

- B. If the illegal player has made a defensive play and before the next pitch (or the defensive team or the Umpires have left the field), the offensive team has the option of 1) the result of the play or 2) replaying the last pitch.

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

Sec 8. INELIGIBLE PLAYER The penalty for using an ineligible player is a forfeit of any/all games played or in progress.

Sec 9. INJURED PLAYER

- A. During a live ball situation, when a player becomes injured such that, in the Umpire's judgment, requires immediate attention, the Umpire shall call "DEAD BALL" and allow or seek first aid.

EFFECT: Award any bases that would have been reached.

- B. A player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play that day until cleared by an appropriate health-care professional in writing.

Sec 10. BLOOD RULE

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

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

RULE 6. PITCHING RULE

Sec 1. A **legal pitch** shall conform to the following:

- A. Prior to the pitch, the pitcher shall have both feet in contact with the pitcher's plate. Part of the pivot foot must be on top of the pitcher's plate. Both feet must be within the 24-inch length of the pitcher's plate. The hands must be apart.
The pitcher may not take the pitching position on the pitcher's plate without possession of the ball, and the pitcher may not simulate pitching with or without the ball when near the pitcher's plate.
- B. Preliminary to pitching, the pitcher must take a position with the ball in the glove or pitching hand, with the hands separated.

- C. While in this position, the pitcher shall take (or simulate taking) a signal from the catcher.
- D. After completing “C” above, the pitcher shall bring the hands together in front of the body for not more than 10 seconds before releasing the ball. The hands may be motionless or moving.
 Note: Before the pitch starts, the pitcher may remove them self from the pitching position by stepping back from the pitcher’s plate with both feet (either foot may be removed first) or by requesting time.
- E. **The Pitch:**
1. The pitch begins and cannot be discontinued when one hand is taken off the ball or the pitcher makes any motion that is part of the windup after the hands have been brought together.
 2. During the delivery, the pitcher shall take exactly one forward step toward home plate and land within or partially within the 24-inch length of the pitcher’s plate.
 No step backward is allowed.
 3. The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground. Pushing off with the pivot foot from a place other than the pitcher’s plate is illegal.
NOTE 1: It is not a step if the pitcher slides their foot in any direction on the pitcher’s plate, provided contact is maintained.
NOTE 2: Techniques such as the “crow hop” and “the leap” are illegal.
NOTE 3: If a hole has been created in front of the pitcher’s plate, the pivot foot may be no higher than the level plane of the ground.
- F. **A LEGAL DELIVERY** - shall be a pitched ball that is delivered to the batter with an underhand motion.
1. The release of the ball and the follow-through of the hand and wrist must be forwarded past the vertical line of the body.
 2. The hand shall be below the hip and the wrist not father from the body than the elbow.
 3. The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.
 4. The pitch is completed with a step toward the batter.
- G. **THE PITCHER MAY USE ANY WINDUP DESIRED PROVIDED:**
1. No motion to pitch is made without immediately delivering the ball to the batter.
 2. The pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, the pitcher removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
 3. The pitcher does not use a windup in which there is a stop or reversal of the forward motion.

4. The pitcher does not make more than one and one half revolutions of the arm in the windmill pitch. A pitcher may drop the pitching arm to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.
5. The pitcher does not continue to wind up after taking the forward step or after the ball is released.

NOTE: Continuation of the windup is considered any action that, after the ball is released, causes the arm to continue to rotate past the shoulder.

- H. The pitcher shall not wear any item on the pitching hand, wrist, arm or thigh that the Umpire judges to be distracting. If a pitcher wears a batting helmet while on defense, the outer covering and shield shall be a non-glare surface.
- I. Foreign Substance on the ball/Items on pitcher. The pitcher shall not at any time be allowed to use any moisture or foreign substance on the ball, the pitching hand or fingers nor do anything to deface the ball. Neither shall any other player or team personnel apply moisture or a foreign substance to the ball nor do anything to deface the ball.
 1. Under the supervision and control of the Umpire, powdered resin may be on the hands to dry them.
No tacky or sticky substances can be used as a substitute for a powdered drying agent.
 2. The pitcher's fingers, hand, wrist, forearm or elbow may be taped for injury, providing such tape is a neutral color.
- J. The pitcher shall not deliberately drop, roll, bounce, etc., the ball while in the pitching position in order to prevent the batter from striking it.
EFFECT Sec 1. A – J – Illegal Pitch
- K. Once the ball has been returned to the pitcher to prepare for the next pitch or the Umpire says "play", the pitcher has 20 seconds to release the next pitch.
PENALTY: Dead ball; a ball on the batter
- L. At the beginning of an inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than five practice pitches to the catcher, or some other teammate. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. A pitcher returning to pitch in the same half-inning shall not be allowed warm-up pitches.
- M. If the ball slips from the pitcher's hand during the back swing or forward motion, a ball is called on the batter. In either case, the ball remains in play and runners may advance at their own risk.

Sec 2. CATCHER and DEFENSIVE POSITIONING

- A. A catcher shall be inside the lines of the catcher's box and all other defensive players positioned in fair territory when the pitcher takes their position to pitch and when the pitch is released.

PENALTY: An illegal pitch is called.

- B.** The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or a putout made by the catcher, or to play on a base runner.

PENALTY: The batter is awarded a ball.

Exception: Intentionally violating the rule in order to walk the batter without pitching shall not result in a ball being awarded to the batter.

- C.** 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. A pitch does not have to be released.

EFFECT: The offending player shall be ejected from the game.

Sec 3 ILLEGAL PITCH

An illegal pitch is a pitching rules violation. An illegal pitch is called immediately. It is a delayed dead ball and should be signaled by the Umpire calling the illegal pitch and verbalized so a player could hear the call. Failure of players to hear the call shall not void the call.

- A.** Effect: The pitch is declared a ball and base runners are awarded one base without liability to be put out.
- B.** If the batter reaches first base safely and all other runners advance at least one base, the play stands, and the illegal pitch is canceled. No option is given.
- C.** The coach of the offensive team has the option of taking the results of the play or accepting the effect for an illegal pitch.
- D.** If the batter is hit by an illegal pitch, the batter is awarded first base, and each runner advances one base.
- E.** If ball four is an illegal pitch, the batter is awarded first base, and each runner advances one base.
- F.** The Umpire who called the illegal pitch shall explain the violation to the coach if requested.

Sec 4. NO PITCH shall be declared when:

- A.** The pitcher pitches during the suspension of play.
- B.** A runner is called out for leaving a base too soon.
- C.** The pitcher attempts a quick return of the ball before the batter is in position or is off balance as a result of a previous pitch.
- D.** The pitcher pitches before a runner has retouched their base after being legitimately off that base.
- E.** A player, manager or coach calls time, employs any other word or phrase, or commits any act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. The Umpire shall penalize according to the Sportsmanship Rule (11.2.S).

EFFECT- A-E: The ball is dead, and all subsequent action on that pitch is canceled.