

Summary of changes in ISF-Rules 2006-2009

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(this document is not official – if you are in need of the final and official wording, you will have to wait for the release of the new rules by the ISF)

Legend:

ADD = added to the existing rule or section (as number, NOTE, EXCEPTION etc.)

DEL = deleted from the existing rule

MOD = **modified** in the existing rule

NEW = **New rule or section**

The data in columns Rule, Sec and Number are related to the rules 2002-2005

Rule	Sec	Number	Modification
1			NEW Sec. x. BALL COMPRESSION. The load force in kilograms (pounds) required to compress a softball 6.55mm (0.25 inches) when measured in accordance with the ASTM (American Society Testing Measurements) test method for measuring compression – displacement of softballs.
1			NEW Sec. x. BALL COR. The Coefficient of Restitution of a softball when measured in accordance with the ASTM test method for measuring the Coefficient of Restitution of softballs.
1			NEW Sec. x. BASE LINE. A base line is a direct line between bases.
1			NEW Sec. x. BATTER. A batter is an offensive player who enters the batter's box with the intention of aiding his team to obtain runs. He continues to be a batter until he is either declared out by the umpire or he becomes a batter-runner.
1			NEW Sec. x. DESIGNATED PLAYER (DP). (FP ONLY) A Designated Player is a starting offensive player who bats in the line-up for the FLEX PLAYER listed in the 10th position on the line-up card.

1			NEW	<p>Sec. x. DUGOUT. An out-of-play area designated for players, coaches, bat boys or girls, and official representatives of the team only. There shall be no smoking in this area.</p>
1			NEW	<p>Sec. x. FLEX PLAYER. (FP ONLY) The FLEX PLAYER is the starting player for whom the Designated Player (DP) is batting and whose name appears in the tenth (10) position on the line-up card.</p>
1			NEW	<p>Sec. x. FORFEIT. A forfeit is the act of the plate umpire ruling that the game is over by declaring the non-offending team the winner.</p>
1			NEW	<p>Sec. x. FOUL TERRITORY. Foul territory is any part of the playing field that is not included in fair territory.</p>
1			NEW	<p>Sec. x. 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</p> <ol style="list-style-type: none"> a. Has been either removed or ejected from the game by the umpire for a violation of the rules. b. Is in the current line-up.
1			NEW	<p>Sec. x. INTENTIONALLY DROPPED FLY BALL. When, with less than two outs and runner on first base, a fielder intentionally drops a fair fly ball (including a line drive or bunt) that could be caught by an infielder with ordinary effort, after it is controlled with hand or glove. NOTE: if an infield fly is ruled, it has precedence over an intentionally dropped ball.</p>
1			NEW	<p>Sec. x. 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.</p>
1			NEW	<p>Sec. x. ONE-METER (THREE FOOT) LINE. The One-Meter (Three Foot) Line is the area where a batter-runner must run to avoid being called out for interfering with a thrown ball from the home</p>

				plate area, or with a fielder attempting to take such a throw, while running to first base.
1			NEW	<p>Sec. x. PRE-GAME MEETING. The pre-game meeting is a meeting held at the home plate at a pre-determined time between the umpires and the head coaches of the respective teams. This meeting is held to</p> <ol style="list-style-type: none"> a. Confirm and approve the line-ups of each team, and b. Review any special ground rules that may be applicable.
1			NEW	<p>Sec. x. PROTEST. A protest (separate from an appeal) is the action of a defensive or offensive team objecting:</p> <ol style="list-style-type: none"> a. The interpretation or application of a playing rule by an umpire, or b. The eligibility of a team roster member.
1			NEW	<p>Sec. x. SUBSTITUTE. A substitute is a player listed on the official line-up card, who is:</p> <ol style="list-style-type: none"> a. a non-starting player who has not been in the game b. a starting player who has left the game and legally returns to the game <p>NOTE:</p> <ol style="list-style-type: none"> 1. This is referred to as a re-entry 2. The player may only return to his previous position in the batting order
1			NEW	<p>Sec. x. WITHDRAWN PLAYER. A Withdrawn Player is a Player forced to leave the game (line-up), in accordance with the replacement player ruling.</p>
1	1		ADD	<p>Engraved identification “ID” marking on the knob end only of a metal bat is not considered altered. Engraved “ID” marking on the barrel end of a metal bat is considered an altered bat. Laser marking for “ID” purposes is not considered altered anywhere on the bat.</p>
1	2	EXCEPTION	ADD	<p>An appeal for the use of an Illegal Substitute, an Illegal Re-entry, a Replacement Player or Withdrawn Player (either leaving or returning to the line-up) not reporting to the umpire may be made at any time while such player is still in the game.</p>

1	3		ADD	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. The pitchers notification to the umpire shall be considered a pitch.
1	9		MOD	A blocked ball is a batted, thrown or pitched ball that is touched, stopped, or handled by a person not engaged in the game, or which touches any object that is not part of the official equipment or official playing area.
1	9		ADD	A thrown ball touching a base coach accidentally (in or out of the coaches box) is not a blocked ball.
1	10		DEL	(FP ONLY)
1	11		MOD	<p>A catch is a legally caught ball, which occurs when the fielder catches a batted, pitched or thrown ball with the hand(s) or glove.</p> <ol style="list-style-type: none"> a. 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 a player drops the ball after reaching into the glove to remove it or while in the act of throwing, it is a valid catch. b. 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. c. The fielder's feet must be within the field of play, touching the 'out-of-play' line or in the air after leaving live ball territory in order to have a valid catch. A player who is 'out-of-play' and returns must have both feet touching the playable area or one foot touching and the other in the air before the catch is legal. d. 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. e. A ball which strikes anything other than a defensive player while it is in flight is ruled the same as if it struck the ground.
1	12		MOD	b. (SP ONLY) 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.
1	13		MOD	b. (Defensive Conference): The defensive team requests a suspension of play to allow a representative of the defensive team to enter the playing field to communicate with any defensive player, or a fielder leaves his position and goes to the dugout and gives the umpire reason to believe that he received instruction.
1	14		DEL	(SP ONLY)
1	22		MOD	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.
1	23		MOD	A fair ball is a legally batted ball which <ul style="list-style-type: none"> a. Settles or is touched on or over fair territory between home and first base or between home and third base. b. Bounds past first or third base on or over fair territory, regardless of where the ball hits after going over the base. <p>Sub-sections c-g remain the same.</p>
1	25		MOD	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 which 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.
1	29		ADD MOD	Sub-sections a-c remain the same. <ul style="list-style-type: none"> d. 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. e. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box. g. 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. h. Hits the pitcher's plate and rolls untouched to foul territory before reaching first or third base.

1	31		ADD	<p>c. A helmet worn by a defensive player, other than the catcher, does not need earflaps.</p> <p>Previous sub-section c→d</p>
1	36		MOD	<p>An Illegal Player is a player who takes a position in the line-up, either on offense or defense. These are the types of Illegal Players:</p> <ol style="list-style-type: none"> A FLEX PLAYER who is placed in the batting order in a position other than that of the starting DP. A REPLACEMENT PLAYER entering the game under the blood ruling without reporting to the umpire. A WITHDRAWN PLAYER under the blood ruling returning to the game without reporting to the umpire.
1	37		DEL	<p>The EP (SP ONLY) returns to the game after being substituted</p>
1	38		ADD MOD	<p>An Illegal Substitute is a player who has entered the game without being announced to the umpire. He may be:</p> <ol style="list-style-type: none"> A substitute who has not previously been in the game. An Illegal Player A declared Ineligible Player; An Illegal Re-entry; or An illegal DP or FLEX PLAYER (FP ONLY) or EP (SP ONLY) 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.
1	39		MOD	<p>An illegally batted ball occurs when the batter hits the ball fair or foul:</p> <ol style="list-style-type: none"> While his entire foot is completely out of the batter's box on the ground, while making contact with the ball. Any part of the batter's foot is touching home plate while making contact with the ball. The batter hits the ball with an illegal, non-approved or altered bat. The batter steps with his entire foot out of the batter's box, and returns to contact the ball while inside the batter's box.

1	47		MOD	<p>Interference is the act of</p> <ol style="list-style-type: none"> a. An offensive player or team member that impedes, hinders, or confuses a defensive player attempting to execute a play. b. An umpire who impedes a catcher's attempt to throw out a runner who is off base. c. An umpire being hit by a fair-batted ball prior to it passing an infielder, excluding the pitcher. d. 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.
1	49		MOD	<p>A legal touch (tag) is the action of a fielder in touching (tagging):</p> <ol style="list-style-type: none"> 1. A batter-runner or runner, who is not in contact with a base, with the ball securely held in his hand or glove. The ball is not considered to be securely held if it is juggled or dropped by the fielder after touching (tagging) the batter-runner or runner unless that player then deliberately knocks the ball from the hand(s) or glove of the fielder. 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 in force outs or appeal situations.
1	52		MOD	<p>SEC 52. LINE UP AND LINE UP CARD.</p> <ol style="list-style-type: none"> a. The line-up (batting order) is the list of players who are currently involved playing offensive and defensive positions in the game, including the DP and FLEX PLAYER (FP ONLY) and EP (SP ONLY), is being used. b. The line-up card is the official record of the team members involved in the game, including those listed as the starting players in the batting order (line-up). The card will contain: <ol style="list-style-type: none"> 1. The last name, first name, uniform number and position of the starting players in the batting order (line-up), and 2. The last name, first name and uniform number of the available substitutes, and 3. The last name and first name of the Head

				<p>Coach.</p> <p>NOTE: If an incorrect uniform number is listed on the line-up card, it may be corrected and the game continues with no penalty. If any rule is violated by a player wearing an incorrect number, 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.</p>
1	53		MOD	<p>Obstruction is the act of</p> <ol style="list-style-type: none"> a. A defensive player or team member that hinders or prevents a batter from striking or hitting a pitched ball. b. A fielder obstructing the runner from reaching a base, or impeding the progress of a runner or batter-runner who is legally running the bases, while: <ol style="list-style-type: none"> 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 pushing a runner off a base, or 5. In possession of the ball, but not in the act of making a play on the runner and intentionally impeding the progress of that runner who is legally running the base.
1	61		MOD	<p>A pitch is the act performed by the pitcher in delivering the ball to the batter.</p> <p>NOTE: (FP ONLY) If the pitch becomes blocked or goes out of play, one base is awarded all runners.</p>
1	66		DEL	except the EP (SP ONLY)
1	68		MOD	<p>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 has caused bleeding.</p> <ol style="list-style-type: none"> a. The Replacement Player may be <ol style="list-style-type: none"> 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 3. A starting player who is no longer in the line-up and who is no longer eligible to re-enter the game. b. A Replacement Player is not classified as a substitute, but must be reported to the umpire.

1	73		MOD	Stealing is the act of a runner attempting to advance during or after a pitch to the batter. Stealing is not allowed in Slow Pitch.
2	3	Tables	MOD	Replace the words 'Youth Divisions' with ' Junior Divisions '.
2	3	Pitching Dist. Junior Girls (18-under)	MOD	13,11m (43ft)
2	4	g.	MOD	<p>THE PITCHER'S PLATE shall be of rubber 61cm (24 in) long and 15.2cm (6 in) wide.</p> <ol style="list-style-type: none"> 1. The top of the plate shall be level with the ground. 2. The front line of the plate shall be the following distance from the outside corner of home plate: <ol style="list-style-type: none"> a) Male Fast Pitch (Adult and Junior) - 14.02m (46 ft); b) Female Fast Pitch (Adult and Junior) – 13.11m (43 ft); c) Male Slow Pitch (Adult and Junior) – 15.24m (50 ft); d) Female Slow Pitch – (Adult) – 15.24m (50 ft) e) Co-ed Slow Pitch – 15.24m (50 ft). 3. (FP ONLY) There shall be a 4.88m (16 ft) circle drawn around the pitcher's plate, with a radius of 2.44m (8 ft) from the front centre of the pitcher's plate.
2	4	h. 1. c) EXCEPTION	MOD	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 when the throw is coming from the foul side of first base, and if hit by the thrown ball, it would not be interference. However, if intentional interference is ruled, the batter-runner would be ruled out.
2	4	h. 1. g)	MOD	g. (FP ONLY) On an attempted pick-off play, the runner must return to the fair portion.
3	1	b. NOTE	DEL	NOTE: Bats made of or containing TIMETAL 15-3 or TELEDYNE 15-333 titanium alloy will be temporarily refrained from use in international championship play until further testing is completed.
3	1	n.	MOD	Shall not be an "Altered Bat." (see Rule 1). 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 specifically provided in this Rule 3, Section 1, or a specification approved by the ISF Equipment Standards Commission
3	2		MOD	The warm-up bat must be of one-piece construction and 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 inch) letters on the barrel end. The barrel end must be in excess of 5.7cm (2 ¼ inch)
3	3	j.	MOD	Beginning January 1, 2007 on balls used in ISF Championship Play, the load force required to compress the ball 0.64cm (0.25 inches) must not exceed 170.1kg (375 pounds) when such balls are measured in accordance with the ASTM test method for measuring compression-displacement of softballs, which is endorsed by the ISF Equipment Standards Commission.
3	4	b.	MOD	Gloves worn by any player may be any combination of colours, provided none of the colours (including the lacing) are the colour the ball.
3	6	d.	MOD	BODY PROTECTORS. All catchers in Fast Pitch (adult and youth) must wear a body protector. Female catchers may wear a body protector in Slow Pitch.
3	6	e	MOD	SHIN GUARDS (FP ONLY). Adult and youth catchers must wear shin guards that will offer protection to the kneecap.
3	6	f	MOD	HELMETS (FP ONLY) NOTE – Sec 6f: Any helmets that are broken, cracked, dented, or altered, are prohibited and must be removed from the game. <ul style="list-style-type: none"> i) Any defensive player may wear a cap or an approved helmet of similar colour of the team uniform. ii) Helmets are mandatory for batters, on-deck batters, batter-runners, runners, catchers, youth age players (FP and SP) who coach in the first and third coaches box and youth age representatives (FP and SP) who participate as a batboy or girl while on the field or in the dugout. EFFECT – Sec 6f ii):

				<p>1. Failure to wear the helmet when ordered to do so by the umpire shall cause said player to be declared out.</p> <p>EXCEPTION: On-deck batters, youth age players in the coaches box or catchers, who will be ejected from the game after a warning.</p> <p>2. Deliberately wearing the helmet improperly, or deliberately removing the helmet during a live ball play, except on a home run hit over the fence or on a bases loaded walk, and seen by the umpire as a deliberate act, shall cause the violator to be declared out immediately. The ball remains alive.</p> <p>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.</p> <p>NOTE: Calling a runner out for removing a helmet deliberately does not cancel any force play situation.</p> <p>3. 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 alive.</p> <p>EXCEPTION: If a thrown or batted ball contacts the helmet while it is detached from its proper place on his person and this contact interferes with a play being made, or a defensive player comes in contact with the helmet while it is on the ground and this contacts prevents him from making a play, the ball becomes dead and the offensive player who was wearing the helmet shall be called out. Other runners must return to the last base held at the time of the contact.</p>
3	7	EFFECT	MOD	<p>The ball is dead if it contacts the loose equipment.</p> <p>a. For offensive equipment causing a blocked ball (and creating interference), the player being played on is out.</p> <p>b. 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</p>

				<p>declaration.</p> <p>For defensive equipment causing a blocked ball, see Rule 8 Sec 7g.</p>
3	8	EXCEPTION	ADD	<p>All players on a team shall wear uniforms alike in colour, trim and style. Reference to coaches uniform is found under Rule 4, Section1b.</p> <p>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.</p>
3	8	a. 2.	MOD	<p>Caps, visors, and headbands are optional for female players, and 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.</p> <p>Plastic or hard visors are not allowed.</p>
3	8	g.	MOD	<p>No items, other than medical alert bracelets or necklaces, may be worn.</p> <p>Medical alert bracelets and/or necklaces are not to be considered jewelry and, if worn, must be taped to the body.</p>
3	8	a.-g. EFFECT	ADD	<p>EFFECT – Sec 8a-g:</p> <p>If a player refuses to comply with the provisions of Section 8, then that player will be removed from the game.</p>
3	8	NOTE	DEL	<p>NOTE: If a player is requested by the umpire to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will be removed from the game.</p>
4	3	b.	ADD	<p>EXCEPTION: (CO-ED SP ONLY)</p> <p>A team may play with an uneven number of male and female players.</p>
4	3	b.	MOD	<p>EFFECT – Sec 3b: The game is forfeited.</p> <p>EXCEPTION: (CO-ED SP ONLY)</p> <p>The game is not forfeited but an out must be taken when two players of the same sex bat back-to-back.</p>
4	5		MOD	<p>In Sec.5. “DEFO” will be replaced by “FLEX”</p>
4	5	f.	MOD	<p>The DP may be substituted at any time, either by a batter or a runner, or he may be replaced by the FLEX PLAYER for whom he is batting.</p>

4	5	f. NOTE	MOD	NOTE: The FLEX PLAYER replacing the DP in the offensive line-up is not a substitution, but the change must be notified to the umpire.
4	5	a.-f. EFFECT	MOD	The provisions of Rule 4 Sec 8 and penalties for violations apply. Placing the DP in a position in the batting order other than his starting position is considered an Illegal Re-Entry and results in the ejection of both the manager/coach (whose name appears on the line-up card) and the DP, or his substitute.
4	5	h. NOTE	ADD	NOTE: The DP replacing the FLEX PLAYER on defence is not a substitution, but the change must be reported to the umpire.
4	5	i.	MOD	The FLEX PLAYER may be substituted for at any time by a legal substitute. The starting FLEX PLAYER may re-enter the game one time, either in the 10th position, or in the DP's position in the batting order. <ol style="list-style-type: none"> 1. If returning to the number 10 position, he will again play defense only, but may play in any defensive position. 2. If returning to to the DP's position in the batting order, he will play offense and defense, and the game will continue with nine players.
4	5	g.-i. EFFECT	MOD	The provisions of Rule 4 Sec.8 and penalties for violations apply. Placing the FLEX in a position in the batting order other than that of the starting DP results in declaring the FLEX an Illegal Player.
4	6	g.	MOD	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.
4	7	a.	DEL	except the EP (SP ONLY)
4	7	a. EXCEPTION	ADD	EXCEPTION: If the starting player currently not in the line-up, is brought into the line-up as a replacement player, it is not considered a re-entry
4	7	b. EXCEPTION	ADD	Exception: When the substitute is used as a replacement player.
4	7	c.	ADD	c. 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. EXCEPTION: When the FLEX PLAYER re-enters into the DP's batting position.

4	7	a.-b. EFFECT	MOD	EFFECT – Sec. 7a-c: [...]
4	8		DEL	Delete complete section
4	8		NEW	<p>Section 8. SUBSTITUTIONS/ILLEGAL PLAYER</p> <p>A substitute may take the place of a player whose name is in his team’s batting order. The following regulations govern player substitutions:</p> <p>a. The coach or a 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.</p> <p>1. (FP Only) If the “DP” replaces the “FLEX PLAYER” or the “FLEX PLAYER” replaces the “DP”, this change must be reported to the plate umpire. PENALTY: If not reported, it is treated the same as an Unreported Substitute/Illegal Player.</p> <p>b. 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 is handled as a protest by the offended team while the player is in the game. If the team manager or 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 legally in the game. All actions 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.</p> <p>EXCEPTION (a-b):</p> <p>1. If an unreported substitute 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 he batter) will return to the base occupied on the batted ball, and the unreported substitute is declared ineligible and called out. All outs that occur on this play will stand.</p> <p>2. If the Substitute is an Illegal Player for any reason, the substitute will be subject to the penalty for that violation.</p>

- c. Any player may be substituted from the game during any dead ball.
- d. If an injury to a batter-runner or runner prevents them from proceeding to an awarded base, the ball is dead, the batter-runner (or runner) may be substituted for. The substitute will be allowed to proceed to any awarded bases. The substitute must legally touch any awarded or missed base(s) not previously touched. This is not a courtesy runner, but a substitute.
- e. 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 only once.
- f. 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.
- g. An **Illegal Player** is a player who takes a position in the line-up, either on offense or on 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. The use of an **Illegal Player** is handled as an appeal by the offending team, while the player is in the game. Once the umpire has been informed, in all cases the **Illegal Player** shall be disqualified, and can be replaced either by a substitute or by a starter who re-enters the game.

ILLEGAL PLAYERS include:

- a. **ILLEGAL PITCHER.** An **Illegal Pitcher** is a player who returns to pitch after being removed from the pitching position by the umpire. **EFFECT:** Once discovered the **Illegal Pitch** shall be ejected.
EXCEPTION:
 - 1. A starting pitcher who has been removed from the pitching position as a result of the defensive team exceeding the limit of charged conferences, may re-enter, but not as a pitcher.
 - 2. (SP ONLY) Pitching with excessive speed and after a warning, is removed from the pitching position.
- b. **ILLEGAL BATTER: (FP Only)** Placing the **FLEX PLAYER** into one of the first nine positions in the batting order for someone other than the original DP.
- c. **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.

1. (FP ONLY) Placing the FLEX PLAYER in the line-up as a runner for someone other than the starting DP.

d. ILLEGAL RE-ENTRY/UNREPORTED SUBSTITUTE:

An illegal re-entry occurs:

1. A starting player re-returns to the game a second time after being substituted twice.
2. A starting player re-returns to the game, but is not in his starting position in the batting order.

EFFECT - Sections b-d: Any action that occurs while the unreported Substitute/Illegal player is in the game is governed as follows:

1. **OFFENSE:** If the Illegal Player/Unreported Substitute is discovered by the defense:
 - a) 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.
 - b) 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.
 - c) 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 replacement player will take that base. Any advance of runners as a result of the Illegal Player becoming a batter-runner is legal.
 - d) 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.
 - e) 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

				<p>replaced on the base. Any advance of the runner(s) is legal.</p> <p>2. DEFENSE: If the Illegal Player/Unreported Substitute is discovered by the offense:</p> <p>a) 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:</p> <p>(1) Taking the result of the play, or</p> <p>(2) Having the last batter return and resume 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.</p> <p>b) After a legal or illegal pitch to the next batter, the Illegal Player is declared ineligible, and all play stands.</p> <p>EFFECT: In all violations, the Illegal Player will be declared ineligible.</p> <p>NOTE: Should an Ineligible Player return to the game, it is declared a forfeit to the team not at fault.</p>
4	8	<p>e. NOTE</p> <p>** insertion with respect to the completely new wording of R.4 S.8 is unclear **</p>	MOD	<p>NOTE:</p> <p>1. 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 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.</p> <p>2. The use of an Ineligible Team Roster Member is treated as a protest and must be handled in accordance with the provisions of Rule 11 – Protests.</p>
4	8	<p>i. 2. NOTE</p> <p>** insertion with respect to the completely new wording of R.4 S.8 is unclear **</p>	MOD	<p>NOTE: The provisions of Rule 4, Section 8 will 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. (See Rule 4, Sec 11)</p>
4	11		MOD	<p>Sec. 11 REPLACEMENT PLAYER</p> <p>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,</p>

or his uniform becomes covered with blood. The withdrawn player shall not return to the game until all bleeding ceases, the area 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.**

- a. The withdrawn player shall be replaced by an **eligible** 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.
- b. **The umpire MUST be advised that a Replacement Player is entering the game.**

EFFECT – Sec 11a-b:

- 1. **The use of an ineligible Replacement Player shall be considered an Illegal Re-entry with the relevant penalties to apply.**
 - 2. **Failure to notify the umpire of the use of a Replacement Player shall, upon a legal appeal, subject that player to the provisions of the unannounced substitution rule.**
- c. 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.
 - d. 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.**
 - e. The umpire **MUST** be advised that the withdrawn player is returning to the game.

EFFECT – Sec 11d-e:

- 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 substitutes rule.**
- 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.
- 3. Should the team not have a legal substitute available, the game will be forfeited.
- 4. **Failure to notify the umpire of the return of the withdrawn player shall, upon a legal appeal,**

				<p>subject that player to the provisions of the unannounced substitution rule.</p> <p>f. The withdrawn player may subsequently re-enter the game after the expiry of the time described in (a) above, subject to the provisions of the Re-entry rule.</p> <p>g. The use of a Replacement Player is not subject to the provisions of the Substitutes Rule (except when unannounced to the umpire), provided the withdrawn player returns to the game within the time permitted.</p>
4	11	<p>h.</p> <p>** insertion with respect to the completely new wording of R.4 S.11 is unclear **</p>	ADD	<p>h. (CO-ED SP ONLY) When a replacement player is used, the player must be of the same sex as the injured or bleeding player.</p>
5	3	f. 9.	ADD	<p>9. If an ejected player/coach/manager is discovered participating again.</p>
5	3	<p>g.</p> <p>EXCEPTION</p>	MOD	<p>EXCEPTION: When the Tournament Umpire-in-Chief suspends a World Championship or Continental Game, it shall be resumed at the exact point where the game was suspended.</p>
5	5	a. 1.	MOD	<p>Sec. 5. RUN AHEAD RULE</p> <p>a. A run ahead rule must be used at all ISF Championships.</p> <p>1. (FP and MP ONLY) Twenty (20) runs after three (3) innings, fifteen (15) runs after four (4) innings or seven (7) runs after five (5) innings.</p>
5	6	NOTE	ADD	<p>NOTE: If the incorrect runner in the line-up is placed on second base, this error may be corrected as soon as it is noticed, and there is no penalty.</p>
5	7	<p>a.</p> <p>EXCEPTION</p>	ADD	<p>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.</p>
5	8	b. NOTE 2.	MOD	<p>Should a manager/coach from the dugout report a change to the umpire, this is not considered a charged defensive conference. The manager then may cross the foul line to talk with any defensive player after making the change.</p>

5	8	b. NOTE 2. EXCEPTION	DEL	EXCEPTION: If this change is a pitching change and the pitcher leaves the pitching position prior to the manager crossing the foul line, the manager may legally enter fair territory to talk with any defensive player, while the new pitcher is taking his warm-up pitches, without a conference being charged.
5	8	b. NOTE 4.	MOD	Conferences are accumulative and do not start over with a new pitcher entered into the game.
5	8	b. NOTE 6.	MOD	It is not a charged conference for the defense if: a) They confer during a charged offensive conference, provided they are ready to play when the offense is ready. b) They shout instructions from the dugout. c) If 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.
FP 6	1	e.	MOD	Must, after taking the signal, bring his whole body to a full and complete stop with the ball held in both hands in front of the body. This position must be held for not less than two (2) seconds and not more than five (5) seconds before releasing the ball.
FP 6	1	e. NOTE	ADD	NOTE: Holding the ball to the side is considered in front of the body.
FP 6	2	a.	MOD	The pitch starts after the hands have been placed together , and one hand is taken off the ball.
MP 6	3	k.	MOD	In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward toward the batter and within the 61.0cm (24 inch) length of the pitcher's plate. The stepping foot must be pointed toward home plate and must not touch the ground in front of, or cross over a straight line between the pivot foot and home plate. (A diagram will be placed in the rule book to help understand what is meant by the addition.)
FP 6	3	m. EXCEPTION	ADD	EXCEPTION: In World Championship and/or Olympic Play where a twenty (20) second clock is used, the pitcher must follow the allotted time (20 seconds) in conjunction with the allotted time for the batter. (See Technical Code - Article 7. Competition).

FP 6 MP 6	4		MOD	<p>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. The pitcher's notification to the umpire shall be considered a pitch.</p> <p>NOTE: This can occur at any time prior to a batter beginning and ending their time at bat regardless of the count. The ball is dead and runners can not advance unless forced.</p>
SP 6			NEW	<p>Sec. x. INTENTIONAL WALK</p> <p>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. The pitcher's notification to the umpire shall be considered a pitch.</p> <p>NOTE: This can occur at any time prior to a batter beginning and ending their time at bat regardless of the count. The ball is dead and runners can not advance unless forced.</p>
SP 6	5	e.	ADD	<p>The pitcher shall not wear a batting glove on the pitching hand.</p>
FP 6 MP 6	7	a.	MOD	<p>Must remain within the catcher's box until the pitch is released.</p>
SP 6	6	a.	MOD	<p>Must remain within the catcher's box until the pitched ball is batted, touches the ground or plate, or reaches the catcher's box.</p>
FP 6	1-8	2. b. EXCEPTION	MOD	<p>EXCEPTION: If a runner legally advances on the illegal pitch (passed ball or wild throw by the catcher), any extra bases obtained may be retained. If the runner is put out after advancing one base, that runner will be called out.</p>
FP 6	9	a.	MOD	<p>At the beginning of the game or when a pitcher relieves another, not more than one minute may be used to deliver not more than five pitches to the catcher or another team member.</p> <p>From the next inning not more than one minute may be used to deliver not more than three pitches to the catcher or another team member.</p>
7	1		MOD	<p>a. At the start of an inning, is the lead off batter who must remain in his on-deck circle until called to the batter's box.</p> <p>b. 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.</p>

				<p>Previous sub-section b→c Previous sub-section c→d Previous sub-section d→e Previous sub-section e→f</p>
7	2	c.	MOD	<p>The batting order delivered to the umpire must be followed throughout the game unless a player is replaced by:</p> <ol style="list-style-type: none"> 1. A substitute. When this occurs, the substitute must take the place of the removed player in the batting order. 2. (FP ONLY) The FLEX PLAYER who can bat for the starting DP or his substitute.
7	2	c.-d. EFFECT 2. e.	ADD	<p>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.</p>
7	3	a. EFFECT	MOD	<p>The umpire shall call a strike. A pitch does not need to be thrown and the ball becomes dead.</p>
7	3	b. / EFFECT / NOTE	ADD	<p>An offensive team member may not, under any circumstance, 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.</p> <p>EFFECT – Sec 3b: 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.</p> <p>NOTE: Should any person continue to deliberately erase a line after a first offence, that person shall be ejected from the game.</p> <p>Previous sub-section b→c</p>
7	3	d.	ADD	<p>(FP Only) In World Championship and Olympic Play, when the twenty (20) second clock is in effect, after the batter first enters the batter's box, the batter must remain in the box with at least one foot between pitches and while taking signals and practice swings.</p> <p>EXCEPTION: The batter can leave the batter's box:</p> <ol style="list-style-type: none"> 1. if the ball is hit fair or foul 2. on the swing, slap or check swing

				<ol style="list-style-type: none"> 3. if forced out of the box by a pitch 4. on a wild pitch or passed ball 5. if there is an attempted play 6. if time out has been called 7. if the pitcher leaves the eight-foot circle or the catcher leaves the catcher's box 8. on a three ball pitch that is a strike that the batter thinks is a ball. <p>EFFECT: If the batter leaves the batter's box, delays play, and none of these exceptions apply, the umpire shall call a strike. No pitch has to be thrown and the ball is dead.</p>
7	4	e.	ADD	<p>(SP Only) For each foul ball, including the third strike.</p> <p>Previous sub-section e→f Previous sub-section f→g Previous sub-section g→h Previous sub-section h→i</p>
7	4	j.	ADD	<p>When an offensive team member deliberately erases the lines of the batter's box.</p>
7	4	k.	ADD	<p>In World Championships and Olympic Play 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.</p>
7	4	d.-h. EFFECT	MOD	<p>EFFECT – Sec. 4d-k [...]</p>
7	5	h. EXCEPTION	ADD	<p>EXCEPTION (FP ONLY): In World Championship or Olympic Play when the twenty (20) second clock is being used, the pitcher must follow the allotted time (20 seconds) in conjunction with the allotted time for the batter. (See Technical Code – Article 7. Competition).</p>
7	6	a.	MOD	<p>When the third strike is</p> <ol style="list-style-type: none"> 1. swung at and missed and the ball touches any part of the batter's person, or 2. is not swung at, and the pitched ball hits the batter while the pitch is in the strike zone.
7	6	i. EXCEPTION	MOD	<p>EXCEPTION :</p> <ol style="list-style-type: none"> 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. 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.
7	6	l. 3.	MOD	(FP ONLY) Interferes with a play at home plate.
7	6	l. 3.	ADD	Intentionally interferes with a thrown ball while in or out of the batter's box. Previous number l. 3→l. 4
8	1	c. EFFECT 2.	MOD	(SP ONLY) The ball is dead and runners may not advance unless forced. (Delete all wording after "forced.")
8	1	c. EFFECT 3.	ADD	(FP and SP ONLY) 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. 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. Previous number 3.→4.
8	1	e.	MOD	When a fair ball strikes the person, attached equipment, or clothing of the umpire or a runner. (Delete all wording after "runner.")
8	1	e. EFFECT 3.	MOD	Before passing a fielder, excluding the pitcher, without being touched, the ball is dead. (Delete (a) and (b))
8	2	j.	MOD	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.
8	2	k. EXCEPTION	MOD	EXCEPTION <ol style="list-style-type: none"> 1. If this interference occurs while there are runners on base, then the runner closest to home at the time of the interference is out. 2. If a runner creates the interference, then the runner is out.

				<p>NOTE: In both EXCEPTIONS 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.</p> <p>a. (FP ONLY) If this interference is the third out, the batter-runner will return to bat as the leadoff batter in the next inning, with the original ball and strike count cancelled.</p> <p>b. (SP ONLY) 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.</p>
8	4	EXCEPTION	ADD	<p>Runners must touch bases in legal order (ie first, second, third and home plate)</p> <p>EXCEPTION: When the runner has been obstructed at that base.</p>
8	4	h. EXCEPTION	ADD	<p>Awarded bases must be touched in legal order.</p> <p>EXCEPTION: Any base at which the runner has been obstructed.</p>
8	5	g.	ADD	<p>When a live ball becomes lodged in a defensive player's uniform or equipment</p>
8	5	a.-f. EFFECT	MOD	<p>EFFECT Sec. 5a-g: [...]</p>
8	6	a. EXCEPTION	ADD	<p>If at any time he fails to touch a base he is entitled to before attempting to make the next base.</p> <p>EXCEPTION: When the runner has been obstructed at that base.</p>
8	6	d.-h.	ADD	<p>d. (FP ONLY) If, on an illegal pitch not hit, he attempts to advance beyond the one base to which he is legally entitled.</p> <p>e. When advancing beyond an entitled base due to</p> <ol style="list-style-type: none"> 1. a fielder intentionally contacting a thrown ball with detached equipment 2. a fielder intentionally contacting a batted ball with detached equipment <p>f. when advancing beyond a protected base when he has been obstructed.</p> <p>g. (FP ONLY) when advancing beyond one base on a illegal pitch that is also a passed ball or wild pitch.</p> <p>h. (FP ONLY) when advancing beyond the base to which he is forced because of a base on balls being issued to the batter.</p>

8	7	b. EFFECT 3.	MOD	<p>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. An obstructed runner may never be called out between the two bases where he was obstructed.</p> <p>EXCEPTION: Unless the obstructed runner</p> <p>(a) commits an act of interference after the obstruction is ruled</p> <p>(b) the runner is legally appealed for missing a base (except a base at which the runner has been obstructed) or leaving a base before a fly ball was first touched, or</p>
8	7	b. EFFECT 3. (c)	ADD	<p>(c) after an 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 he was obstructed, and may be put out.</p>
8	7	m.	ADD	<p>When a ball gets lodged in:</p> <ol style="list-style-type: none"> 1. Umpire's gear or clothing, or 2. in an offensive player's clothing
8	7	l. EFFECT	MOD	<p>EFFECT – Sec. 7l-m: The ball is dead and the runners are advanced to the base or bases they would have reached in the umpires judgement, had the ball not been lodged.</p> <p>Relocate EFFECT under sub-section m.</p>
8	9	h. EXCEPTION	ADD	<p>When he fails to touch the intervening base or bases in regular or reverse order.</p> <p>EXCEPTION: When the runner has been obstructed at that base.</p>
8	9	g.-j. EFFECT 4.	MOD	<p>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 to reinstate the correct batting order.</p>
8	9	k.	MOD	<p>When he is struck with an untouched fair-batted ball in fair territory while off base, and in the umpire's judgement any fielder had an opportunity to make an out. The ball is dead.</p>

8	9	m.	MOD	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.
8	9	q.	MOD	When a coach, or any other non-playing team member <ol style="list-style-type: none"> 1. Intentionally interferes with a thrown ball while in the coach's box, or 2. Interferes with the defensive team's opportunity to make a play on a runner, or batter-runner. <p>NOTE: It is the runner closest to home plate, at the time of the interference, who shall be declared out.</p>
8	9	r.	MOD	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. <p>NOTE: If the act is determined to be flagrant, the offender shall be ejected.</p> <p>(Delete "or is about to receive a thrown ball")</p>
8	9	v. EFFECT 3.	MOD	Once the runner returns to a base for any reason, he shall be declared out if he leaves said base. <p>Delete all wording after "...said base". Delete sub-sections (a), (b) and (c)</p>
8	9	v. EXCEPTION	ADD	EXCEPTION: A runner shall not be declared out if: <ol style="list-style-type: none"> 1. A play is made on him or another runner (a fake throw is considered a play), or 2. The pitcher no longer has possession of the ball within the pitcher's circle, or 3. The pitcher releases the ball by a pitch, to the batter.
8	9	z.	ADD	When following an offensive conference, base runners switch positions on the bases they occupied prior to the conference. <p>EFFECT: Each runner on an improper base shall be declared out. In addition, the head coach shall be ejected for unsportsmanlike conduct.</p> <p>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, all runners</p>

				who had switched bases will be out, even if they had scored, and any runs scored will be nullified.
8	10	d.	MOD	When he is hit with a fair untouched batted ball , and in the umpire's judgement, no fielder had a chance to make an out.
8	10	m.	MOD	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 the play. NOTE: The ball will remain dead or alive, depending on the position of the fielder closest to the base.
9	1	g.	MOD	When a fair batted ball strikes an umpire or runner 1. Before touching a fielder including the pitcher, and 2. Before passing a fielder, other than the pitcher, without being touched, or 3. After passing a fielder, excluding the pitcher, and in the umpire's judgement another fielder had a chance to make an out.
9	1	ac.	ADD	When an offensive team member deliberately erases the lines of the batter's box.
9	1	ab.	MOD	When the batter-runner steps back toward home plate to avoid or delay a tag by a fielder.
9	1	a.-ab. EFFECT	DEL	Runners cannot advance on a dead ball, unless forced to do so by reason by the batter having reached first base as entitled to, or they are awarded a base, or bases.
9	2	m.	MOD	When a runner runs more than 0.91m (3 ft) from the base path in regular, or reverse order, to avoid being touched by the ball in the hand of a fielder.
9	2	ag.	ADD	(SP ONLY) The ball remains live until the umpire calls "Time", which should be done when the ball is held by a player in the infield area and in the opinion of the umpire, all play has ceased.
9	4		DEL	(SP ONLY) The ball remains live until the umpire calls "Time", which should be done when the ball is held by a player in the infield area and in the opinion of the umpire, all play has ceased.

10	1	m. NOTE	MOD	NOTE: Unless appealed to, the umpire does not call a player out for having failed to touch base, leaving a base too soon on a fly ball, batting out of order, being an unreported substitute, replacement player or returning withdrawn player , being an Illegal Re-Entry, or making an attempt to go to second after reaching first base, as provided in these rules.
10	8	f. EFFECT	MOD	If time is called, the ball is dead and all runners will be awarded the base or bases that they would have made, in the umpire's judgement, had the injury not occurred."
12	2	a. NOTE	MOD	NOTE: (Blood Rule) Any statistics accrued by the replacement Player while he is in the game are credited to that player, even if he is a listed substitute who does not eventually enter the game as a substitution for another player.
12	2	b. 4. a) 6)	MOD	Is nearest a runner, who is called out for running out of the base path.
Page	125	of current book	MOD	ADULT: Slow Pitch pitching distance for both Male and Co-Ed to 50 ft (15.20m) . ADULT: Slow Pitch fence distance for Females to 265 ft (80.77m) , and for Males to 300 ft (91.44m) .
Page	128	of current book	MOD	<ol style="list-style-type: none"> 1. Add new item 'E'. SP Co-ed – Home to outfield fence 80.77m 265 ft. 2. Item 'G' should just read: "FP – Home to 1st base 18.29m 60 ft". 3. Item 'H' should just read: "SP - Home to 1st base 19.81m 65 ft". 4. Item 'I' should be: "FP Adult Female – Home to pitcher's plate 13.12m 43 ft". 5. Add new Item 'M': "SP Co-ed – Home to pitcher's plate 15.24m 50 ft". 6. Item 'M' – The imperial measurement should be 84 ft 10¼ in. 7. Item 'M' should just read: "FP – Home to 2nd base 25.86m 84 ft 10¼ in". 8. Item 'N' should just read: "SP – Home to 2nd base 28.02m 91 ft 11 in". 9. Add new Item 'ac': "Warning Track (min distance from outfield fence 3.65m 12 ft) (max distance from fence 4.57m 15 ft)" <p>Re-number remaining items on this page accordingly.</p>