

2006 PLAYING RULE CHANGES (revised 12-2-05)
IF THE RULE IS UNDERLINED - IT PERTAINS TO THE JO PROGRAM.

Rule 1- Base on balls: A base on balls permits a batter to gain first base when four pitches are judged by the umpire to be out of the strike zone.

Comment: Removes " removes without liability to be put out" since there are way the batter-runner can be called out when going to first base on a base on balls. ie:if the batter runner walk into the dugout or team area before reaching first base.

Rule 1 - Coach: A person who occupies the coach's box and/or assists in the direction of their team representatives on the field.

Comment: Better definition of a coach.

Rule 1 - Coach's box: The area in which the two base coaches, one per box, are restricted to prior to the release of the pitch.

Comment To better define coach's box and make it a definition only.

Rule 1- Designated Player (DP): The player who is initially on the line-up card in the teams batting order but not in the defensive line-up.

Comment: to add a definition to the rule book.

Rule 1 - Extra Player (EP): an optional player(s) in Slow Pitch.

Comment: A term used but never defined.

Rule 1 - Flex: The player who is initially listed in the 10th spot on the line-up card, may play any defensive position, and may enter the game on offense only in the Designated Player's (DP) batting position.

Comment: Term used but never defined.

Rule 1 - Foul Ball (G): Goes directly from the bat to any part of the catcher's body or equipment and is caught by another fielder.

Comment: Deleted are the words "not higher than the batter's head". With the change in foul tip we will judge foul ball regardless of height.

Rule 1 - Foul Tip: A batted ball that goes sharply and directly from the bat to the catchers hand(s) or glove / mitt.

Comment: A foul tip should not be judged by the height of the batter, merely that the ball traveled from the bat back to the catcher's hand(s) or glove / mitt.

Rule 1 - Manager: The team representative that must have control of their team at all times on and off the field.

Comment: To have the definition match the ASA code

Rule 1 - On Deck Circle: The area nearest their dugout / team area in which the batter of the offensive team is restricted to before the release of the pitch.

Comment: To define the area the on deck batter must use.

Rule 1 - Participant: A participant is a starting player, substitute, manager, coach or other team representative located in the dugout, team area or filed of play.

Comment: New definition to help define participant which is used frequently in our rule book.

Rule 1 - Tag: A legal tag is the act of a defensive player in:

- a) Touching a base with any part of the body while holding the ball securely and firmly in the hand or glove or:
- b) Touching a batter or batter-runner with the ball while securely held in the hand or glove.

Comment: To clean up the current rule and make it easier to read.

Rule 1 - Trapped Ball: Removed from the rule book.

Comment: A trapped ball is not a caught and is covered in the rules of a legal catch.

Rule 2 Section 1 Distance Table: Men's Fast Pitch fence distance Maximum to 275'

Comment: The distance was a minimum and now with the new equipment this should make it a little more difficult to hit home runs making the game more

competitive.

Rule 2 Section 1 Distance Table: JO 18 U GOLD Girls Fast Pitching distance is now 43'.

Comment: For the betterment of the ASA game.

Rule 2 Section 1 Distance Table: Add Max distances to the Women's Modified (275' max), Women's 16" SP (250' max) and Men's 16" SP (300' max).

Comment: Fill in missing dimensions for fence distances.

Rule 2 Section 3 Section 3C Exception: 16"SP, the batter's box, one on each side of home plate, shall measure four feet by eight feet.

Comment: 16" players asked for this and also asked the umpires to enforce it.

Rule 3 Section 2 E: Only approved attachments included on a list published by ASA can be used on warm-up bats.

Comments: There are other attachments approved than listed in the rule book.

This way we will not have to list all attachments or manufacturers in the rule book.

Rule 3 Section 4: Glove / Mitt A Glove/Mitt may be worn by any player.

Comment: This will allow all players to wear either a glove or a mitt as long as they meet the dimensional requirements in our rule. With the dimensions of gloves today there is no advantage to wearing a mitt in all defensive positions.

Rule 3 Section 6 D: Remove the line (0 and 00 and 3 and are 03 are examples of the same number)

Comments: These are in fact different numbers and should be looked at this way.

Rule 4 Section 8 F Title and letter A: Disqualified or Ejected Participant:

A. A disqualified player is prohibited from playing but can remain in the dugout / team area or serve as a coach/manager.

EFFECT: If found playing the game is forfeited

B. An ejected participant must leave the grounds and can not have contact with the umpires or participants in the game.

EFFECT: Game is Forfeited.

Comment: New title and to have the Ejection of somebody other than the player to have a forfeit if required.

Rule 5 Section 8A Home Run Limitations

1) Eight (8) Men's Class A

2) Six (6) Industrial & Major Coed

3) Four (4) Class B & Church

4) Three (3) Class A Coed, Master's 35-0, 40-0, and 45-0

5) Two (2) Men's Class C,

6) None (0) Men's Class D & Coed B

Comment: With the elimination of the MMSP and those players able to play down this will keep it competitive and close the gap in the upper classes. It will also help to get teams to play a higher level.

Rule 5 Section 10 Exception: Remove the NO time limit clause in 10 U JO FP.

Comment: The rule makes 10U JO FP to have a time limit in all games including the "if Necessary" game. So the exception is removed and parts moved to the rule.

Rule 6 Modified Section 3 J: change to read as follows:

1) 9 Player Major the pivot foot must be dragged and not loose contact with the ground.

2) 9 player, A/10Player

Comment: So as to better define the pivot foot in Modified and also cover a class of play now in the code.

Rule 6 Slow Pitch Section 1 D: The pitcher must not simulate a legal pitch while not in contact with the pitchers plate.

Comment: To help define that making a pitching motion other than a legal pitch

pitching motion is allowed off the pitchers plate.

Rule 6 16" Slow Pitch Section 3 F Change to read The pitcher shall not attempt a pick-off after the second hesitation. Current F becomes G and so on.

EFFECT: The ball is dead and an Illegal pitch shall be called

Comment: *This was called and enforced but was only an understood rule. Now it is in the book.*

Rule 7 Section 1 Change Equipment Standards Committee and replace with ASA.

Comment: *By Code the Committee recommends but ASA approves or denies.*

Rule 7 Section 4 L When a pitched ball, in the umpire's judgment, is prevented from entering the strike zone by any actions of the batter other than hitting the ball. Effect: The Ball is dead and a strike on the batter

Comment: *This is for the instance when the slap hitter sticks their leg out and is hit by the ball to prevent the ball coming into the strike zone when they new they could not hit it.*

Rule 8 Section 2M 3, 6, 7, 8 and 9: They now read as follows:

Section M 3: Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. (Removed is "by an infielder) Effect: Once the runner returns to the white or colored base, no appeal can be made.

Comment: *The Double base rule should apply whenever the batter-runner is advancing to first base regardless of where the ball was hit, infield or outfield. This also allows the batter-runner to return to either color after they have missed a base. If done so then no appeal can be made.*

Section M 6: On balls hit to the outfield with no play on the batter-runner advancing to first base, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner may return to the white or colored portion.

Comments: *This effects the Batter-runner on all balls hit to the outfield and there is a PLAY on the batter-runner. The double base applies to any ball hit regardless of where. The batter runner may also return to either base, white or colored.*

Section M 7: When tagging up on a fly ball, the white or colored portion may be used.

Comment: *To stay consistent and call the White or Colored portions the same.*

Section M 8: Fast Pitch, SP with stealing, 16-Inch Slow Pitch; on an attempted pick-off play, the runner may return to the white or colored portion.

Comment: *To stay consistent and call the white and colored portions the same. This also applies to a timing play.*

Section M 9: When there is a force play on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white.

Comment: *Removed the words "By an infielder". The double base rule applies to all balls hit regardless of where.*

Comments on Double base changes: The rule now is basically written so that as a batter-runner while advancing to first base the color you must touch remains the same regardless of where the ball is hit or the throw come from. Once you have passed first base the base now becomes one base made of a colored portion and a white portion, 30 by 15 vs. 15 by 15

Rule 10 section 5 Now reads:

- a) Teams may not request a change of umpires during a game.
- b) No umpire may be replaced during a game unless incapacitated by injury or illness.

Comments: *This removes the ability for a team to request a change of umpires. It also spells why an UIC can replace an umpire.*