

# **Roanoke Youth Sports**

## **2010 Softball Rules**

### **DEFINITIONS:**

**BALL** - refers to a pitch that does not enter the strike zone in flight, nor conforms to the fairly delivered pitch stipulations, and is not struck at by the batter.

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

**BASE PATH** - refers to an imaginary line three (3) feet to either side of a direct line between two bases. The runner is restricted to the three (3) foot line in some cases.

**BASE ON BALLS** - permits a batter to gain first base, without liability to be put out and is awarded by the Umpire when four pitches are considered balls, not strikes.

**BASE-RUNNER OR RUNNER** - is a player of the team at bat, who has hit a fair ball or who has been awarded first base for any reason before she is put out.

**BATTED BALL** - refers to ANY pitched ball that is hit by the bat or that hits the bat, thus becoming either a fair or foul ball.

**BATTER** - refers to the offensive player who takes a position in the batter's box.

**BATTER-RUNNER** - is the term identifying the offensive player who has just hit a fair ball and applies until she is either put out or until the play on which she became a runner has ended.

**BATTER'S BOX** - is the area within which the batter takes his position when it is her turn to bat.

**BATTING ORDER**- is the official listing of offensive players in the order in which they must bat.

**BUNT** - refers to a batted ball not swung at, but is intentionally met with the bat and tapped slowly.

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

**CATCH (LEGAL)** - is the act of a fielder getting the ball in flight (refer to: IN FLIGHT) securely in possession in her hand or glove and firmly holding it. It is not a catch; however, if simultaneously or immediately following her contact with the ball, she

collides with a wall, a fence, another person, or if she falls down and, as a result of any such collision, drops the ball.

To establish the validity of the catch, the fielder shall hold the ball long enough so the Umpire is convinced that she had complete control of the ball, and any release of the ball by her was voluntary and intentional. Dropping the ball while attempting to throw it shall not invalidate the catch.

**CATCHER** - refers to the defensive player who takes her position behind home plate.

**CATCHER'S BOX** - is that area where the catcher must remain while and until a pitched ball has reached or passed home plate, or is batted.

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

**DEFENSIVE TEAM** - is the team that is playing defensively in the field.

**DOUBLE PLAY** - is a continuous play by the defense where two offensive players are legally put out without an intervening play or an error.

**FAIR BALL** - is a batted ball that settles on fair territory between home plate and first base, or home plate and third base, or that is over fair territory, including any part of first or third bases when bounding to the outfield, or that first touches any base, other than home plate, or that first touches a player or umpire over fair territory, or which first touches the ground or an object in fair territory, or over fair territory, beyond first and third bases, or that while over and above fair territory passes out of the playing field, that is, over and beyond the outside fence.

**FAIR TERRITORY** - is that part of the playing area within and including the first and third base foul lines, from the home plate to the bottom of the extreme playing area fence and then extending perpendicularly upward.

**FIELDER** - refers to any player of the defensive team playing in the field.

**FLY BALL** - refers to any ball batted into the air and before it strikes some object other than a fielder.

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

**FOUL BALL** - is any batted ball that stops or settles in foul territory without first being touched in fair territory, or which is first touched in foul territory, or that first touches some out-of-play object or area in foul territory, or that first touches foul ground beyond first and third base, or which does not conform to the requirements that would make it a fair ball.

**NOTE:** An untouched batted ball that strikes the pitcher's plate and rebounds into foul territory where it is touched or stops is a foul ball.

**FOUL TIP** - is a batted ball that goes directly from the bat not higher than the batter's head, to the catcher's hands and is legally caught. First contact from the bat must be into the catcher's hands.

**INFIELD** - is that portion of the field within the baselines and also includes the areas of the field normally covered by infielders in defensive positions.

**INFIELD FLY** - is a fair batted ball (not a line drive) that can be caught in flight by an infielder with ordinary effort. Any defensive player may catch the ball in the infield area. When a runner is on first base and the batter hits an infield fly ball, the batter is automatically out.

**INNING** - is that portion of a game within which teams alternate on defense and offense, and each team is allowed three outs during its time at bat.

**INTERFERENCE** - is an act where players or others interfere with a player's opportunities. There are two types of interference:

A. **Offensive Interference** - When a player interferes with or impedes or confuses a defensive player while he is attempting to make a play. This can occur by either physical or vocal actions.

B. **Umpire Interference** - Occurs when a fair-batted ball strikes the Umpire on fair ground before passing a fielder other than the pitcher.

**LINE DRIVE** - is a fly ball that is batted sharply and directly into the playing field.

**NOTE:** A Line Drive should never be considered an Infield Fly.

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

**OBSTRUCTION-**

A. **Obstruction** is the act of a fielder while not in possession of the ball, or not in the act of fielding a batted ball, or taking a proper position to receive a thrown ball (the thrown ball must already be in flight) which impedes the progress of a runner who is legally running the bases.

B. **Obstruction** is the act of a fielder which impedes the batter from striking at a pitched ball.

C. The obstruction does not have to be intentional and may be vocal.

**OFFENSIVE TEAM** - refers to a team during its half inning while it is at bat.

**OUT** - When one of the following occurs:

1. a runner is tagged out by the defense touching the runner when the runner is not occupying a base
2. a runner is forced out by the defense touching the base
3. a batter gets three strikes
4. a batter's batted ball is caught either as a fly ball or a line drive prior to it touching the ground
5. an offensive player commits offensive interference

**OUTFIELD** - is that portion of the field beyond the lines of the infield and extending to the extremities of the playing field. This usually refers to the area between the foul lines.

**OUTFIELDER** - refers to the defensive player occupying a position in the outfield, which is the most distant from the home plate.

**OVERTHROW** - is a ball thrown from one fielder toward another and which, for any reason, goes into foul territory and stays within the boundaries of the playing field. This ball always remains live unless it becomes a ground rule blocked ball.

**PITCH** - refers to any delivery of the ball to the batter by the pitcher.

**PITCHER** - is the fielder designated to deliver the pitch to the batter.

**PITCHER / INFIELDER** - the pitcher becomes an infielder when, after releasing the pitch to the batter, she has a reasonable opportunity to field a batted ball.

**PITCHING AREA** - is the area the width of the pitcher's plate (24 inches) up to six (6) feet behind the pitcher's plate.

**PIVOT FOOT** - is the foot, when placed on the pitcher's plate or pitching area by the pitcher that must be in contact with the pitcher's plate or pitching area when the pitched ball is released.

**SACRIFICE FLY** - is any caught fair fly ball that permits a runner to score a run after a caught fly ball is first touched.

**STRIKE** – if a batter offers at a pitch and fails to make contact or hits the ball in foul territory, it shall be considered a strike. If the batter already has two strikes and hits a ball in foul territory, it shall cease not be counted as a strike for that particular at-bat.

**STRIKE ZONE** - is that space directly above home plate that is not higher than the batter's highest shoulder, nor lower than the bottom of the batter's front knee, when the batter assumes her natural batting stance. Any part of the pitched ball that passes through this zone is a strike.

**STRIKE OUT** – if a batter receives three strikes, they shall be considered out.

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

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

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

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

## **THE GAME**

Sec. 1. The Home team will be listed last on that day's schedule. The home team will have the last at bat unless they are ahead in the last inning.

Sec. 2. A **REGULATION GAME** shall consist of six innings, unless otherwise listed below:

A. Six (6) full innings are not played if the team second at bat scores more runs in five innings or before the third out is made in their half of the sixth inning.

B. A game that is **TIED** at the end of six (6) innings shall be continued, by playing additional innings until one team has scored more runs than the other at the end of a completed inning, or the team second at bat scores more runs in their half of the uncompleted extra inning.

C. The Umpire is empowered to call a game at any time because of rain, darkness, panic, or for any other cause which puts the Umpire, players, or the patrons in peril.

D. The run rules which award a win to a team that is ahead in a game are as follows: If a team is ahead by 10 in the fifth inning or 15 in the fourth. The inning must be completed to call the game early.

Sec. 3. The defense should consist of a minimum of eight (8) players and maximum of ten (10).

Sec. 4. No sliding is allowed.

Sec. 5. If a base runner interferes with the play of the ball, they are automatically out.

Sec. 6. If a foul ball is caught, the batter is out. The runners may not advance regardless of whether or not they have tagged up.

Sec. 7. Pitched balls are to have an arch to them. Flat pitches will be considered balls.

Sec. 8. Absolutely no foul language is to be used while on the field or in the dugouts by players, coaches, or Umpires.

Sec. 9. Defensive players are to stay out of the base line with runners on the bases, unless they are fielding a ball.

Sec. 10. No bunting is allowed.