is in contact with the ground that is not part of the playing area.

Bunt:

A bunt is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

Catch:

A catch is a legally caught ball, which occurs when the fielder catches a batted or thrown ball with his hand(s) or glove.

1. In establishing a valid catch, the fielder shall hold the ball long enough to prove the ball is securely held and/or that the release of the ball is voluntary and intentional. If the player drops the ball after reaching into the glove to remove it or while in the act of throwing, it is a valid catch.
2. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment, or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove.
3. The fielder's feet must be:
   I. When moving toward the out-of-play line, the feet must either: (a) be within the playing area, (b) touching the 'out-of-play' line or(c) both feet in the air after leaving the playing area, in order to have a valid catch.
   II. A player, who is in dead ball territory and returns to the playing area, must have both feet touching the playable area. In order to have a legally caught ball
4. It is not a catch, if a fielder (while gaining control), collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.
5. A batted ball striking anything other than a defensive player while it is in flight is ruled the same as if it struck the ground.

Catcher's Box:

The catcher's box is that area within which the catcher must remain until the pitched ball is batted, touches the ground, plate, or batter, or reaches the catcher's box. The lines are to be considered within the catcher's box. The catcher is considered within the box except when touching the ground outside the catcher's box.

Charged Conference:

A charged conference takes place when

1. Offensive Conference: The offensive team requests a suspension of play to allow the manager, or other team representative, to confer with any member of their team.
2. Defensive Conference: The defensive team requests a suspension of play to allow

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

I. A representative of the defensive team to enter the playing field to communicate with any defensive player,

II. A fielder leaves his position and goes to the dugout and gives the umpire reason to believe that he received instruction.

Note: It is not a charged conference if the coach/manager notifies the plate umpire of a change of pitchers before or after crossing the foul line.

Chopped Ball:

A chopped hit ball is one at which the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air.

Coach:

a. A coach is a person who is responsible for the team's actions on the field and he represents the team in communications with the umpire and opposing team.

b. For the purpose of these rules, the manager of a team is considered to be the Head Coach.

Coach's Box:

The area in which the two base coaches (one per box) are restricted to prior to the pitch.

Courtesy Runner:

A courtesy runner is any player who runs for a runner without a charged substitution.

Dead Ball:

A dead ball is one that

1. Touches any object that is not part of the official equipment or official playing area or a player/person not engaged in the game,
2. Lodged in umpire's gear or in an offensive player's clothing, or
3. The umpire has ruled dead.

Defensive Team:

The defensive team is the team in the field.

Delayed Dead Ball:

A Delayed Dead Ball is game situation in which the ball remains alive until the conclusion of a play. When the entire play is completed, the umpire shall rule a dead ball, and enforce the appropriate ruling. (Refer to Rule 9, Sec. 3)

Dislodged Base:

A dislodged base is a base dislodged from its proper position.

Double Play:

A double play is a play by the defense in which two offensive players are legally put out as a result of continuous action.

Dugout:

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

An area in dead ball territory designated for players, coaches, bat boys or girls, and official representatives of the team only. There shall be no smoking in this area.

Ejection from the Game:

Ejection is the act of any umpire ordering a player, official or any team member to leave the game and the grounds for the duration of the game. An athlete or minor partner is allowed to remain in the dugout ONLY if there is no team representative or delegate to assist them away from the grounds.

Fair Ball:

A fair ball is a legally batted ball which

1. Settles or is touched on or over fair territory between home and first base or between home and third base.
2. Bounds past first or third base on or over fair territory, regardless of where the ball hits after going over the base.

20.1 Touches first, second or third base.

3. While on or over fair territory touches the person or clothing of an umpire or player.
4. First falls on fair territory beyond first and third base.
5. While over fair territory, passes out of the playing field beyond the outfield fence.
6. Hits the foul line pole on the fly.

Note:

1. A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time of touching the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.
2. The position of the ball at the time of interference determines whether the ball is fair or foul, regardless if the ball rolls untouched to foul or fair territory.

Fair Territory:

Fair territory is that part of the playing field within, and including, the first and third base foul lines from home base to the bottom of the extreme playing field fence and perpendicularly upwards.

Fake Tag:

A 'fake tag' is a form of obstruction on a runner, while advancing or returning to a base, by a fielder who is not in possession of the ball, and that impedes the progress of the runner. The runner does not have to stop or slide. Merely slowing down when a fake tag is simulated would constitute obstruction.

Fielder:

A fielder is any defensive player of the team on the field.

Fly Ball:

A fly ball is any ball batted into the air.

Force Out:

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

A force-out is an out which can be made only when a runner loses the right to the base which he is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding runner has been put out. On an appeal play the force out is determined at the time the appeal is made; not at the time of the infraction.

Forfeit:

A forfeit is the act of the plate umpire ruling that the game is over by declaring the non-offending team the winner.

Foul Ball:

A foul ball is a legally batted ball which:

1. Settles on foul territory between home and first base or between home and third base.
2. Bounds past first or third on or over foul territory.
3. First touches on foul territory beyond first or third base.
4. While on or over foul territory touches the person, attached or detached equipment or clothing of an umpire or player, or any object foreign to the natural ground.
5. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
6. Goes directly from the bat, not higher than the batter's head, to any part of the catcher's body or equipment and is caught by another fielder.
7. Hits the pitcher's plate and rolls untouched to foul territory before reaching first or third base.

Note:

1. A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time of touching the ball.
2. The position of the ball at the time of interference determines whether the ball is fair or foul, regardless if the ball rolls untouched to foul or fair territory.

Foul Territory:

Foul territory is any part of the playing field that is not included in fair territory.

Foul Tip:

A foul tip is a batted ball which

1. Goes directly from the bat to the catcher's hands.
2. Goes not higher than the batter's head, and
3. Is legally caught by the catcher.

Note: It is not a foul tip unless caught; and any foul tip that is caught is a strike. The ball is dead. It is not a catch if it is a rebound, unless the ball first touched the catcher's hand(s) or glove.

Helmet:

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

a. A helmet must have two ear flaps (one on each side) and shall be the type that has safety features equal to or greater than those provided by the full plastic cap with padding on the inside. A liner covering the ears only does not meet the rule specifications.

b. A helmet worn by a catcher may be the skull type without the earflaps.

c. A helmet worn by a defensive player, other than the catcher does not need earflaps.

d. Any helmet that is cracked, broken, dented or altered shall be declared an illegal helmet and removed from the game.

Home Team:

The home team is the team on whose grounds the game is played, or if the game is played on neutral ground, the home team shall be designated by mutual agreement or by a flip of a coin.

Illegal Bat:

An illegal bat is one that does not meet the requirements of Rule 3. Sec. 1.

Illegal Extra Player:

An Illegal Extra Player is one who violates any of the provisions of Rule 4, Sec. 6.

Illegal Pitcher:

An Illegal Pitcher is a player legally in the game, but one who may not pitch as a result of

1. Being removed from the pitching position, by the umpire or the manager**,** as a result of the defensive charged conference limit being exceeded, or
2. Being removed from the pitching position by the umpire, as a result of pitching with excessive speed after a warning.

Illegal Player:

An illegal player is a player who takes a position in the line-up, either on offensive or defense, who has not been reported to the plate umpire, including: These are the types of "Illegal Players"

1. A REPLACEMENT PLAYER entering the game (under the Replacement Player rule) without reporting to the plate umpire.
2. A WITHDRAWN PLAYER (under the Replacement Player rule) returning to the game without reporting to the plate umpire.

Illegal Re-Entry:

An Illegal Re-entry occurs when:

1. A starting player returns to the game a second time after twice being substituted.
2. A starting player returns to the game after being substituted but not in his original position in the offensive line-up.
3. A substitute who has legally been in the game returns to the game after being replaced by either the original starting player or another substitute.

Illegal Substitute:

An Illegal Substitute is a player who has entered the game without being announced to the umpire. He may be:

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

1. A substitute who has not previously been in the game;
2. An Illegal Player;
3. A declared Ineligible Player;
4. An Illegal Re-entry; or
5. An Illegal EP.
6. A replacement player who remains in the game as an unannounced substitute for a withdrawn player who has not returned to the game within the time permitted under the provisions of the replacement player rule.

Illegally Batted Ball:

An illegally batted ball occurs when the batter hits the ball fair or foul:

1. While his entire foot is completely out of the batter's box, on the ground, when he makes contact with the ball.
2. While any part of the batter's foot is touching home plate, when he makes contact with the ball.
3. While contacting the ball with an illegal, non-approved, or altered bat.
4. After he steps with his entire foot out of the batter's box, and returns to contact the ball while inside the batter's box.

Illegally Caught Ball:

An illegally caught ball occurs when a fielder catches a batted, thrown, or pitched ball with his cap, mask, glove, or any part of his uniform while it is detached from its proper place.

Ineligible Player:

An Ineligible Player is a player who may no longer legally participate in the game, because the umpire has removed him.

Ineligible Replacement Player:

An Ineligible Replacement Player is a player who may NOT enter the game to replace a player who must leave the game to attend to an injury that has caused bleeding. An Ineligible Replacement Player is one who:

1. Has been either removed or ejected from the game by the umpire for a violation of the rules.
2. Is in the current line-up.

In Flight:

In flight describes any batted, thrown, or pitched ball that has not yet touched the ground or some object other than a fielder.

In Jeopardy:

In jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

Infield:

The infield is that portion of the field in fair territory that includes areas normally covered by infielders.

Infielder:

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

An infielder is a defensive player, including the pitcher and catcher, who is generally positioned anywhere near or within the lines of the base paths forming fair territory. A player who normally plays in the outfield may be considered an infielder if he moves into the area normally covered by infielders.

Infield Fly:

An Infield Fly is a fair fly ball (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort when first and second, or first, second, and third bases are occupied, before two are out. The pitcher, catcher, and any outfielder that positions himself in the infield on the play shall be considered infielders for the purpose of this rule.

Note: When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare, "INFIELD FLY, IF FAIR-THE BATTER IS OUT," for the benefit of the runners. The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared infield fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an infield fly.

Inning:

An inning is that portion of a game within which the teams alternate on offense and defense, and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.

Intentional Base on Balls:

An intentional base on balls occurs when the defensive team desires to place the batter on first base without the requirement to deliver four pitched balls. This is referred to as an Intentional Walk. The ball is dead.

Intentionally Dropped Fly Ball:

An intentionally dropped fly ball is a fair fly ball, including a line drive or a bunt, with less than two outs and a runner on first base, which can be caught by an infielder with ordinary effort, and the infielder intentionally drops, after it is controlled with a hand or a glove. A trapped ball or a fly ball allowed to bounce shall not be considered as having been intentionally dropped.

Interference:

Interference is the act of:

1. An offensive player or team member that impedes, hinders, or confuses a defensive player attempting to execute a play.
2. An umpire who impedes a catcher's attempt to throw out a runner who is off the base.
3. An umpire being hit with a fair-batted ball prior to it passing an infielder, excluding the pitcher.
4. A spectator who reaches into the playing field and impedes a fielder playing the ball, or makes contact with the ball that a fielder is attempting a play on.

Legal Touch (Tag):

A legal touch (tag) is the action of a fielder in touching (or tagging):

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

1. A batter-runner or runner who is not in contact with a base, while it is securely held in a fielder's hand or glove. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after touching (tagging) the runner, unless the runner deliberately knocks the ball from the hand of the fielder. The runner must be touched (tagged) with the hand or glove with which the ball is held.
2. A base with the ball securely held in his hand(s) or glove. The base may be touched (tagged) with any part of the body to be a legal touch (tag), (e.g., the fielder could touch (tag) the base with a foot, with a hand, sit on the base, etc.) This would apply on any force out or appeal situation.

Legally Caught Ball:

A legally caught ball occurs when a fielder catches a batted, thrown or pitched ball, provided it is not caught in the fielder's cap, helmet, mask, protector, pocket, or other part of his uniform. It must be caught and firmly held in the hand(s) or glove.

Line Drive:

A line drive is a ball in flight that is batted sharply and directly into the playing field.

Line-Up and Line-Up Card:

A line-up (batting order) is the list of players who are currently involved playing offensive and defensive positions in the game, including the EP, if being used. The line-up card will contain

1. The last name, first name, position and uniform number of the starting players in the batting order (line-up), and
2. The last name, first name and uniform number of available substitutes, and
3. The last name and first name of the manager.
4. *(UNIFIED) Alternating Athletes and Partners must be identified with an A (Athlete) or P (Partner).*

Note: If an incorrect uniform number is listed on the line-up card, it may be corrected and the game continued with no penalty. If a player wearing an incorrect number violates any rule, the violation has precedence and must be enforced. If the player remains in the game following the violation, then correct the number and continue to play.

Obstruction:

a. Obstruction is the act of:
   1. A defensive player or team member that hinders or prevents a batter from striking or hitting a pitched ball.

b. A fielder who impedes the progress of a runner or batter-runner who is legally running bases while:
   1. not in possession of the ball, or
   2. not in the act of fielding a batted ball, or
   3. Making a fake tag without the ball, or
   4. In possession of the ball and who pushes a runner off a base, or
   5. In possession of the ball, but not in the act of making a play on the runner which intentionally impedes the progress of that runner, while he is legally running the bases.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

Offensive Team:

The offensive team is the team at bat.

Official Equipment:

Official Equipment is considered to be any equipment (bats, gloves, helmets, etc.) in current use by the defensive or offensive team in the course of play. Defensive equipment (gloves for example) left on the field by the team playing offense would not be considered as Official Equipment.

On-Deck Batter:

The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

On-Deck Circle:

The on-deck circle is that area closest to the player's bench where the on-deck batter may warm-up or takes practice swings, while waiting his turn to enter the batter's box.

One Meter (Three Foot) Line:

The One-Meter (Three Foot) Line is the area the last half distance between home and first base where a batter-runner must run to avoid being called out for interfering with a thrown ball from the home plate area, or with a fielder's attempt to take such a throw, while running to first base.

Option Play:

An Option Play is a play in which the offensive coach/manager is given the choice of taking the enforcement of the illegal action or the result of the play. Such options include

1. Catcher obstruction
2. Use of illegal glove
3. Illegal substitution
4. Illegal pitch
5. Illegal pitcher returned to game and pitching

Outfield:

The outfield is that portion of the field that is outside the diamond formed by the baselines or the area not normally covered by an infielder and within the foul lines beyond first and third bases, and boundaries of the grounds.

Over-Slide:

An over-slide is the act of an offensive player when as a runner he over-slides a base he is attempting to reach. It is usually caused when his momentum causes him to lose contact with the base, which then causes him to be in jeopardy. The batter-runner may over-slide first base without being in jeopardy if he immediately returns to that base.

Overthrow:

An overthrow is a play in which a ball is thrown from one fielder to another, resulting in the ball going beyond the boundary lines of the playing field or becoming blocked.

Pitch:

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

A pitch is the act performed by the pitcher in delivering the ball to the batter.

Note: If the pitch becomes blocked or goes out of play, one base is awarded all runners.

Pivot Foot:

The pivot foot is that foot which, when placed in contact with the pitcher's plate by the pitcher, must remain in contact with the pitcher's plate until the pitched ball is released.

"Play Ball.":

a. "Play ball'' is the term used by the plate umpire to indicate that play shall begin or be resumed when the pitcher holds the ball and is on or near the pitcher's plate.

b. All defensive players, (except the catcher who must be in the catcher's box) must be in fair territory to put the ball in play.

Pre-Game Meeting:

The pre-game meeting is a meeting held at the home plate area, at a pre-determined time, between the umpires and the head coaches/managers or team representatives of the respective teams. This meeting is held to:

1. a. Confirm and approve the line-ups of each team, and to distribute a copy to the opposition, and
2. Review any special ground rules that may be applicable.

Protests:

A protest (separate from an appeal) is the action of a defensive or offensive team objecting to:

1. The interpretation or application of a playing rule by an umpire, or
2. The eligibility of a team roster member.

Quick Return Pitch:

A quick return pitch is one made by the pitcher with the obvious attempt to catch the batter off balance. This would be before the batter takes his desired position in the batter's box or while he is still off balance as a result of the previous pitch.

Re-Entry:

Re-entry is the act of any of the starting players, returning to the game after being legally or illegally substituted.

Removal from the Game:

Removal is the act of the umpire declaring a player ineligible for further participation in the game as a result of an infraction of the rules, other than ejection.

Note: Any Athlete (or Partner in Unified) so removed may continue to sit on the bench but shall not participate further in the game except as a coach.

Replacement Player:

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

a. A Replacement Player is a player required to enter the game for a defined period of time to replace a player who must leave the game to attend to an injury that is causing bleeding.

b. The Replacement Player may be:

1. A listed substitute who has not yet been in the game.
2. A listed substitute who has been in the game but subsequently substituted from the game. Or
3. A starting player who is no longer in the line-up and who is no longer eligible to re-enter the game

c. A Replacement Player is not classified as a substitute, but must be reported to the umpire.

Runner:

A runner is a player of the team at bat who has finished a turn at bat, reached first base, and has not yet been put out.

Starting Players:

Starting Players are the players listed on the official line-up given to the Umpire-In-Chief and/or the plate umpire.

Stealing:

Stealing is the act of a runner attempting to advance during or after a pitch to the batter. Stealing is not allowed in Special Olympics play.

Strike Zone:

The strike zone is that space over any part of home plate that is between the batter's back shoulder and his knees when the batter assumes his natural batting stance.

Substitute:

A substitute is a player listed on the official line-up card, who is:

1. A non-starting player who has not been in the game, other than as a Replacement Player.
2. A starting player who has left the game and legally returns to the game.

Note:

1. This is referred to as a re-entry.
2. The player may only return to his previous position in the batting order.

Tagging Up:

Tagging up is the action of a runner returning to his base, or remaining on his base, before he legally advances on a batted fly ball that is first touched by a fielder. Not to be confused with the action of a fielder tagging a base or a runner.

Team Member:

A team member includes any person authorized to sit on the team bench.

Throw:

A throw is the act performed by a fielder when throwing the ball to another fielder.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved

Note: If the throw becomes blocked or goes out-of-play, two bases are awarded all runners from the last base touched at the time of the throw.

Time:

"Time" is the term used by the umpire to order the suspension of play during which the ball is dead.

Trapped Ball:

A trapped ball is

1. A legally batted fly ball or line drive that hits the ground or a fence prior to being caught.
2. A legally batted fly ball that is caught against a fence with the glove or bare hand.
3. A thrown ball to any base for a force out which is caught with the glove over the ball on the ground rather than under the ball.

Triple Play:

A triple play is a continuous action play by the defense on which three offensive players are put out.

Turn at Bat:

A turn at bat begins when a player first enters the batter's box and continues until the batter is put out or becomes a batter-runner.

Wild Throw:

A wild throw is a play in which a ball is thrown from one fielder to another, and cannot be caught or controlled, is not blocked and remains in play.

Withdrawn Player:

A Withdrawn Player is a player forced to leave the game (line-up) in accordance with the Replacement Player ruling.

VERSION: June 2018
© Special Olympics, Inc., 2018
All rights reserved