



ASA Rule Speed Sheet



Rule	Title	Description
Rule 1 Definitions Page 16	Appeal Play	An appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal may not be made after any pitch or after the player have left the field.
Rule 1 Definitions Page 17	Catch	<ul style="list-style-type: none"> the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove 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
Rule 1 Definitions Page 19	Fair Ball	<ul style="list-style-type: none"> Settles or is touched on or over fair territory between home and first base or between home and third base. Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base. While on or over fair territory, touches the person or clothing of a player or an umpire While over fair territory, a runner interferes with a defensive player attempting to field a batted ball. Touches first, second or third base. First falls or is first touched on or over fair territory beyond first, second or third base.
Rule 1 Definitions Page 19	Foul Ball	<ul style="list-style-type: none"> Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base. Bounds or rolls past first or third base on or over foul territory. While over foul territory, touches the person, attached or detached equipment or clothing of a player or an umpire, or any object foreign to the natural ground. While over foul territory, a runner interferes with a defensive player attempting to field a batted ball. First hits the ground or is first touched (not caught) over foul territory beyond first or third base. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box. Goes directly from the bat to any part of the catcher's body or equipment and is caught by another fielder. Hits the pitching plate and rolls untouched to foul territory before reaching first or third base
Rule 1 Definitions Page 20	Illegally Batted Ball	<ul style="list-style-type: none"> When, at the time the bat makes contact with the ball, the entire foot is completely outside the lines of the batter's box and <u>on the ground</u>. When, at the time the bat makes contact with the ball, any part of the foot is touching home plate. When, at the time the bat makes contact with the ball, the batter's entire foot has contacted the ground out of the batter's box and returned to hit the ball while inside the box.
Rule 1 Definitions Page 20	Infield Fly	<ul style="list-style-type: none"> A fair fly ball (not including a line drive or an attempted bunt) Which can be caught by an infielder, pitcher or catcher With ordinary effort When first and second bases or first, second and third bases are occupied Before two are out.
Rule 1 Definitions Page 21	Inning	<ul style="list-style-type: none"> A new inning begins immediately after the final out of the previous inning.
Rule 1 Definitions Page 21	Interference	<ul style="list-style-type: none"> Interference is the act of an offensive player or team member, umpire or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary.
Rule 1 Definitions Page 21	Obstruction	Obstruction is the act of a defensive player or team member who hinders or prevents a batter from striking at or hitting a pitched ball. By a fielder, who is not in possession of the ball in the act of fielding a batted ball. <ul style="list-style-type: none"> NOTE: Contact is not necessary to impede the progress of the runner.
Rules Supplement 36 Page 117	Obstruction Effect	Umpire should declare obstruction and signal a delayed dead ball. The ball remains live. If the obstructed runner is put out prior to reaching the base they would have reached had obstruction not occurred, a dead ball is called and the obstructed runner, and all other runners affected by the obstruction, shall be awarded the base(s) they would have reached, in the umpire's judgement, had obstruction not occurred.
Rule 1 Definitions R/S 38	Overthrow	Runners are always awarded two bases on balls that are overthrown or become blocked as a result of hitting loose equipment that belongs to the defensive team and should not be on the field. Regardless of who made the throw, two bases are awarded from the last base touched at the time the thrown ball was released.
Rule 4 Players Page 47	Injured Player	During a live ball situation, when a player becomes injured, and 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.



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<p>Rule 5 The Game Page 49</p>	<p>Conferences</p>	<ul style="list-style-type: none"> • Offensive – One Per INNING • Defensive – Three Per GAME
<p>Rule 5 The Game Page 52</p>	<p>Tie-Breaker</p>	<p>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</p>
<p>Rule 6 Pitching Page 53</p>	<p>Pitching Mechanics</p>	<ul style="list-style-type: none"> • The pitcher shall take a position with both feet in contact with the pitcher’s plate. • While on the pitching plate, the pitcher shall take the signal or appear to be taking a signal with the hands separated. The ball must remain in either the glove or pitching hand. • The pitcher shall bring the hands together for not less than one second and not more than 10 seconds before releasing it. • Both feet must remain in contact with the pitching plate at all times prior to the forward step. • The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and to the rear before starting the windmill motion. • The delivery must be an underhanded motion with the hand below the hip and the wrist not farther from the body than the elbow. • The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body. • In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher’s plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act. • Pushing off with the pivot foot from a place other than the pitcher’s plate is illegal. This includes a “crow hop” as defined under Rule 1. • Pushing off and dragging the pivot foot in contact with the ground is required. If a hole has been created, the pivot foot may drag no higher than the level plane of the ground.
<p>Rule 6 Pitching Page 55</p>	<p>Illegal Pitch Effect Sections 1 - 8</p>	<ul style="list-style-type: none"> • The umpire shall give a delayed dead ball signal, and verbally state “illegal pitch.” • 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, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, he is considered to have touched a base. • Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter (if ball four award first base) and advancing all runners one base. • If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and all runners are awarded one base.
<p>Rule 7 Batting Page 67</p>	<p>Batting Order Section 2C</p>	<ul style="list-style-type: none"> • Batting out of order is an appeal play that may be made only by the defensive team. • If the error is discovered while the incorrect batter is at bat, the correct batter must take the batter’s position and legally assume any balls and strikes. Any runs scored or bases run while the incorrect batter was at bat shall be legal. The offensive team may correct a wrong batter at the plate with no penalty. • If the error is discovered <u>after the incorrect batter has completed a turn at bat and before a legal or illegal pitch</u> has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area: The player who should have batted is out. 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 an out. The next batter is the player whose name follows that of the player called out for failing to bat. • If the error is discovered after the first legal or illegal pitch to the next batter, or <u>after the pitcher and all infielders have clearly vacated</u> their normal fielding positions and have left fair territory on their way to the bench or dugout area, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and the <u>next batter in order shall be the one whose name follows that of the incorrect batter</u>. No one is called out for failure to bat. 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.
<p>Rule 7 Batting Page 70</p>	<p>Strike</p>	<ul style="list-style-type: none"> • For each foul tip, the ball is in play and runners may advance with liability to be put out. The batter is out if it is the third strike. • If a pitched ball is hit on the back swing, it is a strike and a foul ball. • For each pitched ball <u>swung at</u> and missed which touches any part of the batter. NO HIT BATTER • When a delivered ball by the pitcher hits the batter while the ball is in the strike zone. NO HB



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Rule 8 Runner Page 73	Dropped Third Strike	When the catcher fails to catch the third strike before the ball touches the ground when; 1. With fewer than two outs and first base is unoccupied at the time of the pitch, or 2. There are two outs and first base is occupied. This is called the third strike rule.
Rule 8 Runner Page 73	Catcher Interference	When the catcher obstructs, hinders or prevents the batter from striking or hitting a pitched ball. 1. The umpire shall give a delayed dead ball signal. 2. 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 canceled. 3. <u>If all runners including the batter-runner do not advance at least one base</u> , the manager has the option to take the result of the play, or have the obstruction enforced by awarding the batter first base and advancing all other runners only if forced.
Rule 8 Runner Page 83	Interference (Runner is Out)	When the runner interferes: 1. With a fielder attempting to field a batted fair ball, or 2. With a fielder attempting to field a fly ball over foul territory, or 3. With a fielder attempting to throw the ball, or 4. with a thrown ball. • If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the runner is put out, the immediate succeeding runner shall also be called out. 5. with any defensive player having the opportunity to make an out with the deflected batted ball. 6. When the runner is struck with a fair untouched batted ball while not in contact with a base and before it passes another fielder, excluding the pitcher, or if it passes an infielder and any fielder has an opportunity to make an out. Immediate “Dead Ball” call and runner is out
Rule 8 Runner Page 85	Look Back Rule “Continuous Motion”	The pitcher has possession and control of the ball within the pitcher’s circle • The runner may stop once, but then must immediately return to the base or attempt to advance to the next base. • Once the runner stops at a base for any reason, the runner will be declared out if leaving the base. • Responsibilities of batter-runner after touching first base, and while the pitcher has control of the ball within an eight foot (2.44m) radius of the pitcher’s plate. This includes a base on balls or a dropped third strike a. A batter-runner who rounds first base toward second base may stop, but then must immediately without stopping return to first or attempt to advance non-stop to second base. b. A batter-runner who over-runs first base toward right field, turns left and immediately stops, must then return non-stop to first or attempt to advance non-stop to second base. c. A batter-runner who over-runs first base toward right field, turns left and moves directly toward second base and stops is committed to second and must attempt to advance non-stop to second base. d. A batter-runner who over-runs first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first and must return to first base. e. A batter-runner who over-runs first base toward right field, and turns right, is committed to first base and must return to first base. g. Batter-runners overrunning first base, can no longer start back to the base, and before reaching first, run for second base. If a batter-runner commits to first base (moving towards first), the runner must return to this base. The batter-runner cannot change her mind and advance to second once it looks like she is moving directly to first following the overrun or he will be called out. Umpire’s judgment will determine committing towards a base. • If, after the pitcher has the ball within the circle, the runner starts back to his original base or forward to another base and then stops or reverses direction, the runner is out, unless the pitcher makes a play on him. • The runner is out when standing off the base and does not immediately attempt to advance or return after the pitcher has the ball within the circle. o Any act by the pitcher in possession of the ball in the circle that, in the umpire’s judgment, causes the runner to react; is considered making a play. o The pitcher must have control of the ball within the circle. Placing the ball on the ground, holding the ball between the legs or under the arm, is not considered having control of the ball.



2011 SRVGAL Rules Matrix

All Divisions

	Pre K / K	1st / 2nd Grade		3rd / 4th Grade			5th / 6th Grade			7th / 8th Grade			High School Division
		White	Blue	Red	White	Blue	Red	White	Blue	Red	White	Blue	
Regulation Game in minutes	75	120	120	120	120	120	120	120	120	120	120	120	120
Regulation Game in innings	5	6	6	6	6	6	7	7	7	7	7	7	7
Extra Innings?	no	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes
Game Ball	9" incrd	11" incrd	11" incrd	11" incrd	11" incrd	11" incrd	12" Leather	12" Leather	12" Leather	12" Leather	12" Leather	12" Leather	12" Leather
Baseline Distance (ft)	55'	55'	55'	55'	55'	60	60'	60'	60'	60'	60'	60'	60'
Pitch Distance (ft)	35'	35'	35'	35'	35'	35	35'	35'	35'	40'	40'	40'	40'
15 ft. 'Fair but Foul' arc	yes	no	no	no	no	no	no	no	no	no	no	no	no
15 Foot Commit Line	no	yes	yes	yes	no	no	yes	no	no	no	no	no	no
Defensive Players	10	10	10	10	9	9	10	9	9	9	9	9	9
Pitcher	T-Ball	adult	player/adult	player/adult	player/adult	player	player/adult	player	player	player	player	player	player
Pitcher's limit	N/A	N/A	3 Innings	3 Innings	3 Innings	3 Innings	4 Innings	4 Innings	4 Innings	4 Innings	4 Innings	21 outs/week	4 Innings
Five (5) run/inn rule	no	no	no	yes	yes	yes	yes	yes	yes	yes	yes	no	yes
Ten (10) batter/inn rule	yes	yes	yes	no	no	no	no	no	no	no	no	no	no
Batting limits (excl. fouls)	7 swings	5 pitch/3 strike	normal	normal	normal	normal	normal	normal	normal	normal	normal	normal	normal
Strike Zone	N/A	N/A	TOS:BOK	TOS:BOK	TOS:BOK	TOS:BOK	TOS:BOK	TOS:BOK	TOS:BOK	TOS:BOK	TOS:BOK	AP:TOK	AP:TOK
Bunting	no	no	no	no	no	yes	yes	yes	yes	yes	yes	yes	yes
Dropped Third Strike	no	no	no	no	no	no	no	no	no	no	no	yes	yes
Lead Off Base after ball...	.is hit	..X's plate	.X's plate	.X's plate	.X's plate	..leaves hand	..X's plate	..X's plate	..X's plate	..leaves hand	..X's plate	..leaves hand	..leaves hand
Base Stealing	no	no	no	no	no	yes	no	yes	yes	yes	no	yes	yes
Stealing Home Allowed	N/A	N/A	N/A	N/A	N/A	no	N/A	yes	yes	N/A	N/A	yes	yes
Ball-on-Infield Limits Runner	yes	yes	yes	no	no	no	no	no	no	no	no	no	no
Infield play:innings/game	Rotate **	1	1	1	1	1	1	N/A	N/A	N/A	N/A	N/A	1
Minimum def. dist. to plate	35'	35'	35'	35'	35'	35'	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Minimum outfielder rule	no	yes	yes	no	no	no	yes	no	no	no	no	no	no
Infield masks 1st/3rd/pitcher	no	no	no	no	no	no	yes	yes	yes	yes	yes	yes	yes
Infield Fly Rule	no	no	no	no	no	yes	no	yes	yes	yes	no	yes	yes

** in Pre K/K- players must be moved every inning and an individual player may only play any position 1 inning a game