"We Are, One Nation!"

ONE NATION SLOWPITCH

2021

Rule Book
& By-Laws

ONE NATION

www.onenationslowpitch.com

Slowpitch
Playing Rules & By-Laws
2021

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SECTION 1 – GUIDELINES AND PROCEDURES

Mission Statement
Our vision is to be the most customer-centric athletic association that places athletes, sponsors, and business partners as our number one priority spanning all levels of competition at the best athletic venues across the United States.

Purpose:

1. To seek the best competition, sportsmanship and brotherhood of coaches, players, fans and spectators regardless of race, religion, sex, or age.
2. To do our best in classifying individuals and teams to where they can be competitive and enjoy the game of softball. No team enjoys being humiliated and being in a game where they are outclassed. A main goal of One Nation is to classify teams in a group where each team is playing in a classification in which they belong.
3. To work with any group, league, or association that is willing to follow our guidelines and has the same interest in softball as we do and promotes the game of softball.
4. To support and encourage any community, county, state, or country in an effort to spread softball and get more people of all races, religions, sexes, and races involved.

Directors:
One Nation Slowpitch Directors will be asked to commit to a 1-year working agreement. At which time that 1-year agreement expires, the Director of Operations will make a decision on renewal. However, certain circumstances listed below could result in the termination of a One Nation Slowpitch Director:

1. Failure to furnish One Nation Slowpitch Umpires, provide timely Tournament Reports, League Reports, Sanction Reports, and/or fees. All of these are expected to be reported no later than 10 days from time of event.
2. Involvement of another Tournament, League, or event not sanctioned by One Nation Slowpitch.
3. Any act or involvement that discredits One Nation Slowpitch or discredits advancement, growth, reputation, or well being of One Nation Slowpitch or softball in general.

NOTE - Exceptions to any item listed above may be noted in your agreement and would not be grounds for removal

Rule Interpretations:
Basic terms used in softball such as batter, fielder, base runner, infield fly, etc. will be similar to those in other major softball associations. If a question comes up and cannot be resolved by an umpire on the field, the Tournament or League Director will make a decision and will be required by One Nation Slowpitch to inform the Director or Umpire

Training/Operations of their decision and a side letter will be generated to inform teams of what the ruling will be in the future should that circumstance arise again.

Age Limits:
Players on an adult team must be 18 years of age. Exception to this would be a youth team consisting of players 16 years of age or older. This youth team may play in an adult tournament providing all players and parents/legal guardians sign a release holding One Nation Slowpitch harmless in the event of an injury to the player(s) involved. Youth teams that choose to do this must re-sanction as an adult team.

Berths:
Teams may qualify for a World Series Berth provided they play in at least two (2) One Nation Slowpitch sanctioned World Series qualifying tournaments and their state's respective state tournament. Points will be awarded for all One Nation Slowpitch Tournament play. ***Please see the National By-Laws – BYLAW 300 for specifics on qualification procedures.***

Rosters/Membership:

1. To participate in One Nation Slowpitch tournaments, teams and players must become members. Annual memberships are $10 for teams and $20 for players and are non-refundable.
2. All rosters will have a maximum of 20 players at any given time (invited & accepted). If you release or uninvite a player, you will open a spot back up on the roster.
3. Rosters are required to be completed on-line before the entry deadline of your next tournament.
4. Teams may not add players to their roster that are on another team's roster.
5. Players may only compete on one roster at a given time. If a player wishes to be released, they must have their current manager release them before they can be added to a new team.
6. Roster changes will not be permitted after noon on Friday of a given week that your team is playing in an event. Please complete all roster maintenance by Friday at noon.
7. Once teams have opted to participate a One Nation Slowpitch tournament, you will be committed as of 8:00pm on the Wednesday before the scheduled weekend (unless a different deadline is posted by the tournament director.) If you have to back out any time after the event deadline, you will be FULLY responsible for the tournament entry fee and no refund will be given. If you had not made payment for that tournament, you must pay in full before your team may participate in any future One Nation sanctioned tournament. If not paid, the entire team's roster will be suspended for One Nation Slowpitch until entry is paid in full. We realize there are certain uncontrollable circumstances, and in those cases the advisory board will look at those circumstances and make a decision.

More in depth Roster management regulations can be found in the National By-Laws – BYLAW 400.

SECTION 2 – SLOWPITCH SOFTBALL PROGRAM

One Nation Slowpitch accepts no responsibility and disclaims all liability for any bodily injury or property damage to coaches, ball players, fans, or other members of the general public which arise from any One Nation Slowpitch sanctioned event or any actions' of any kind of any One Nation Slowpitch Directors or Umpires whether intentional or by accident.

1) The Men's & Women's program will consist of 6 divisions: "A", "B", "C", "D", "E", and "REC".
2) General One Nation Slowpitch Softball rules apply to all programs (except as noted in item #4 & #5 in SECTION 2 below or Senior Section 14 and Military Section 15)
3) One Nation Slowpitch reserves the right to equalize a tournament by a run spot or other handicapping mechanism if deemed necessary to create better competition.
4) The Co-Ed program will consist of 5 divisions: Co-ed Open, C, D, E & Rec.
    A. Coed E – Teams may have a maximum of 2 Male (D) and 2 Female (D)
    B. Coed D – Teams may have a maximum of 2 Male (C) and 2 Female (C)
    C. Coed C – Teams may have a maximum of 2 Male (B) and 2 Female (B)
    D. Coed Open – No Roster restrictions for Male or Females
    E. Coed Rec – Teams may have a maximum of 2 Male (E) and 2 Female (E)
5) Co-Ed specific rules:
    A. Five females and five males must be in the team's lineup. If the E.H. is used, then six females and six males must be used. At no time shall a team have less than 5 females in their lineup. If a team plays shorthanded and takes the 10th position as an out, it must do so with five females and 4 males. The 10th position male may be added at any time during a game. The same theory applies when a team "drops down" below their number of starters. A team may not ever have more males than females, otherwise the game is ruled a forfeit.
    B. The batting order MUST alternate as male/female unless two (2) females bat back to back due to the shorthanded rule.
    C. Females will hit an 11" ball and males will hit a 12" ball. If the wrong ball is used, it must be an appeal play by the offense or defense. If the appeal is granted, all players return to their previous bases and the batter resumes their ball/strike count that he/she has prior to the wrong ball. A pitcher who repeatedly delivers the wrong sized ball can have that act rules and enforced as unsportsman like conduct.
    D. When a male batter receives a base on balls, he will automatically be awarded second base, but MUST touch first base in the process. If the male does not touch first base and establishes himself at second base, this would be an appeal play by the defense.
        i. The next female in the batting order always has the option of receiving a free base on balls or taking her turn at bat.

SECTION 3 - CONCUSSIONS

One Nation Slowpitch, as a sanctioning body of athletic events, shares the concerns being raised on a national and local level regarding concussions and concussion symptoms in participants, coaches/managers and umpires in One Nation Sports sanctioned activities.

One Nation Slowpitch encourages its directors, umpires, coaches, officials, teams, team managers, and all adults involved to learn all they can about concussions in athletics and requires each of them and each of One Nation Slowpitch directors to follow all federal, state and local laws (including concussion training and reaction laws) with regard to athletic competition sanctioned by One Nation Slowpitch.

In addition, One Nation Sports has added the following to the rule book. Upon becoming aware that a participant or coach/manager of his team has received a suspected concussion (or has been struck in the head area with any significant force), the Team Manager will not allow that person to participate in any One Nation Slowpitch sanctioned event and if occurring during a One Nation Slowpitch sanctioned event, shall have that person removed from the playing field of any One Nation Slowpitch sanctioned event.

Upon becoming aware that a participant, coach/manager or umpire/referee has received a suspected concussion (or has been struck in the head area with any significant force), a One Nation Slowpitch umpire/referee or director will have that person removed from the playing field of any One Nation Sports sanctioned event. Without a written medical written clearance from a licensed medical doctor to return to play, such persons will not be allowed to return to One Nation playing field in a One Nation Slowpitch sanctioned event.

For umpires/game officials, the medical written consent must be presented to the Team Manager and retained permanently by One Nation State Director. For participants and coaches/managers, the medical written medical consent must be presented to the Team Manager and retained permanently by the Team Manager. Any Team Manager, who allows a coach/manager or participant back on a One Nation Sports sanctioned event playing field without first obtaining the required written consent, may be suspended by One Nation Slowpitch for up to one year and upon request, may be suspended for a longer duration by the One Nation executive committee. State Directors allowing an umpire/referee back in the field of play without the necessary consent will be subject to being disciplined as determined by One Nation Executive Team.

SECTION 4 - GAME AND GAME PLAY

1. THE CHOICE OF FIRST OR LAST BAT in the inning shall be decided by a double toss of a coin, unless otherwise stated in the rules of the organization under which the schedule of games is to be played.
2. THE FITNESS OF THE GROUND for the beginning of the game shall be decided by the home team. If no home team has been previously designated, such as in tournament play, the umpire, with the advice of the Tournament Director, makes the decision. After the umpire has started a game, he shall be the sole judge as to the fitness of the ground, or the intensity of the weather, for continuing play.
3. A REGULATION GAME shall consist of seven innings, unless otherwise listed below.
    A. Seven full innings are not played if the team second at bat scores more runs in six innings or before the third out is made in their half of the seventh inning.
    B. A game that is TIED at the end of seven innings shall be continued, by playing additional innings until one team has scored more runs than the other at the end of a completed inning or the team second at bat scores more runs in their half of the uncompleted extra inning.
    C. A game called by the umpire, during regular season play, which cannot be resumed within 30 minutes, may be regulation if four or more innings have been played or if the team second at bat has scored as many or more runs during the uncompleted fourth inning.
    D. A regulation game shall be declared if the score is TIED when the game is called after four or more completed innings, or if the team second at bat has equaled the score of the first team at bat, while batting during any uncompleted inning.
        Special Note 3 C-D. The umpire is empowered to call a game at any time because of rain, darkness, panic, or for any other cause which puts the umpire, players, or the patrons in peril.
    E. The run rules, which award a win to the home team, if ahead in a game, after the visiting team has batted in the 3rd-4th-5th+ inning, or if the visiting team is ahead after a completed inning. Run Rules are as follows:

Program	Run Rule
Men's A, B	25-20-15
Men's C	20-15-12
Men's D, E, REC	20-15-10
Women's A, B, C, D, E	20-15-10
CO-ED	20-15-10

4. THE WINNER OF THE GAME shall be the team that scores the most runs in a regulation game.
    A. The total number of runs scored legally when the game is called at the end of any completed inning after three shall be the score.
    B. When the team second at bat has equaled or scored more runs during any uncompleted innings after three, the runs are all counted and the score is either tied or one team wins.

   C. If the team second at bat has not scored more runs, or does not score as many or more runs in the half of the uncompleted inning to tie or win the game, the game reverts to the last inning that was fully completed.
5. ONE RUN SHALL BE SCORED each time a base runner legally touches first, second, third and home bases before the third out of an inning, unless the third out is the result of a force out or the batter-runner is out before reaching first base. Base runners may advance and a run may score only on a legally batted ball, on a play, on an overthrow or on an error resulting from plays that started with, and immediately follow the batted ball or when the bases are full, so that runners are forced to move up, or advance, by reason of the batter being awarded first base by the umpire in accordance with these rules.
6. A RUN SHALL NOT BE SCORED if the third out of an inning is the result of:
   A. The batter-runner being put out legally before touching first base.
   B. A base runner forced out at any base.
   C. A base runner being called out for leaving a base too soon on a pitched ball.
   D. A preceding base runner being called out for failure to touch a base.
   E. The batter-runner being called out for carrying his bat to first base or beyond.
   F. A live ball/dead ball appeal of a base runner (that scores), but has tagged up illegally, per the umpire decision.
7. A BASE RUNNER SHALL NOT SCORE A RUN ahead of a base runner preceding him in the team's batting order if the preceding runner has been put out.

1. ***Special Note*** 7. A preceding runner appealed out for missing a base does not affect the following runners on a first or second out. However, no preceding runner crossing home plate may return to touch any missed base after a following runner has scored. If the defensive team appeals a preceding runner missing a base, which is allowed, the following runner's score is counted unless the appealed out is the third out of the inning. If no appeal is made, then all the runs scored are counted.
8. Batters are not required to touch first base after hitting a home run. "Hit and sit."
9. The following home run rules will be used for designated One Nation Slowpitch programs:
   A. Over-the-fence home runs are limited in selected One Nation Slowpitch programs. All fair, untouched fly balls over-the-fence in excess of the limit will be ruled an out.
      a. Any time the batter is ruled out because of an over-the-fence home run in excess of the limit, the ball is dead and no runners can advance.
      b. Any fair fly ball touched by a defensive player which then goes over the fence in fair territory will be declared a four base award and is not to be included in the total of over the fence home runs. For the purpose of clarity, the position of the ball when touched by a fielder before hitting anything else, is insignificant. Whether the ball was going to go over the fence or not will have no bearing on

an umpire's judgment on if the ball was touched by a fielder and the subsequent four base award.

i. A four base award becomes a dead ball situation and base runners and the batter do not need to touch any further base. A four base award will NEVER count toward a team's HR total and all base runners and batter can return to the dugout without penalty.

ii. All runners on base and the batter will be credited with scoring a run on a four base award.

EXCEPTION: Four base awards will NOT be called on the DHH, so even a ball that is touched by a fielder and proceeds over the fence, all base runners, including the DHH may return to the dugout without risk.

c. A home run will be charged for any untouched fair fly ball hit over the fence in fair territory, whether or not runs score.

- (**Men's/Women's A**) DHH + nine (9) over the fence home runs then all other over the fence home runs are outs
- (**Men's/Women's B**) DHH + seven (7) over the fence home runs then all other over the fence home runs are outs
- (**Men's/Women's C**) DHH + five (5) over the fence home runs then all other over the fence home runs are outs
- (**Men's/Women's D**) DHH + three (3) over the fence home runs then all other over the fence home runs are an inning ending out
- (**Men's/Women's E**) DHH + one (1) over the fence home run then all other over the fence home runs are an inning ending out
- (**Men's REC**) DHH only. All other over the fence home runs are inning ending outs and the player is offensively ejected.
- (**Co-Ed Open**) Male & Female DHH + six (6) team home runs. All other over the fence home runs are outs.
- (**Co-Ed C**) Male & Female DHH + four (4) team home runs. All other over the fence home runs are outs.
- (**Co-Ed D**) Male & Female DHH + two (2) team home runs. All other over the fence home runs are an inning ending out.
- (**Co-Ed E**) Male & Female DHH + one (1) team home runs. All other over the fence home runs are an inning ending out.
- (**Co-Ed Rec**) Male & Female DHH. All other over the fence home runs are an inning ending out.

Note: The defensive team may walk the preceding batter or multiple batters to get to a position or positions in the lineup that is an out due to an ejection of any kind. There are no base appeals allowed when this results in the third out of the inning.

10. A FORFEITED GAME may be declared by the umpire in favor of the team not at fault in the following cases: The score will be 7-0 in favor of the team not at fault.
    A. If a team fails to appear on the field, or being on the field, refuses to begin the game for which it had been scheduled at the time the game was assigned

B. If a team is not present and ready to play at the designated "be at your field" time.
C. If after a game has begun, a team refuses to play or resume play as directed by the umpire.
D. If a team uses tactics noticeably designed to delay or hasten the playing of a game.
E. If an ejected player does not leave the field immediately when ordered to do so.
F. If for any reason a team does not have the designated number of players to begin or continue the game.
G. If, after a warning by the umpire, any one of these rules is willfully violated.

11. A SUSPENDED GAME can result in tournament play, if the umpire stops play for any reason such as power failure of light, protested game in accordance with these rules, or any act of God, etc. that precludes immediate continuance of the game to the conclusion of the full seven innings, or as required.

Special Note 11. When a suspended game is resumed, it must be resumed under the conditions that prevailed PRIOR to the interruption that caused the suspended game.

12. A PROTESTED GAME can result when there is a difference of opinion on the field between the protesting team and the umpire regarding the application or interpretation of either Official Printed Playing Rules or Specially Adopted Ground Rules.

Special Note 12. When a protest, not involving the umpire's judgment, is registered with the umpire on the field immediately and before any succeeding legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory, the game assumes the status of a suspended game until the protest is allowed or disallowed.

A. Conditions governing acceptance of protests during playing of a game.
   a. Based on an umpire's judgment such as whether a batted ball was fair or foul, a pitched ball was a ball or strike, a base runner was safe or out, or when any other situation is completely within the umpire's scope to make the decision, is NOT to be accepted for consideration.
   b. Based on alleged misinterpretation or application of the playing rules should be accepted for consideration and decision.
   c. The intention to protest a rule must be made known by the manager or captain of the protesting team to the umpire immediately and before the next legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory. This is to enable all concerned, that is, umpires, scorekeepers and the opposing team to take notice of the exact conditions prevailing on the field at the time of the protest. The umpire receiving the protest shall immediately notify all concerned, including the director and UIC.

d. In tournament play, a rules/player protest must be accompanied by a $100 protest fee. All protests must be settled before any play can be resumed as a suspended game, except protests concerning player eligibility. If a **player eligibility protest** is lodged during tournament play the game shall continue while the protest is being investigated (before the 1st pitch of the 4th inning or directly when the player enters the game). If the eligibility question cannot be resolved until the tournament is completed and it is subsequently found that the involved player or players are ineligible, the team shall be placed last in the tournament standings and the standings shall be adjusted accordingly.

e. In tournament play, when an ineligible player is discovered during the game, the offending team loses the game, is ejected from the tournament, placed last in the standings and forfeits all awards, that would have been awarded at that tournament. If this ineligible player is discovered after the completion of the game (but during the tournament) the game shall stand as played. However the offending team is ejected from the tournament and assumes the same penalties as above.

f. Bat's may only be protested as ALTERED and may not be protested due to suspected COMPRESSION. If a bat is protested as being altered during a game ($250 protest fee) the suspected offending player may:
    1. Allow the Director to inspect the bat and reach an initial conclusion on whether or not the bat may be altered. If, after making an inspection, the Director decides that the bat may be altered, the suspected offending owner and/or user may:
        a. Allow the Director to send the bat to One Nation Slowpitch Executive team and/or the manufacturer of the bat for a determination to find out if the bat has been altered.
        NOTE: During the time of the examination of the bat, One Nation, at it's discretion, may suspend the suspected offending player pending the decision. If the manufacturer of the bat or the Executive team determines the bat has been altered, the Executive team may suspend a first time offender for up to two years from One Nation Slowpitch play. For a second time offender, a suspension may be up to lifetime. Altered bats will not be returned to the player.
    2. Withhold the bat from inspection and accept a one-year (up to lifetime for a second time offender) suspension from One Nation Slowpitch play with no right of appeal.

g. Any rule protests must be made before the next legal pitch, intentional walk, illegal pitcher action, or before all fielders have left fair territory.

B. Protests that arise, other than during the playing of the game, must be filed as a written protest within Forty-eight (48) hours from the end of a game.
    a. A formal protest should contain the following information:
        i. The date, time and place of the game.
        ii. Names of the umpires and scorekeeper (if applicable).
        iii. The rule and section of the Official Rules, or local league rules adopted general rules under which the protest is being filed.
        iv. The decision and/or conditions surrounding the cause for the protest.
        v. All essential facts involved in the matter of the protest.
    b. The decision made on a protested game may result in:
        i. The protest is found invalid and game's score stands as played.
        ii. Protest allowed, game resumed at point of protest, as a suspended game.
        iii. Protest allowed, game forfeited in favor of the team not at fault.

C. Highly technical protests and those, which could, or did not have any effect on the playing of the game, or the final results, will be disallowed.

13. All One Nation Slowpitch league and tournament play will institute a profanity rule:
    A. A player, coach, or other team member may not shout profanity, regardless of whether the profanity is directed toward an umpire or other game official, a member of the opposing team, a member of his/her own team – or even towards the player himself/herself.
    B. Any shouting of profanity by a player, coach or other team member, may result in an ejection of that player, coach or other team member without warning. The umpire shall be the sole judge as to the severity of profanity for purposes of penalization and ejection.
    C. Players ejected from a game during tournament play will have no further penalty applied by the on field umpire, however, the onsite Tournament Director may extend the ejection for the rest of the tournament if excessive actions led to the ejection or followed the ejection.
    D. If a player is ejected by an umpire AFTER the completion of his/her game, they will not be permitted to play in the next upcoming game. The umpire is in charge of all action on the field, which does not end with the final out.
    E. Harassment of a game official before, during or after a game will not be tolerated and may result in a team forfeiting a game or being removed from an event.
    F. Physical contact of any game official is strictly prohibited and will result in an immediate ejection, regardless of the intent.
        a. Further penalties may apply

SECTION 5 - PLAYER MEMBERS

1. A TEAM shall consist of at least ten players, whose positions shall be designated as: (1) pitcher, (2) catcher, (3) first basemen, (4) second basemen, (5) third basemen, (6) shortstop, (7) left fielder, (8) center fielder, (9) right fielder, (10) added fielder and may have (11 or 12 max) extra hitters (E.H.).
    A. Other than the pitcher and catcher, players in the field may be stationed anywhere they choose on fair ground as each pitch is made.
    B. The pitcher, in delivering the ball, must be in legal position at the pitcher's plate or in the pitching area.
    C. As each pitch is delivered, the catcher must be in the catcher's box.
2. Slowpitch softball line-ups should include at least 10 players. Teams may start with 9 players if they do not have everyone there, with penalty. Each team must have the designated legal number of players to start or to continue a game. NOTE: Local governed leagues may designate this number during regular season play. For tournament play, One Nation will utilize the Short-Handed Rule:
    A. Teams will be allowed to drop down one player from what they started (but MUST have at least 9 at all times), with penalty. The empty spot will be an out in the line-up. The minimum number of players a team will be allowed to drop down to is 9. Any less than 9 and that team must forfeit.
    B. Male rosters shall contain only male players and female rosters shall contain only female players. Co-ed rosters shall contain both male and female players.
    C. No player may play defense without being in the batting order. If a player enters the game defensively and is not in the batting order, this will be treated as an unreported substitute/illegal player.
3. A PLAYER or a SUBSTITUTE shall be officially in the game when his name has been entered on the Official Score Sheet, and in possession of the Official Scorer or who has been announced as a substitute by his manager. A substitute may take the place of a player whose name is on his team's batting order. The following regulations govern the substitution of players:
    A. The manager of the team making the substitution or the substitute should immediately notify the umpire.
    B. If for any reason the umpire is not notified of the substitution and the change is not announced, the substitute will be considered "in the game" once the next pitch is delivered.
    C. An unannounced substitute is considered an illegal player, but must be appealed by the offended team before the substitute is properly announced. (See Rule 6 D-E on page 17 for penalties)
4. Any player may be substituted for or removed from the game during any dead ball period
    A. If any player, other than the legally entered pitcher, delivers a "warm up pitch" and does not pitch to at least 1 batter, they will have a one (1) ball penalty assessed on the next batter due up, per illegal warm up pitch.

B. If an ejected player is discovered participating in the game he was ejected from, the game is declared a forfeit.

5. Player member participation if injured, bleeding or has an open wound - Player/substitute, manager, coach, trainer 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.
   D. 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 in writing by an appropriate health care professional.
6. Entry, Re-Entry & Illegal Player - Any player may be substituted or replaced and re-entered once, providing players occupy the same batting positions whenever in the line-up. (Double Entry) NOTE: All players listed in the starting lineup are considered entered one time.
   A. An unannounced re-entry will be considered an illegal player if appealed.
   B. IMPROPER RE-ENTRY: The act of an improper re-entry (see below) is handled as an appeal by the offended team.
   C. Examples of improper re-entry are:
      i. Starter who re-enters in an incorrect batting position.
      ii. Starter who re-enters a second time.
      iii. A substitute who re-enters the game a second time.
      iv. A player who can legally re-enter, but is not announced to the home plate umpire
   D. If an improper re-entry or unannounced substitute is discovered by the defense while the player is playing offensively, the following penalties will be enforced:
      i. If the improper re-entry is discovered while he is at bat, (a pitch must be thrown) the player is ejected and a proper substitute would assume any accumulated balls and strikes.
      ii. If the improper re-entry or unannounced substitute is discovered after he has completed his time at bat, but before a pitch has been made to a succeeding batter, he is called out, and the player is ejected from the game. All base runners, if they have advanced, must return to the base occupied at the time the improper re-entry or unannounced substitute took a position in the batter's box. Any subsequent outs made on the play will stand.
      iii. If the improper re-entry or unannounced substitute is not discovered until a pitch is made to another batter, the player is

ejected & called out (if on base). All play that occurred while the improper re-entry or unannounced substitute was in the game will stand.

E. If an improper re-entry or unannounced substitute is discovered by the offense while the player is playing defensively, the following penalties will be enforced:
    i. If the improper re-entry or unannounced substitute is discovered after he makes a play on a fair batted ball (catch or throw) or a play on a foul fly ball before the next pitch, the offensive team has the option of the play result or replaying the last pitch. The improper re-entry or unannounced substitute is ejected.
    ii. If the improper re-entry is discovered after a pitch, which did not result in a batted ball on which the improper re-entry or unannounced substitute made a play, the improper re-entry or unannounced substitute is just ejected.

7. EXTRA HITTER (E.H.) rule can be used in the entire program. A Team may insert an extra hitter (1) or hitters (2) into its lineup. The batting order must remain constant; however, any 10 of the 11 or 12 players can take a defensive position throughout the game. If an E.H. is used, the team must finish with no more than one less player than they originally started with or the game is forfeited. In the Co-Ed Program when the
    i. E.H. is used, a Male and Female E.H. must be used. If an additional hitter or hitters is inserted into the lineup after the game has started the player or players will be ejected.
8. One Nation Slowpitch Softball utilizes a Designated Homerun Hitter (DHH) during play. All teams may have one designated homerun hitter (DHH) that, without penalty, may hit a homerun every time at bat. Teams must designate a position in the batting order that the DHH will occupy, prior to the start of the game, or there won't be a DHH for that team. Should the DHH be walked, whether intentional or not, the next person to hit a home run may do so without penalty, until the DHH's spot comes back up in the line-up.
9. NO DEFENSIVE PLAYER shall take a position, that is closer to the batter than the pitcher that is delivering the ball, and/or takes a position with deliberate attempt to distract/deceive the batter, or act unsportsmanlike in any manner.
    i. ***Special Note*** Sec 9. The umpire shall first warn the offender, and then eject any player from the game who repeats the offense.
    ii. All defensive players must all begin their ready for play position in fair territory
10. THERE SHALL BE not more than two coaches for the team at bat to give words of assistance and directions to the member of their own team. One coach shall be stationed in each coaching box at first and third bases. They may remain in that box.
    i. There shall not be more than one charged offensive conference between players and coaches or other players each inning. Any additional request shall be denied. If an additional conference does occur, a strike shall be declared on the batter

11. MANAGERS, COACHES, PLAYERS, SUBSTITUTES, TRAINERS or other team members or occupants of the bench, SHALL NOT, from any place including coaches' boxes:
    A. Incite, or try to incite by word, or sign, or demonstration either opponents and/or spectators.
    B. Use language that in any manner refers to or reflects upon opposing players, the umpires, players, or spectators. NOTE: Use of profane or abusive language or taunting will not be tolerated.
        i. ***Special Note*** 11 A-B. Players or team personnel violating sections A or B above can be ejected from the game without warning.
    C. Argue balls and strikes calls.
    D. Be outside the vicinity of the designated dugout (bench) area if not a batter, base runner, on deck batter, or in the coaches' boxes, or one of the ten players on defense.
    E. Commit any act that could be considered unsportsmanlike conduct.
    F. Carelessly throw a bat.
        i. ***Special Note*** 11. C-F. For a first offense, the violator may be warned that to repeat the offense will cause prompt ejection from the game. All flagrant offenses (including a first offense) shall cause the offender to be immediately removed from the game and playing area. An ejected player must leave the park immediately and take no further part in the game, remaining away from his team's bench or bullpen.
12. WHEN TEAM MEMBERS continue to harass the umpire from the bench, and he is unable to detect the offenders, the umpire, at their discretion, may eject the manager or acting manager.

SECTION 6 - UP TO BAT

1. THE BATTING ORDER of each team must be listed and delivered to the OFFICIAL SCOREKEEPER, by the MANAGER or team representative. Should an Official Scorekeeper not be assigned to the game, the BATTING ORDER must be delivered to the Lead Umpire and/or the opposing teams designated scorekeeper, prior to the start of the game. After each team has submitted its own batting order, both lineups shall be made available to both teams, for their inspection and knowledge. The lineups are considered official once the umpire puts the ball in play to begin the game.
    A. Each manager must have submitted his own team's lineup, before he can have access to the lineup of his opponents. The umpire may forfeit the game if there is unwarranted delay in providing a lineup for batting order purposes.
        i. The batting order thus submitted must be followed throughout the game, unless a substitute replaces a player. When this occurs, the substitute must take the turn in the regular order at bat of the player he replaces.
        ii. Each player of the side at bat shall become the batter and enter the batter's box in the order in which his name appears on the score sheet.
        iii. The first batter in each following inning shall be the batter whose name follows that of the player who last completed a turn at bat in the preceding inning.
        iv. A batter completes a time at bat when he has either been put out or has become a base runner.
        v. When a third out of an inning is made before the batter can complete his turn at bat, the same batter will be the first batter in the next inning and all previous called balls and strikes will be canceled.
    B. Batting out of order is an appeal play by the defense.
        1. If an incorrect batter is discovered before he completes his turn at bat, the correct batter may take his proper place, assuming any accumulated balls and strikes.
        2. If the mistake is discovered after the incorrect batter has completed the turn at bat and before a pitch has been made to a succeeding batter, the batter who should have batted is called out. All base runners, if they have advanced, must return to the base occupied at the time the incorrect batter took a position in the batter's box. The next batter is the player whose name follows that of the batter called out for failure to bat.
        3. This may even be carried over to the first batter of the next inning, if the appealed out was the third out.
        4. If the mistake was not discovered until a pitch is made to the next batter, the turn at bat of the incorrect batter is then

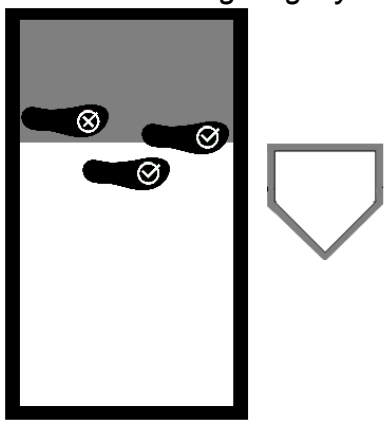
legal. All bases advanced or runs scored are counted, the next batter shall be the one whose name follows that of the incorrect batter who just finished a time at bat. No one is called out for failure to bat and players missing their turn at bat have lost that turn and do not bat again until reached in the regular batter rotation.

C. ***Special Note*** For purposes of interpretation, an intentional walk to a next batter or illegal pitcher's action shall be considered the same as a pitch delivered to the batter.

2. THE BATTER IS OUT IF:
   A. He bats illegally. (Refer to SECTION 13 – Illegally Batted Ball.)
   B. He hits the ball with an illegal or altered bat. The umpire must discover this illegal action before the next pitch, either by observation or because of an appeal from the defensive team.
      i. ***Special Note*** 2B. If the batter hits the ball with an altered bat, the ball is dead, the batter is out, all runners return to their base, and he is ejected from the game/tournament, and immediately reported to the State Director for consideration of disbarment proceedings.
   C. He bunts or chops the ball deliberately downward, fair or foul (there is no rule regarding batters "breaking of wrists")
   D. He has a third strike.
      i. Batters will begin with an assumed 1 ball, 1 strike count.
      ii. The batter is out on 3 strikes and walks on 4 balls.
      iii. A foul ball with a two (2) strike count will result in the batter being called out. The ball is live, if caught, and all runners would be in jeopardy of being put out if they become detached from their base before time is called and base runners may advance with a legal tag-up. A batted 3rd strike foul ball will be dead if it touches the ground and is not legally caught
   E. He steps across the plate with the pitcher in pitching position.
   F. He intentionally interferes with the catcher attempting a play.
   G. Any member of his team interferes with a fielder attempting to make a play on a foul fly ball.
   H. He hits a fair fly ball or line drive that an infielder intentionally drops, with a runner on first, runner on first and second, first, second and third, or on first and third with less than two outs. NOTE: A trapped ball that hits the ground is never ruled intentionally dropped.
      i. The umpire shall immediately call the batter out (in a forceful manner) and the ball is dead.
   I. He hits a fly ball that is legally caught.
   J. He hits an infield fly, with runners on first and second, or on first, second and third bases with less than two out.
      The ball remains live and in play, and the runners are in jeopardy.
         1. If a declared infield fly falls to the ground untouched and bounces foul before passing first or third bases, it is a foul ball.

2. If a fly ball falls to the ground untouched outside the foul lines then bounces fair, before reaching first or third bases it is an infield fly. NOTE: Umpire should always call "INFIELD FLY– IF FAIR" to protect himself.

K. He begins his swing and/or contacts the ball, with his back foot fully in front of home plate. This rule is NOT an appeal play and is a judgment call by the Lead Umpire. Dragging the back foot after contact is permitted.
NOTE: *All parameters of "Batting illegally" are always in effect as well.*



3. A STRIKE IS CALLED BY THE UMPIRE:
   A. For each fairly delivered pitched ball by the pitcher that passes through the strike zone before touching the ground.
      i. An umpire should not let the batter's position, either in the front part, or the rear of the batter's box, be of influence in calling strikes.
      ii. Each pitch should be adjudged according to the height of any part of the ball as it is crossing only above or over any part of the home plate. Any individual who repeatedly argues balls and strikes will be ejected.
         1. The strike zone is only that part, or any part of the area, over home plate that is lower than the top of the batter's highest shoulder, or higher than the bottom of his FRONT KNEE.
         2. A strike must also adhere to the pitching arc heights established in the PITCHING RULES.
   B. For each pitch struck at and missed by the batter.
   C. For a batted ball striking the batter, while he is in the batter's box.
   D. For each foul tip. The batter is out if this is the third strike.
   E. For a foul ball not caught on the fly with one strike.
   F. The umpire shall not give a call or signal for "TIME" when a batter steps out of position after a pitcher has started his delivery motions.
      i. If the pitcher pitches, the umpire shall call "STRIKE" on each such pitch. The batter may take his proper position after any such pitch (within 5 seconds) and regular ball and strike count shall continue.
   G. When the batter delays entering the batter's box after the umpire signals play ball. After 5 seconds the umpire shall declare dead ball and a strike shall be called on the batter.

4. A BALL IS CALLED BY THE UMPIRE on each pitch not swung at by batter if:
    A. The pitched ball does not enter the strike zone.
    B. The ball strikes the ground before passing completely across home plate, or any part of the plate.
    C. A pitched ball strikes any part of home plate.
    D. Any unfairly delivered pitch is made and not struck at.
    E. There is an illegal pitcher action.
    F. A pitched ball is not released within 5 seconds from the time the pitcher has the ball and the batter has taken his position in the batter's box.
    G. The catcher fails to return each pitch that is not hit directly to the Pitcher.
        i. The pitched ball is dead after each ball, strike or illegal pitcher action and must be returned immediately to the pitcher (unless an out occurs). Any individual who repeatedly argues balls and strikes will be ejected.
5. A FAIR BATTED BALL is a legally batted ball that is immediately in play.
    A. A batted ball which first falls to the ground in foul territory and then rolls or bounces into fair territory, before passing first or third bases, and without having touched some object other than the ground, is a fair ball. A batted ball first touching the ground in fair territory, then rolling into foul territory and then again rolling into fair territory, is also a fair ball provided the ball did not touch anything while over foul territory other than the ground.
    B. A fair or foul ball shall be judged according to the position of the ball, relative to FOUL LINES including the FOUL POLE, and not whether the fielder is on or over the fair or foul territory at the time the ball is first touched.
    C. When a batted ball passes out of the field over a fence the umpire shall declare it fair or foul, according to position of the ball, as it leaves the playing field.
    D. When a batted ball hits a base, the pitchers plate or a fielder and is ruled a fair ball under the rules, it is always treated as a fair ball regardless of where the ball ends up.
    E. A fly ball falling beyond first or third base is judged at point of first contact.
6. A FOUL BALL is a legally batted ball that does not conform to the provisions or rules that would cause it to be a fair ball.
    A. A batted ball which first strikes any person, object, fence, bench, screen, bat or other equipment, or which goes into pre-determined out-of-play area in foul territory, remains a foul ball regardless of where it may go.
        i. It is a strike unless the batter already has two strikes.
        ii. A foul fly may be caught
        iii. If a foul fly is caught on a third strike (See SECTION 6-2-D-iii)
        iv. A foul ball not caught is a dead ball, and the runners must return to their bases.

SECTION 7 - THE BASES AND BASERUNNERS

1. A BASE RUNNER WHILE ADVANCING OR RETURNING MUST TOUCH EACH BASE IN LEGAL ORDER: first, second, third and home base.
   Special Note 1. A base runner can only acquire the right to an advanced base by touching it before having been put out and shall be entitled to hold such base until he touches the next base legally or if forced to leave the base because the batter becomes a base runner and thus forces him to leave his base.
2. THE BATTER BECOMES A BATTER-RUNNER INSTANTLY WHEN HE HITS A FAIR BALL.
   Special Note 2. The batter-runner is in jeopardy immediately:
   1. If a fair batted ball strikes the umpire or base runner while off base before passing a fielder, other than the pitcher. The ball is dead immediately and the batter is entitled to first base without liability to be put out.
   2. If the fair batted ball hits the umpire or base runner after passing a fielder other than the pitcher, or touches any fielder including the pitcher, it remains in play with all runners being in jeopardy.
   3. The pitcher becomes an infielder after releasing the pitch to the batter and when, in the opinion of the umpire, has a reasonable opportunity to field a batted ball. (This will be considered an umpire's judgment.)
3. THE BATTER IS AWARDED FIRST BASE:
   a. When four balls are called by the umpire. Note: The batter walks on 4 balls and is out on 3 strikes.
   b. When the pitcher tells the umpire to intentionally walk a batter.
      Effect 3. A-B. Batter is awarded first base only. The ball is dead.
   c. If the catcher or other fielder obstructs or prevents him from striking at a pitched ball. The offensive manager has the option to accept obstruction or result of the play.
      Special Note 3. C. i. When obstruction occurs against the DHH and the manager elects to take the First Base Award, this will be treated as a BB and the Home Run will pass down.
      Special Note 3. C. ii. When a batter is obstructed, the batter is awarded first base because of the obstruction, EXCEPT that if the batter succeeds in hitting the pitch and reaches first safely and no preceding runner is put out before advancing at least one advanced base, the obstruction should not be called or enforced. If the obstruction is not enforced, the ball remains live and in play. *Exception will always be given to the DHH
4. A BATTER-BASE RUNNER IS OUT under the following circumstances.
   a. When he is hit by his own batted ball in Fair territory, after leaving batter's box.
   b. When he drops the bat in fair territory and it makes contact with a fair ball by moving into the ball.
   c. When a fly ball is legally caught, with the fielder's feet within the established boundaries of the field.
   d. When, after a fair ball, a fielder holds the ball on first base before he touches or passes that base.

e. When, after reaching first base safely, he over runs or over slides that base and then makes an attempt to start to second base before returning to first base.
Special Note 4. E. The runner is in jeopardy and must be tagged or put out.

f. When, after hitting a fair ball, and while the ball is still live, the batter-runner carries the bat and touches first base or runs beyond first base while carrying the bat. Note: If this action results in the third out of an inning, no runs shall score.

g. When, after hitting a fair ball, and while the ball is still live, the batter-runner goes into dead ball territory.
Special Note 4. F-G. In these situations, the ball remains live and in play and other base runners are in jeopardy. This does not apply to walks and home runs as the ball is dead in those situations.

h. When he runs out of the 3 foot line and interferes with a fielder taking the throw or making a play at first base.

i. When he interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference in the judgment of the umpire is an obvious attempt to prevent a double play, the base runner closest to home plate shall also be called out.
Special Note 4. H-I Ball is dead.

5. BASE RUNNERS ARE OUT under the following circumstances:

a. When a base runner fails to keep contact with the base to which he is entitled, until a pitched ball touches the ground, has reached or passed home plate, or is batted.
Special Note 5. A. No pitch is declared, the ball is dead and the runner out.

b. When the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a fielder catching a ball or throwing a ball, or with a thrown ball.

Special Note 5. B. If the interference is not ruled intentional; the batter-runner is entitled to go to first base. If, in the opinion of the umpire, the interference is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out. When a base runner interferes after he is out or after scoring, the most advanced runner shall be declared out.

c. When a base runner is struck by a fair batted ball on fair ground while off the base and before it touches a fielder or passes a fielder.

d. When a base runner intentionally kicks a live ball, or intentionally interferes with a ball in play, whether or not the runner is in contact with his base.

e. When a base runner runs bases in reverse order other than when permitted to.
Special Note 5. B-E. It is a dead ball immediately and the involved base runner is out.

f. When a base runner who has been put out continues to run the bases, thus simulating a live base runner, and thereby draws a throw to retire him a second time.
g. When members of the team at-bat stand or collect at or around a base toward which a base runner is advancing, thereby confusing the fielders in adding to the difficulty in making a play.
h. When a coach intentionally interferes with a live, batted ball or thrown ball.
i. When a coach runs in the direction of home plate or any other base, on or near a baseline, while the fielder is attempting to make a play on a batted ball or on a thrown ball, and thereby draws a throw in his direction.
j. When a base runner is attempting to score and the next batter or other team members interfere with the attempted play.
k. When a member of the offensive team or their "unprotected" equipment causes a blocked ball. Note: A defensive player cannot purposefully throw the ball at anyone or any piece of equipment to create a blocked ball situation. All action must be normal game action.
Special Note 5. F-K. The infraction constitutes INTERFERENCE. All play stops; the ball is dead, and the MOST ADVANCED RUNNER IS CALLED OUT. NOTE: In "G," immediately above, team members include all other persons who are on the team's bench.
l. When anyone other than another runner physically assists him while the ball is in play.
m. When, while the ball is in play, he is legally touched with the ball in the hands of a fielder while not in contact with a base.
n. When, on a force out, a fielder tags him with the ball (while on or off a base) or holds the ball on the base to which the base runner is forced to advance before the base runner can reach the base.
o. When running toward any base, he runs more than 3 feet from a direct line between a base and the base he is trying for, but ONLY WHEN avoiding being tagged with the ball in the hands of a fielder.
p. When a base runner PHYSICALLY PASSES a preceding runner before that runner has been put out.
q. When a base runner fails to attempt to advance and goes into dead ball territory.
r. When he positions himself behind, and not in contact with, the base to get a running start.
Special Note 5. L-R. In these situations, the ball remains live and in play, the involved base runner is out and other base runners are in jeopardy.
s. When a base runner fails to return to touch the base to which he is entitled when play is resumed after any suspension of play caused by a dead ball situation, if the fielder legally holds the ball on that base.
t. When a base runner leaves his base to advance to the next base before a fly ball has been touched or touches some object, provided that if the fly ball is caught and returned to a fielder and legally held on the base left, or if a fielder touches the runner with the ball before the runner returns to retouch his original base. This is NOT a Force play though – See

Special Note 5. S-T. These are appeal plays and the defensive team loses its right to make an appeal on any of these situations if the appeal is not made known before the next legal pitch, or illegal pitcher action, intentional walk or before ALL fielders have left fair territory.

1. Unless there are two outs, this status of a following runner is not affected by a preceding runner's violation or failure to comply.
2. If, on appeal, a preceding runner is the THIRD OUT no following runner shall be allowed to score.
3. If, the appealed out is the THIRD OUT, and is the result of a force out, neither the preceding nor following runners shall score.
4. If the appealed out is the third out and is the result of the batter-runner not touching first base, preceding runners shall not score.
5. On any appealed play or timing play, not a force out, all runners in advance of runner being appealed out who touch home plate legally before actual physical completion of the THIRD APPEALED OUT in any inning, shall be counted. Succeeding runners cannot score.
    a. Base Runners returning to a base are not considered to be "forced out" – See Definition Page 55

u. When a base runner fails to touch an intervening base or bases in regular or reverse order while the ball is in play and the ball is held legally on the missed base or the runner is legally touched with the ball while off the base.

v. When a defensive player clearly has the ball and is waiting for the runner and the runner deliberately and forcefully runs into the defensive player, the runner is declared out.
Special Note 5.V. The offender shall be ejected, the ball is dead and all other runners must return to the last base touched at the time of the collision.

w. When a base runner jumps over a defensive player waiting to tag, the runner is out. If the feet go over waist high, or if the defensive player is kneeling/squatting, and the base runner's feet go above the head of the defensive player, the base runner is not only out but may be ejected from the game. If in an umpire's judgment, it all happened in the spur of the moment, and was not intentional, the runner will just be called out.

6. BASE RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE OUT:
    a. When any live ball continues to be in play.

Special Note 6. A.

1. The umpire shall call "TIME" when base runners cease to try to advance, because the fielders have the ball ahead of them and all immediate play is apparently completed.
2. Base runners must return to the last base touched and entitled to, immediately when play is stopped in accordance with the above stipulations, they are to remain until able to leave this base legally on the next pitched ball.

b. When, during a live ball play, following a batted ball, the ball is overthrown in either fair or foul territory and does not become a blocked ball.

c. When any legally caught fly ball is first touched by a fielder.
d. When a live thrown ball strikes the person of an umpire, base runner or pitchers/catchers helmet.
e. When a fair batted ball or a live thrown ball accidentally strikes a coach.
f. When another base runner physically passes a preceding base runner.
g. When a preceding base runner fails to touch a base as required.

Special Note 6. B-G. In all these cases the ball remains live with all runners continuing to be in jeopardy.

h. When a fielder deliberately contacts or catches a batted or thrown ball with his cap, glove or any part of his uniform or equipment, while it is detached from its proper place on the fielder's person.

Special Note 6. H.

1. On a fair batted ball, or a ball over foul ground in a situation that might become a fair ball, all base runners are entitled to advance 3 bases from the time of the pitch.
2. On a thrown ball all base runners are entitled to advance 2 bases.
3. In each case, the runners may advance further at their own risk, being in jeopardy after reaching the awarded bases. NOTE: If, in the opinion of the umpire, a fair batted ball would have cleared the outfield fence if not interfered with, the batter shall be awarded a home run.
4. EXCEPTION: A Pitcher's mask, when discarded willfully or becomes dislodged during a play, if struck, the ball remains live as long as the umpire determines that the player did not intend to interrupt the path of the ball with the mask/helmet.

7. BASE RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT:

a. When a fair batted ball goes over the fence or into a stand without touching the ground, the batter shall be entitled to a home run.

Special Note 7. A. A fair ball that clears the fence before touching anything which is not caught, is a home run. This includes any ball hitting the top of the fence and going over the fence.

1. When a batted ball, either fair or foul, is legally caught on the fly while the fielder's feet are still within the established lines of the playing area, the batter is out even though the fielder's momentum may cause him to fall over the fence, into a dugout, or patron areas, or cross a line, or marking the out of play area, provided in the umpire's judgment the catch was completed. The ball is declared dead and each and every runner is advanced one base after the catch. If ball is carried intentionally into a dead ball area, two bases are awarded to each base runner.

b. When a fair batted ball bounds or rolls into a stand over, under or through a fence or other boundary of the playing field, base runners are awarded two bases, from the time of the pitch.

Special Note 7. B. This award is made whether or not the batted ball is first touched by a fielder.

c. When a fielder catches a ball with an illegal glove, the catch is nullified. ***Special Note*** 7. C. The umpire must discover this illegal action before a next pitch, either by observation, or because of an appeal from the offensive team. The result of this shall be to revert to the previous pitch, disallow the catch and charge an error to the fielder. The ball is dead, and the batter and each base runner are advanced one base.

d. When forced to advance because of the batter being awarded first base.

e. When he is obstructed by a fielder between the bases or as he rounds a base, unless the fielder is trying to field a batted ball, or had the ball in his possession ready to tag the runner.
Special Note 7. E. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. The umpire should also award the runner all other advanced bases that he believes the runner would have made, had no obstruction occurred, without waiting for an appeal from the offensive team. If the runner continues beyond the base awarded by the obstruction, he then becomes in jeopardy.
The ball remains live with all other runners in jeopardy, except any preceding runners, forced by the award as penalty for obstruction, shall advance without liability to be put out to the base which they are awarded.

f. When a ball is live after a batted ball and is overthrown into foul territory and is blocked.
Special Note (1) 7. F. In all cases, when a blocked ball occurs on an overthrown live ball, the ball is immediately dead. Each and every base runner is awarded two bases from last base occupied, unless required to retouch. NOTE: For offensive “unprotected” equipment or team representative causing a blocked ball, the runner closest to home will be declared out and all other runners must return to the last base touched when the ball becomes blocked.
Special Note (2) 7. F. No defensive player shall intentionally throw a ball at an offensive player to stop play. If it should happen, the runner closest to home would not be out. If the pitcher were to interfere with a thrown ball intentionally WITH HIS MASK, the play would be stopped and all runners would advance one base.

    a. When a FIRST throw is made by an Infielder trying for a first play, the award is made from the batter’s and a base runner’s positions at the time of the pitch.
    b. When an infielder makes any FIRST attempt at a play, and then makes a second attempted play or throw, or on any throw from the outfield, the award is made from the last base touched by a runner at the time this throw is released. NOTE: Should more than one runner be between the same bases, the advanced runner governs the award.

g. When an accident or incident occurs that prevents a base runner from proceeding to a base to which he is entitled, as on a home run or other awarded base, a substitute runner shall be permitted to take his place when a play is resumed so to complete the play.
Special Note 7. A-G. In each and every instance, when a batter or runner is awarded one or more bases, each base must be touched in regular order when advancing; otherwise, the team in the field may make an appeal on the runner at the missed base, which shall be allowed.

8. A BASE RUNNER FORFEITS EXEMPTION FROM LIABILITY TO BE PUT OUT, IF:
   a. While the ball is in play, he fails to touch each base in legal order before attempting to make the next base. Either the batter-runner at first base, or any other runner forced to advance because the batter became a base runner, is considered as a force out, should an appeal be made.
   b. After reaching first base, the batter-runner's momentum causes him to overrun or over slide first base; the batter-runner makes an attempt to start toward second base before returning to retouch first base.
   c. After dislodging in a base, the runner attempts to continue to the next base.
   Special Note 8 C. To avoid being in jeopardy, the runner must either remain with the dislodged base or remain stationary at the base's proper location; that is, where the base was originally located. If the base runner makes a start toward the next advanced base and then tries to return to the dislodged base, he is in jeopardy and it is entirely within the umpire's judgment whether or not the runner should be safe or out.
9. BASE RUNNERS MAY, AND SHALL, RETURN TO BASES AT VARIOUS TIMES:
   a. Base runners required to return, or attempting to return, when the ball is in play must touch each base in regular legal reverse order, which includes any intervening bases.
   Special Note 9. A. (NOTE: the below are APPEAL PLAYS.)
      1. Base runners are in jeopardy until they return to their bases, in order to comply with the several sections of these rules, when the ball is live.
      2. No base runner may return to a preceding base after the ball has been declared dead if the base runner touches any succeeding base, or after a following Runner has scored.
      3. No base runner may return to retouch a missed base, after a following runner has scored.
   b. Two base runners may not occupy the same base simultaneously.
   Special Note 9. B. The first runner touching a base shall be entitled to occupy it until he has touched the next base legally or is forced to leave the base due to the batter becoming a base runner. The following runner may be put out by being tagged with the ball even though both runners are in contact with the same base.
   c. A base runner shall not run bases in reverse order to confuse the fielders nor to make a travesty of the game.

Special Note 9. C. The base runner shall be declared out by the umpire and the ball is dead.

d. A base runner returning to a base to retag a base on a fly ball caught and thrown by a fielder to any base. If the ball is thrown by a fielder into the restricted area, the base runner shall be awarded the base he must retouch, plus one base. Since the base runner is required to regain the base he first occupied, he is awarded that base and only one more.
Special Note 9. D. If the base runner is in contact with the base, he will be awarded two bases from the time of the throw. If he leaves the base too soon, he will be awarded the base he must retouch plus one base. It may now become an APPEAL PLAY and the base runner may be put out. The determining factor shall be whether the base runner had possession of the base at the time of the throw.

e. A base runner returning to a base on a ground ball or any time runners are not required to retouch the bases; runners are awarded two bases from the last base occupied.

10. BASE RUNNERS MUST RETURN TO THEIR BASES:
    a. When any foul ball is not legally caught.
    b. When any illegally batted ball occurs.
    c. When a proper batter is out on appeal for failing to bat in order.
    d. When an offensive player is called out for interference.
    e. When an umpire or base runner is struck by a fair batted ball, before it touches a fielder or passes any fielder other than the Pitcher.
    f. When time out is called by the umpire.
    Special Note Sec 10. A-F.
        i. The ball is immediately dead.
        ii. Base runners may be forced to advance if the batter is credited with a hit as per “E” above, thus awarded first base, thereby forcing other runners to advance.
        iii. Base runners need not touch intervening bases when required to return.
        iv. Base runners must be allowed sufficient time to return when required.
11. BASE STEALING OR ADVANCING IS NOT PERMITTED AS A RESULT OF ANY PITCHED BALL THAT IS NOT BATTED: Base runners must keep in contact with their base and may leave it ONLY when a pitched ball has reached or passed home plate, is batted or hits the ground.
    Special Note 11.
    1. Each pitch not hit becomes dead and base runners must immediately return to their base, as the catcher is returning the ball to the pitcher at his position.
    2. After a runner has returned to his base, he cannot leave it again, during a pitched ball situation until the pitched ball again reaches home plate, is batted or touches the ground.
12. BASE RUNNERS ARE NOT OUT:

a. When a batter-runner overruns or over slides first base and immediately returns to that base.
b. When a base runner is required to return to a base and is not given sufficient time to return.
c. When a base runner is touched with the ball not securely held by a fielder.
d. When a defensive team does not attempt an appeal play until after a next pitch is made.
e. When a base runner holds his base until a fly ball is touched, and then attempts to advance.
f. When a base runner runs outside a baseline, and behind a fielder attempting to field a batted ball.
g. When a base runner runs outside the baseline, other than to avoid a fielder attempting to tag him with the ball.
h. When a base runner is hit by a batted ball that has passed or touched a fielder.
i. When a base runner makes contact with a fielder, not entitled to field the ball, when more than one fielder is attempting to field a batted ball.
j. When a base runner sliding into a base dislodges it from its proper position.
Special Note 12. J. If a runner sliding into a base is adjudged to be safe by the umpire before dislodging the base, he remains safe by either staying at the position the base is supposed to occupy or by remaining in contact with the base. The runner puts himself in jeopardy when he attempts to advance to the next base. If he then tries to return to the misplaced base, it is entirely within the umpire's jurisdiction to declare the runner safe or out, if he is tagged with the ball.
k. Following runners are not required to touch a base if the base is several feet removed from its proper location.
Special Note 12. K. Following runners may either touch the dislodged base or touch the original position of the base as if the base were in its proper location.
l. When, while in contact with the base, the base runner is hit with a fair batted ball unless the umpire rules that the ball was intentionally interfered with, or a fielder interfered with, while attempting to field a batted ball.
m. When while in contact or off of a base, the base runner is hit with a fair batted ball that first hits a base unless the umpire rules that the ball was intentionally interfered with, or a fielder with, while attempting to field a batted ball.
Special Note 12 L-M. The ball remains live with all runners continuing to be in jeopardy.

13. COURTESY RUNNERS: One courtesy runner per inning may be used. (See Definition page 54)
    a. Courtesy runners must be reported to the home plate or base umpire.
    b. The courtesy runner can be any player on the roster. If the courtesy runner is still on base at the time his/her turn at bat comes up, that spot in the batting order will be an out.

c. A courtesy runner is considered in the game, when, during a dead ball period, he steps onto the base while the current base runner has vacated the base. If the courtesy runner is not announced to the home plate umpire, he would be declared out, if appealed.
d. If a team bats through their order and the base runner who received a courtesy runner reaches base multiple times, the SAME courtesy runner may enter for that runner each time through the order in that one inning.
e. In the Co-Ed Program, any male player on the roster can run for any male, and any female player on the roster can run for any female. Both a male and female player may opt for a courtesy runner in each inning.

Special Note 13. If a second courtesy runner of the inning, or one not from the roster, enters the game, and the defensive team completes a proper appeal before the next pitch, illegal pitcher action, intentional walk, or before all fielders have left fair territory, the runner will be declared out. Further, all courtesy runner infractions are considered an appeal play by the offended team.

14. Pitcher-Courtesy Runner: A courtesy runner may be entered for a pitcher on base (in addition to the standard Courtesy Runner rule 13 above).
    a. A courtesy runner does not have to enter immediately after the pitcher gets on base.
    b. At no point is the courtesy runner mandatory for a pitcher.
    c. The pitcher may be a courtesy runner for another base runner
    d. If a courtesy runner is used for the pitcher, it MAY be the same runner that was used as the standard courtesy runner.

SECTION 8 - PITCHING

1. AT NO TIME during the progress of the game shall the pitcher be allowed to use tape or any other substance, including a glove, upon the pitching hand or fingers; nor shall any foreign substance be applied to the ball, provided that, under supervision and control of the umpire, a bag containing powdered rosin may be used to dry the hands. A small pouch/resin/rosin bag at the pitchers plate at the discretion of the umpire may be permitted provided it doesn't interfere with play or slow down the pace of play between pitches.
2. A Pitcher is also not permitted to have any substance in his/her pockets. They may go to the ground to address a moistened hand without penalty. However, if a pitcher has a substance (dirt, rosin, powder, etc.) in a pocket/pouch on their body, the player will be removed from the pitching position for the remainder of the game. EXCEPTION – Any game played on a turf infield, as long as the pitcher discloses it to the home plate umpire before the first pitch when he enters the game
3. AT THE BEGINNING of an inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than THREE PRACTICE PITCHES to the catcher or some other teammate. After that, pitchers may use only 1 (one) practice pitch between innings. If more than 1 (one) practice pitch is delivered, a "ball" may be awarded to the batter.
4. LEGAL POSITIONS OF THE PITCHER'S FEET.
    a. The pitcher may pitch from the pitching plate or from the pitching area - an area the width of the plate and up to six (6) feet behind the pitcher's plate.
    b. Preliminary to pitching, the pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching plate or pitching area. The pivot foot must be in contact with the pitcher's plate or pitching area when the pitched ball is released.
    c. The other foot (free foot) has no restriction on position and may be placed on, in front of, to the rear of, or to the side of the pitcher's plate or pitching area After taking the initial position, the pitcher may take more than one step with the free foot, in any direction of his choice, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.
    d. After the release of the pitch, there are no restrictions on pitcher's subsequent movements or the fielding positions he may assume as a defensive player.
5. PITCHER'S LEGAL MOTIONS ALLOWED IN ACTUAL DELIVERY OF THE PITCH.
    a. After assuming the pitching position on the pitcher's plate or in the pitching area, the pitcher must present the ball in FRONT OF HIS BODY in either one or both hands before starting the delivery motions. Note: All pitching rules that apply to the pitcher's actions before and during the release of the pitch along with the restrictions on height, speed, etc., shall remain the same.

b. The pitcher may hold or grip the ball in any manner before delivery.
c. Only a definite underhand motion is permitted in the delivery of the pitch.
d. The pitcher may release the pitched ball in any manner when delivering the pitch. This includes any and all types of delivery including behind the back and between the legs.
Special Note A-D. After the pitcher presents the ball, he may make any windup or arm motions desired, either in front of his body, above his head or behind his back, including stops and pauses in these motions.
e. Once the pitcher begins his delivery motions; the umpire shall not give a call or signal for "time" unless something unusual occurs.
f. The pitched ball must be released within 5 seconds from the time the pitcher has the ball and the batter has taken his position in the batter's box. From this point, the umpire shall not give a call or signal for "time" unless something unusual occurs.
g. The Pitcher must face home plate on the delivery of each pitch.

(NOTE 4. A-E. Realizing that the pitcher does not fool very many batters to the extent that they cannot hit the ball, it is desired that pitchers not be handicapped by technicalities, when they do develop a new technique or delivery that, perhaps, will add to the pleasure and appeal to the spectators, as long as the pitcher adheres to the basic pitching rules.)

6. TYPE OF PITCH PERMITTED.
   a. The ball must be pitched underhanded at slow speed.
   b. The pitched ball must arc at least 5 feet (as measured/determined from the ground) after leaving the pitcher's hand and before it passes any part of home plate ("clearly identifiable hump").
   c. The pitched ball shall not rise higher than 10 feet above the ground.
   Special Note 5. A-C. The speed of the pitch and height of the pitched ball are left entirely to the judgment of the umpire (NOTE: For sake of uniformity in decisions, any doubtful pitch should be ruled as an unfairly delivered pitch). The umpire shall warn a pitcher who delivers a pitch with EXCESSIVE SPEED that repeating such EXCESSIVE SPEED PITCH will cause the pitcher's removal from the pitcher's position for the remainder of the game. A pitch that does not arc the full 5 feet from the ground as required (flat level pitch) may not be an EXCESSIVE SPEED PITCH, but merely an unfairly delivered pitch.
7. THE CATCHER MUST:
   a. Be in and remain in the lines of the catcher's box when the pitcher is in position and remain until a pitched ball has reached or passed home plate, or is batted.
   Special Note 6. A. An unfairly delivered pitch.
   b. Immediately return each pitch not hit directly to the pitcher.
   Special Note 6. B. "ball" shall be awarded to the batter.
8. NO PITCH shall be declared immediately when:
   a. The pitcher pitches during a dead ball interval.
   b. A base runner is called out for leaving a base too soon.

9. A FAIRLY DELIVERED PITCHED BALL includes all pitches that the pitcher delivers in accordance with the preceding paragraphs and provisions of the pitching rule.
10. UNFAIRLY DELIVERED PITCHED BALLS INCLUDE:
    a. Any pitched ball that does not conform to all requirements of a fairly delivered pitched ball.
    b. All pitches made by the pitcher when not conforming to pitching restrictions.
    c. Delivering a pitch from other than the pitcher's plate or pitching area and pitcher's position.
    d. A quick-return pitch.
    e. The pitcher failing to face home plate on delivery of the pitch.

    Special Note 9. A-E. In each case, an unfairly delivered ball shall be declared a ball by the umpire provided, however, that if the batter swings and misses or swings and fouls at any unfairly delivered pitch, it shall be declared a strike with no penalty for the unfairly delivered pitch. The ball remains in play if batted by the batter. (NOTE: These unfairly delivered pitches will NOT be verbalized by the umpire until the pitched ball reaches or crosses the plate.)
11. ILLEGAL PITCHER'S ACTIONS INCLUDE:
    a. Holding the ball by the pitcher longer than 5 seconds.
    b. Throwing the ball by the pitcher to any fielder, unless making preliminary warm-up pitches or making an effort to complete an appeal play, or while the ball is dead.

    Special Note: 10. A-B. The umpire should immediately indicate "DEAD BALL" and award a ball to the batter.
12. APPEALING WHILE THE BALL IS LIVE (before umpire calls "time"): Any fielder can appeal a runner once. During a live ball appeal, the defensive team must verbally state their appeal and touch the runner or the base which they are appealing. Ball is live and all runners may advance with liability of being put out.
13. APPEALING AFTER BALL IS DEAD: Umpire signals "play ball"; the pitcher announces which runner and base he is appealing. The ball is now live only for the purpose of making an appeal.

    Special Note: 12.
    a. The defensive team can have only one attempted appeal per runner.
    b. No runner may advance on an appeal play after time has been called.
    c. No runner is out if he steps off the base during an appeal.
    d. When a ball is thrown into a dead ball area, the team forfeits their right to a second appeal on any runner.
14. Any second conference with the same pitcher in an inning will require the removal of that Pitcher from that position for the remainder of the inning.
    a. If a pitcher, removed for a second charged conference, occupies the pitcher position in any subsequent inning, no further conferences will be permitted for that player, as the pitcher. If this rule is violated, the pitcher

will then immediately be removed from the pitching position for the rest of the game.

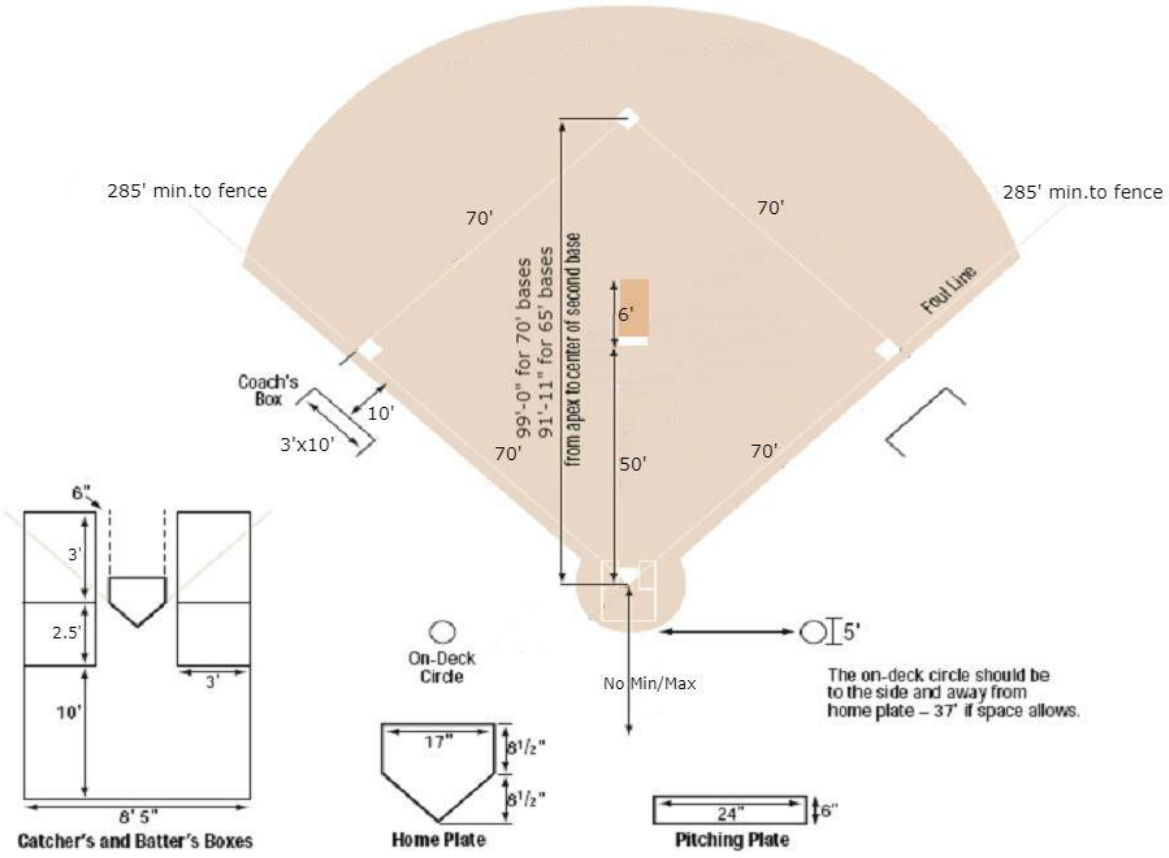
b. A team will be permitted (4) Four total charged conferences in a game. Conferences in excess of (4) will result in the current pitcher being removed for the remainder of the game.

15. If a pitcher chooses to wear a mask, and once the pitcher begins his/her delivery, the pitcher MAY NOT remove the mask. This is a safety concern. The Umpire will call time immediately, call a “ball” on the batter (even if the pitch isn’t delivered), and the pitcher will be warned. The next offense will result in removing the pitcher from the pitching position for the remainder of the game. EXCEPTION: A pitcher may remove their mask after the batter contacts the ball without penalty, as long as the mask does not deliberately contact the ball

15. If any player, other than the legally entered pitcher, delivers a “warm up pitch” and does not pitch to at least 1 batter, they will have a one (1) ball penalty assessed on the next batter due up, per illegal warm up pitch.

SECTION 9 - THE PLAYING FIELD

1. THE PLAYING FIELD is the area where the ball may be legally played or fielded.
2. The field shall be an area within an established minimum radius from home plate to the far boundaries between the foul lines.
3. SPECIAL GROUND RULES may be made by Tournament Directors when the field is less than the official minimum dimensions of 285 feet.
4. THE OFFICIAL DIAMONDS of the field shall be established for 11 inch and 12 inch with:
    a. The official base distance shall be 70', however, if parks are unable to accommodate, 65' minimum distances are acceptable.
    b. Pitcher's distances of 50 feet for both men and women along with a pitching area the width of the pitcher's plate up to six (6) feet behind the back edge of the pitcher's plate.
5. THE LAYOUT OF THE FIELD is shown in the diagram BELOW.



6. BATTER'S BOXES shall be provided on either side of home plate, with the inside line of this box 6 inches from home plate and parallel to the sideline. The batter's box shall be 5-1/2 feet long, extending 3 feet forward and 2-1/2 feet toward the rear, measured from the center corner of home plate. The batter's box shall be 3

feet wide, thus forming a rectangle of 5-1/2 feet by 3 feet. The lines marking the batter's box are considered to be part of the batter's box.

7. THE CATCHER'S BOX shall be 10 feet long from the rear outside corners of the batter's box on each side of home plate, thus forming a rectangle 10 feet long and 8 feet 5 inches wide.
8. THE THREE FOOT LINE is drawn outside of and parallel to the first base foul line starting at the outside corner of first base and extending halfway toward home plate.
9. THE COACHES' BOXES shall be established at both first and third bases, 10 feet from and parallel to the base lines. They shall be 10 feet long starting at the outside corners of the bases and extending toward home plate. The width of the box shall be 3 feet, thus forming a rectangle 10 feet long and 3 feet wide.
10. THE HOME PLATE shall be made of rubber or other suitable materials. It shall be a five-sided figure, 17 inches across the front edge of the plate facing the pitcher. The two sides shall be perpendicular to the front edge and shall be 8-1/2 inches long, extending forward toward the pitcher's plate. The sides of the plate, from the rear corner, along with the base line, shall be 12 inches long and set completely within the base lines, where they form a 90 degree angle with the point pointing toward the catcher. The home plate is always a part of fair territory. The black border that outlines the plate is NOT to be considered home plate.
11. THE PITCHER'S PLATE shall be made of rubber or wood. It shall be 24 inches long and 6 inches wide. The front edge of this plate shall be centered on the direct line from home plate to second base. The top of the plate shall be level with the flat surface of the ground. The front edge of the plate shall be of legal distance as measured from the extreme rear corner of home plate.
12. THE PITCHING AREA is the area the width of the pitcher's plate (24 inches) up to six (6) feet behind the back edge of the pitcher's plate. NOTE: All pitching rules that apply to the pitcher's actions before and during the release of the pitch along with the restrictions on height, speed, etc., shall remain the same.
13. THE BASES other than the home plate shall be 15 inches square and not more than 3 inches high. They shall be made of canvas bags, plastic or other suitable materials filled with soft padding. They shall be WHITE, RED or ORANGE in color. All BASES must be securely fastened at their designated places.
    NOTE: A safety base is optional. The safety base shall be 15 inches by 30 inches and not more than 3 inches high. The safety base should be positioned such that the white portion is located where first base would normally be (in fair territory) and the colored portion (red or orange) should be in foul territory. Any batted ball hitting the white portion should be fair and any ball hitting the red or orange portion should be foul. On the initial throw to first base from the infield or outfield, the batter-runner MUST TOUCH the red or orange portion of the base. If the runner overruns first base and did not contact any portion of the red/orange safety base in this scenario, the defense must tag the runner before he establishes himself back on the white base in order for the runner to be called out. The defensive player MUST always touch the white portion. This rule is in effect only on the initial play at first base. This does not include:
    a. Returning to the base after over running,

b. Running on a base hit to the outfield (batter may touch the red or white part) or
c. Re-tag to advance on a fly ball.
Special Note: If the base runner uses the orange portion at any time after the first attempt at first base and is not in contact with the white portion, then he is considered off the base.

14. LEGALLY ADOPTED GLOVES may be worn by any fielder.
    a. Catchers, pitchers and first basemen may wear a glove or mitt of any size; all other players are restricted to a finger type glove with the space between the thumb and forefinger not exceeding more than 4-1/2 inches at the top. The webbing shall not be constructed to form any type net or tray.
    b. Multicolored gloves are legal.
15. A SHOE shall be considered legal if it is made with either leather or canvas uppers or similar materials. The soles may have soft or hard rubber cleats. Metal cleats are prohibited. Shoe sole or heel projections other than the standard shoe plate are prohibited. The all-purpose molded cleat softball shoe is legal. All players must wear shoes.
    a. Any player may wear a MASK.
16. ***Special Note*** TO PREVENT INJURY it is strongly recommended that all protective equipment be worn.
    a. UNIFORMS, headpieces (ball caps/visors/bucket hats, etc), should be adopted using similar colors and materials. Players may wear their headpiece in whatever fashion they desire (forward, backward, sideways, etc) so long as they headpiece does not impede their ability to legally play the game
17. All participants in a game should wear the adopted TEAM UNIFORM. Managers and coaches, when on the field should wear the adopted full uniform, or a cap and jacket, which include the team's emblems and colors, to readily identify them as a member of the team.
    a. All exposed jewelry or items that are judged to be hazardous or potentially dangerous by the umpire may not be worn during the game.
    b. In all programs, batting helmets may be worn by players/coaches at any time.
    c. Uniform Rule for States/World Series & select National Events, every One Nation team must have exact matching shirts with a clearly defined team name and/or logo. Each player must also have a visible, unique, affixed number (up to 3 whole digits, where 027 is different than 27 and 0 is different than 00). If these requirements cannot be satisfied, the option of being the home team will be forfeited.
        i. If a team claims to be in compliance and are found to not be later in game this would be an appeal play by opposing team. If the team is found to be non-compliant the options would be:
            a. Player has the opportunity to become compliant
            b. If player cannot meet requirements a substitute player incompliance maybe entered.

c. If either of the first two options cannot be met, the player is ruled out if on base and ejected from the game.
    i. If discovered that a team is not in uniform compliance regarding duplicate numbers, the lowest duplicate batter in the batting order will be ejected.

Note: The blood-rule will be given special consideration

18. EQUIPMENT shall not be allowed to remain on the playing field during the playing of the game, either in fair or foul territory (unless it's a small pouch/resin/rosin bag at the pitchers plate at the discretion of the umpire). ***Special Note*** A bat dropped by the batter-runner in foul territory, or any mask, cap, etc. dropped incidental to making a play will be considered as foreign to the normal playing area and foul ball rulings will be made accordingly.
19. Electronic equipment, including, but not limited to, cameras, go-pro's, microphones, etc., may not be worn by any player, coach, umpire or anyone who is on the field of play without express written consent from the One Nation Executive team.
20. Electronic equipment used for online streaming or recording of game action may be used by teams, provided the following rules are adhered to.
    a. No equipment may be placed on the INSIDE of any fence or enclosure that could affect a ball in play.
    b. No recorded video or audio may be used as a means of replay, a reference in a protest or an argument on a judgment call.
        i. Any player or manager who references a live or recorded event during an argument may be ejected from the game.
    c. If an event or complex has their own live stream recording system or hires an external company to administer video service, individual recording devices may be asked to be removed at the discretion of the Director or Complex.
    d. At any time, electronic equipment can be requested to be removed for any reason by the Tournament Director. Failure to comply can result in a forfeited game.
21. Music is permitted to be played between games, during warm-ups and during games, provided it adheres to the following:
    a. Any foul, offensive or abusive language will result in an immediate request to turn the music off.
    b. If music is playing during a game, it must be at or below a volume that does not interfere with either team's ability to communicate or the umpire's ability to communicate effectively with the teams. If the volume is deemed to be too high, the offending team will be asked once to turn it down and comply. Any further music related grievances would result in the music being turned off for the remainder of the game.
    c. Team's are also responsible for their fan's music.
    d. Failure to comply, whole or in part, with Rule 21 may result in a forfeited game.

SECTION 10 - EQUIPMENT

1. DUE TO RAPIDLY EXPANDING and advanced technologies of softball equipment, all new equipment introduced to the game of Slowpitch softball must be reviewed and approved before use. One Nation Slowpitch reserves the right to disapprove any equipment due to failure to meet current safety standards. Currently, any bat with the 1.20 BPF USSSA approved bat stamp (new or old) OR a One Nation Certified Bat Stamp will be approved for play in 2021. Bats must also pass compression testing at **220** or above to be legal for play.

2. **THE OFFICIAL BAT** shall be round in cross section, straight in length and measure not more than 34 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle, and not more than 2-1/4 inches in diameter at its largest part. Its weight shall not exceed 31-ounces, including tape or grip addition to the bat. The bat shall have a grip of tape or some other material to facilitate holding the bat during the batter's swing. The grip shall be not less than 10 inches long, nor extend to touch the taper or barrel of the bat. All key graphics, including BPF markings, must be permanent and cannot be applied as decals or by any other method that would allow the key graphics to be easily removed or added to the bat.
    A. **Material**. THE BAT may be made of hard wood of one piece, or laminated from sections of hard wood bonded together with adhesive in such a way that the grain directions of all the pieces are essentially parallel to the length of the bat. THE BAT may also be made of aluminum or other metals, fiberglass, graphite or composite materials.
    B. **Altered Bat Director Inspection and Suspension**. A One Nation Slowpitch Director may at any time ask to inspect a bat that has been brought into the location of a One Nation Slowpitch sanctioned event or any other One Nation Slowpitch facility. The owner and/or user may either:
        a. Withhold the bat from inspection and accept an immediate two year (automatic life for second time offenders) suspension from One Nation Sports sanctioned activities with no right to appeal; or,

b. Allow the Director to inspect the bat and reach a conclusion as to whether or not the bat might be altered.

C. **Altered Bat Determination by Executive team or Manufacturer**. If, after making the inspection of a potential altered bat, the Director, in his discretion decides that the bat might be an altered bat, the suspected offending owner and/or user may either:
   a. Withhold the bat from further examination by One Nation Slowpitch Executive team or Manufacturer of the bat and accept an immediate two year (up to life for second time offenders) suspension from One Nation Slowpitch sanctioned activities with no right to appeal; or
   b. Allow the Director to send the bat to One Nation Slowpitch Executive team and/or Manufacturer of the bat for a determination as to whether or not the bat is altered. If the Manufacturer or a One Nation Slowpitch Executive determines that the bat has been altered, the offending parties may be suspended, as a first time offender for up to five (5) years from One Nation Slowpitch play. For a second time offender under E and/or F, any such suspension will be for life.

D. **Ownership and Knowledge of Bat Being Altered**. The responsibility for knowing whether a bat is altered is that of the users and the owner of the bat. If an individual uses an altered bat in One Nation Slowpitch sanctioned play or is the owner of an altered bat that is brought into a One Nation Slowpitch facility, the suspensions under this Rule 2, Section 1 will be imposed without regard to what the individual actually knew about the altered bat. An individual must know that his bat is not an altered bat, if he brings it into a One Nation Slowpitch facility or used it in a One Nation Slowpitch sanctioned activity. If not, the individual can be suspended from One Nation Slowpitch activities for using or owning an altered bat. The fact that the individual did not know that the bat was altered is not a factor in imposing the suspension. The only question is whether the bat is altered or whether the owner/user has refused to let the bat be examined to determine if it is altered. After the examination of a bat to determine if it is altered have all been completed, or upon the decision of the owner/user to not allow further inspection of the bat under E or F, above, the bat shall be returned to the owner. If no one claims to be the owner, One Nation Slowpitch shall retain the bat. Once the bat has been returned to the owner, no appeal can be made with respect to whether the bat is altered or not.

E. **Investigation Cooperation**. Any coach, manager, player or other person who fails to cooperate in the investigation by One Nation Slowpitch of a potential or actual altered bat shall be subject to an unsportsmanlike conduct suspension. A manager or coach of a team that has more than one of his team's bats determined to be altered (or not allowed to be inspected upon request for an altered bat inspection under E and/or F, above) shall be subject to an unsportsmanlike conduct suspension.

F. **Awards and Coach Suspensions** If an owner/user chooses to submit a suspected altered bat to One Nation Slowpitch Executive team or the

Manufacturer, no awards will be given to the team until the bat is determined not to be altered. If the bat is found to be altered, no awards or berth will be given and the team will be placed last in the standings and the listed manager and coaches may be suspended for unsportsmanlike conduct.

G. **Participation in, Profits from, or Encouraging the Altering of approved bats**. Anyone who participates in, profits from, or encourages the altering of approved bats shall be suspended indefinitely from all One Nation Slowpitch activities,

H. **Compression Testing**. Failure of a bat using a One Nation Slowpitch approved compression testing device test shall result in the offending bat being removed from play for the duration of the tournament or league game - such as in the case of an allowed One Nation Sports altered bat determination under section. Multiple failures of such One Nation Slowpitch compression testing may in the discretion of One Nation Sports be viewed as unsportsmanlike conduct of the owner/user, coaches, manager and team.

I. Worn/Abused/Damaged/Foreign Substance Bats Not Allowed in One Nation Sports Sanctioned Play.

a. No bat is legal for One Nation Slowpitch sanctioned play, if it is damaged in any way. Damaged bats include those with damage to the knob or end cap, those which have loose knobs or end caps, and those with cracks or dents in the bat material. For example, if the end cap is in any way loose or appears damaged, the bat should be removed from play for being a damaged bat. If an end plug has come out or the knob has come off, the only way that such bat is legal in One Nation Sports play, is if the knob or end cap is replaced by the manufacturer. Replacement by anyone else results in an altered bat with potential suspension for the owner/user of the bat.

b. No bat is legal for One Nation Slowpitch sanctioned play, if any of the graphics of the bat have worn off. For example, even if the only graphics that have worn off are not key graphic information and are only items such as the patent no., a manufacturer logo, or the approval mark of another association, the bat should be removed from play for being too worn. NOTE: The bat shall not have exposed rivets, pins, rough or sharp edges, or any form of exterior fastener that would present a hazard. Bats shall be free of rattles, dents, burrs and cracks.

c. No bat is legal for One Nation Slowpitch sanctioned play, if the paint has been worn through and the actual bat material is showing. For example, if at the end of the barrel next to the taper where there are no graphics the bat paint is worn off and the underlying bat material is exposed, that bat should be removed from play for being too worn.

d. No bat is legal for ONE NATION sanctioned play, if there is a foreign substance on the barrel or taper of a softball bat. Foreign substances included among other substances, pine tar, stick-em type products and even dirt or mud, but only if the substance adds to the thickness of the barrel or covers key graphic information such as the 1.20 BPF mark, the serial number of the bat, the model or manufacturer name, official softball, etc.. Players are responsible for their equipment and must clean such

substances off of their bats so that the substance does not add to the thickness of the bat or obscure any key graphic information about the bat. For example, while bats will surely get dirt on them under normal use and may have pine tar added to the grip, if the dirt or pine tar obscures key graphic information or adds to the thickness of the bat, such bats cannot be used in One Nation Slowpitch play until the dirt or pine tar has been removed to the extent necessary to make all such key graphic information readable and the bat not have increased thickness. If key graphic information about a bat cannot be read, the bat should not be used in One Nation Slowpitch play.

e. If any removed bat under these section rules is brought back into play at any One Nation Slowpitch sanctioned event at any time, the owner and user of such bat may be suspended for up to one year for unsportsmanlike conduct. And if the foreign substance or the wear/abuse/damage is apparent enough that the batter should have been aware of it, the batter may be suspended for bringing such a bat into the batter's box without having been warned in advance. Players are responsible for their equipment and must not use equipment that is even potentially illegal for use in One Nation Slowpitch sanctioned play.

J. League directors may change One Nation Slowpitch Rules in very limited circumstances, where in the league director's discretion and judgment such a rule change is in the clear best interests of the league, its players, and One Nation Sports. Such league rule changes, however, cannot allow non-licensed bats or balls to be use in One Nation Slowpitch sanctioned play.

a. Any material league rule change under this Rule, however, must within a reasonable time period be sent by the league director who is authorizing the change to One Nation Slowpitch Board of Directors or a Committee designated by the Board and to the appropriate State Director, each of which may, in their discretion, overrule any One Nation Sports league rule changes.

3. **THE OFFICIAL BALL** to be used shall be a ball (12" for Men and 11" for Women) of a spherical design with a smooth surface. The center or core of the ball shall be of a material and design traditionally used to make softballs or other materials or design as approved by One Nation. The cover shall be of horsehide, cowhide or other material approved by One Nation and shall be cemented to the core and stitched with cotton, linen or nylon or any other material approved by One Nation Sports. A molded cover ball or a molded ball without a separate cover, or a multiple layer core design or multiple material core design, may be approved by the discretion of One Nation Slowpitch on a case by case basis. The thread shall be in either flat seam or concealed stitch type which gives a flat surface. The internal composition of the core and the material of the cover must be clearly printed on the ball and the words "Official Slowpitch Softball" must be clearly printed on the ball.

a. **12" balls stamped with One Nation or GSL (2021 season only)**

i. **Worth Classic M Gold Dot Extreme .40/325 & Hot Dot .52/300**

ii. **Demarini .44/400**

b. **11" balls stamped with One Nation or GSL (2021 season only)**
    i. **Worth Classic W .40/325**
    ii. **Demarini Classic W .44/400**

Note: The performance of a softball by reducing the temperature below that of game conditions is unsportsmanlike conduct.

a. Altered balls and the potential of a ball being altered and those suspected of altering, owning or using an altered ball (or determined to have altered, owned or used an Altered Ball) shall be viewed as falling under the same rules in place above for Altered Bats in Rule 2 Section 1 above. Further, if a ball is determined on site to be altered, the umpire may eject.

SECTION 11 – GAME OFFICIALS/UMPIRES

1. POWERS AND DUTIES: Umpires are the representatives of One Nation and the league for which they have been engaged or assigned to for a particular game. As such, they are AUTHORIZED AND REQUIRED to enforce every section and all parts of these rules.

   Special Note 1. Umpires have the power and should use it, with discretion, to order a manager, coach, captain or player to do or to omit to do any act which, in their judgment, is necessary to give force and effect to one and all of these rules and to assess penalties as prescribed within the Rule Book.

2. GENERAL INFORMATION AND REGULATIONS FOR UMPIRES:
   A. The official umpire uniform, standard for sanctioned play, includes approved and licensed products. NOTE: If more than one umpire is used per game, they must be dressed in a similar fashion.
   B. The umpire working behind the plate, judging balls and strikes shall be designated lead umpire, with the umpire judging initial base decisions designated as the base umpire.
   C. Neither umpire has the authority to set aside decisions made by the other umpire within the limits or scope of his respective duties as outlined in these rules.
   D. Under no circumstances shall either umpire seek to revise a decision made by his associate, nor shall either umpire criticize or interfere with the duties of his associate, unless asked by him to do so.
   E. An umpire may consult with his associate at any time he desires to do so or when requested to do so by a manager. However, the final decision shall rest with the umpire, whose exclusive authority it was to make the decision and who requested the opinion of the other umpires.
   F. If different decisions should be made on one play by different umpires, the Lead umpire shall call all umpires into consultation, with no other person present. After consultation, the Lead umpire shall determine which decision shall prevail, based on which umpire was in the best position and which decision was most likely to be correct. Play shall then proceed as if only one decision had been made.
   G. The umpires shall declare the batter or base runner safe or out without waiting for an appeal for such decision, in all cases where such player is safe or out in accordance with this set of rules.

      Special Note 2. G. Unless appealed to, an umpire does not call a player out for having left a base too soon on a fly ball caught, failing to touch the base as required, batting out of order, or making an attempted start to go to second base, or after the batter-runner has crossed first base, as provided in these rules. No appeal will be considered or allowed after a next pitch is made to a batter, or during a suspension of PLAY, when “TIME” is in effect.

H. Umpires must make any necessary, pertinent and proper report in writing after a game when requested and where a verbal report is not considered sufficient.
I. The duties of an umpire do not include the filing of a protest for either team, although the umpire is required to defend any decision protested, when requested.
J. ELECTRONIC EQUIPMENT: Due to safety concerns, at no time can a camera, audio or video device be worn or used by an umpire on the field of play.

3. EITHER THE PLATE OR BASE UMPIRE SHALL HAVE EQUAL AUTHORITY TO:
    A. Call illegal pitcher's actions or unfairly delivered pitches.
    B. Call a base runner out for leaving a base too soon.
    C. Remove a manager, coach, player or team follower for violating these rules.
    D. Call "TIME" when play should be suspended.
    E. Ordering field lights turned on.
4. SPECIFIC DUTIES OF THE LEAD UMPIRE:
    A. He shall have full responsibility for the proper conduct of the game.
    B. He shall take his initial position behind the catcher's position.
    C. He shall call each pitch not hit a ball or strike.
    D. He shall by agreement with, and in cooperation with, the base umpire: call plays, batted balls fair or foul, illegally batted balls and legal or illegally caught balls.
    Special Note 4. D. On plays which necessitate the base umpire leaving the Infield, the plate umpire shall move out and assume the duties of the base umpire that are normally required such as runners tagging the bases, obstructions, interferences, etc.
    E. He shall determine and declare whether:
        1. A batter bats illegally.
        2. A batter bunts or chops the pitched ball downward.
        3. A fly ball is an infield or outfield fly.
        4. A batted ball touches the person of the batter.
        5. A batter strikes at the pitch.
    F. He shall render base decisions in the following instances:
        1. On plays on the base runner at home plate.
        2. On an appeal, decide whether a base runner leaves third base too soon on a caught fly ball.
        3. If there is more than one runner on base, take the plays and make the decision on the runner nearest the home plate, during plays on runners.
        4. With only two umpires working, and there is a batted ball, go to third base for any subsequent decision at that base, after initial decision in the inning.

        Special Note 4. F. Plays at the home plate are always to receive first considerations; however, while the base umpire normally makes the FIRST DECISION at first, second or third if the FIRST

DECISION or PLAY is made to either first or second base, the plate umpire should position himself to make all subsequent decisions at third base.

G. When a TIME LIMIT has been set prior to the game starting time, announce this fact before the game is started, and state the time set to end the game. The scorekeeper (if present) keeps this time and total playing time of games. In the absence of an official scorekeepers, the Lead Umpire shall keep the time.

H. Check with the official scorer, advising that official to have managers advise the scorer about the official batting order and any subsequent substitutions made.

I. Should a dispute arise during or immediately following the game, assist the scorer to arrive at a correct decision and the score.

K. He alone shall have the authority to declare a game forfeited.

5. SPECIFIC DUTIES OF THE BASE UMPIRES:
   A. He shall take such positions on the playing field which will give him the best angles and positions for using his judgment in rendering base decisions. This will be in agreement with and cooperation of the Lead Umpire. Whenever there are any runners on base, he must position himself even with second base or outside the diamond.
   B. When a ball is batted, he normally should render all FIRST decision to be made at any base, and then position himself to make all decisions at first and second base, as well as third base, should situations dictate the plate umpire remain or return to home plate.
   C. He shall assist and cooperate with the plate umpire at all times in every way to assure that all plays receive a proper and correct decision, and that the playing field is fully observed during the playing of the game.
   D. He may and should be required to go into the outfield to call certain outfield decisions, when the plate umpire would be at a great disadvantage making the call. Some of these plays would involve a trapped ball catch, fly ball hitting or clearing a fence, a legal catch when a fielder runs or falls into a fence or obstruction and drops the ball because of such collision, and other plays, especially when light conditions are not the best.
6. RESPONSIBILITIES OF AN UMPIRE ASSIGNED TO OFFICIATE BY HIMSELF extends to all parts of the field, his duties and jurisdiction encompasses all those duties normally covered when more than one umpire is assigned. While normally stationing himself behind the catcher to call balls and strikes and moving out on batted balls, he may and shall take any position on the field which will in his judgment enable him to best discharge his various miscellaneous duties.
7. UMPIRES CANNOT BE CHANGED DURING THE PLAYING OF A GAME unless they become incapacitated due to any injury or illness.
8. UMPIRE'S JUDGMENT DECISIONS MAY NOT BE APPEALED on grounds that he was not correct:
   A. On a decision involving a ball or strike.
   B. That a batted ball was fair or foul.
   C. That base runner was safe or out.
   D. When a game is called for darkness, rain, panic, or other logical reasons.

Special Note 8. A-D. No decision shall be reversed by the umpire, involving his judgment, except if he is convinced he was in error. This could come from consulting another umpire working with him, as a result of his own requested conference.

9. UMPIRES SHALL ENFORCE ALL THESE RULES:
    A. All rules governing the playing of the game are to be followed to the letter with no deviations from the rule permitted.
    Special Note 9. A. After a warning by an umpire, the umpire should remove the offender from the game, if the offense is repeated. For major offense, remove offender at once.
    B. Each umpire has AUTHORITY to rule on any point or situation, not specifically covered in these rules.
    Special Note 9. B. Umpires should not necessarily penalize an entire team because of the actions of one or more individuals. The violators are to be removed from the game.
    C. Umpires may refuse to impose a penalty for a violation when the impositions of such a penalty would benefit the offending team.
    Special Note 9. C. As an example, a catcher's obstruction with the batter would result in a delay call.
    D. Umpires should work together and cooperate in every effort to assure correct decisions and fair rulings.
    Special Note 9. D. This applies in all situations, such as sharply hit balls down the foul lines, tag plays on the batter-runner, batted ball hitting base runner, runner leaving any base too soon, or trap type catches; darkness or other weather conditions, players stalling or hastening the game or the pitcher and batter continuing to try to annoy the other excessively. Other times include plate umpire watching the runner at first base or other base, when more than one runner is on base for leaving too soon, or the plate umpire following a batted ball down the right field line, while observing the runners at first base, when the base umpire is in his proper position out near second base, when the ball was batted. Base umpire should adjust to cover third base as well as second base when the plate umpire is delayed in getting to the best position. On other cooperation positions, the base umpire should be prepared to cover home plate, if and when the plate umpire gets trapped at third base while properly covering a play.

10. SUSPENSIONS OF PLAY:
    A. The umpire may suspend play when in his judgment, at any situation or condition, justifies such action.
    B. WHEN IN THE OPINION OF THE UMPIRE, ALL IMMEDIATE PLAY RESULTING FROM A BATTED BALL IS APPARENTLY COMPLETED, HE SHALL CALL "TIME."
    Special Note 10. B. It is not necessary to return the ball to the pitcher, after a batted ball, to stop the base runners from advancing. When the base runners have ceased trying to move forward, or trying for the next advanced base, because the fielders have the live ball ahead of or in

such a position, so that the runners have stopped their advance. The umpire shall call “TIME”: especially when working the game as a SINGLE UMPIRE. In this case, the base runner, even though he is off his base, must then return to stay on the base which he has last touched and must remain on his base until he can legally leave the base.

C. Play shall be suspended whenever the umpire leaves his proper position to brush the plate, or to perform other duties not directly connected with the calling of decisions.
D. The umpire shall suspend play whenever a batter or pitcher steps out of position for a legitimate reason; the umpire should not permit either to continually repeat this action.
E. The umpire shall not give a call or signal for “TIME” when a batter steps out of position after a pitcher has started his delivery motions.
F. In case of injury or some incident, unforeseen before a batter hits a FAIR BALL, “TIME” shall not be called with the ball in play until all plays in progress have been completed, or the base runners have stopped at their bases.
G. Umpires shall not suspend play for any reason, during live ball actions, at the request of players, coaches, or mangers until all probable actions have been completed.

SECTION 12 – DEAD BALL / LIVE BALL

1. THE BALL IS LEGALLY PUT IN PLAY BY THE UMPIRE:
    A. At the start of the game when the pitcher has the ball while standing at the initial pitcher position on the pitcher's plate or in the pitching area, the batter in the batter's box, the catcher in catcher's box and the umpire signals "play."
    B. In each instance thereafter when the ball becomes dead and the above procedure is repeated.
2. THE BALL IS LIVE AND IN PLAY:
    A. When the pitcher has the ball in his possession at the pitcher's plate or in the pitching area.
    B. When the pitcher delivers the pitch toward home plate.
    C. When the batter hits the pitched ball legally.
    D. As long as there is a play resulting from a legally batted ball.
    E. When a live ball strikes a photographer, groundskeeper, policeman, or others when they are assigned to the field as part of the game.
    F. When a fly ball is legally caught (Fair or Foul)
    G. At all times during the enforcement of the infield fly rule.
    H. When any thrown ball goes into foul territory and is not blocked.
    I. When a fair-batted or thrown-live ball accidentally strikes the coach.
    J. When a thrown ball strikes an umpire or offensive player.
    K. When a fair-batted ball strikes an umpire or base runner after touching a fielder or after passing any fielder including the pitcher/infielder.
    L. When a fair ball strikes the umpire or offensive player on foul ground.
    M. When base runners have reached the base to which they are entitled because the fielder illegally touched or fielded a batted or thrown ball.
    N. When obstruction is called but the runner obstructed cannot be put out until he reaches the base to which he is entitled because of the obstruction.
    O. When a base runner must return to a base in reverse order while the ball is live and in play.
    P. When a base runner is called out for passing a preceding runner.
    Q. When a base runner acquires the right to a base by legally touching it before being put out.
    R. When a base is dislodged while base runners are progressing around the bases.
    S. When a base runner is called out for being out of the baselines.
    T. When a base runner is forced or tagged out.
    U. When an appeal play is involved or enforced.
    Special Note 2. U. This applies during an appeal play situation, which is attempted before the umpire has called "TIME." However, after a DEAD BALL interval, base runners may not advance during the execution of an appeal play, made immediately after the ball is again put in play.
    V. Whenever the ball is not DEAD, as provided in section 3 of this rule.
3. THE BALL IS DEAD AND NOT IN PLAY:

A. When no pitch is declared.
B. When an illegal pitcher's action is declared.
C. When a base runner is called out for leaving a base too soon on a pitched ball.
D. After each pitched ball and strike not batted.
E. When a pitched ball touches any part of a batter's person.
F. When a batter bats illegally, or hits the ball with an illegal or altered bat.
G. When a batter deliberately BUNTS or CHOPS THE BALL DOWNWARD.
H. When the batter is hit by his own-batted ball, either fair or foul.
I. When a foul ball is not caught on fly.
J. When a batter steps completely across the plate, with the pitcher on the pitcher's plate.
K. Intentionally dropped fair fly ball or line drive, by an infielder.
L. When the batter hits a second foul after one strike that is not caught legally. (See 6-2D)
M. When an offensive team member or their equipment causes a blocked ball.

Special Note 3. A-M the ball is immediately dead, and no runner may advance a base.

N. When an offensive team member causes interference.
O. When the base runner deliberately crashes into a defensive player who is waiting to make a tag.
P. When a base runner is off a base and is hit with a fair-batted ball before the ball is touched by or passes through the infielders.
Q. When a blocked ball occurs.
R. When the ball gets outside the established limits of the playing field.
S. When a coach intentionally interferes with a batted or live-thrown ball.
T. When a ball is caught with an illegal glove in any manner.
U. When a spectator or other person not in the game causes interference.
V. When a batted ball hits an umpire before the ball is touched by, or passes through the infielder, the batter is awarded first base. No base runners may advance except to make room for the batter-runner.
W. When "TIME" is called for any reason by the umpire.
X. When there is obstruction on the batter, which is enforced.

Special Note 3. N-X. The ball is immediately dead; however, the runners are permitted to retain any bases they may have advanced to, or any bases they may be awarded at the time of, or because of, the interference.

SECTION 13 - DEFINITIONS

ALTERED BAT is one that has had its physical structure changed, including, but not limited to:

1. The bat has had the surface of the barrel or the taper changed in any way such as by sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means.
2. The bat has had the plug or the knob removed/replaced or changed in any way.
3. The bat has had anything removed or added or inserted to the inside or outside of the bat other than tape at the handle or knob. Other examples of an altered bat would be changing or replacing manufacturers' markings or replacing the handle of the metal bat with a wooden handle. Replacing the safety grip with another safety grip is not considered altering a bat.

NOTE: Cracked, worn, or damaged bats are not altered bats, but will also be removed from play by Directors and umpires. Such cracked, worn, or damaged bats will not result in a player suspension unless the player returned the offending bat into One Nation Slowpitch play after it has been removed or the bat is also altered. Paint or lettering wear shall not result in a bat being considered an altered bat as long as the bat can be identified and has the appropriate BPF marking. However, the Director or umpire may remove from play a cracked, worn, or damaged bat.

APPEAL PLAY refers to a play in which the umpire cannot make a ruling until a decision is requested by the defensive or offensive team. This appeal must be made before the next legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory.

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

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

BASE PATH refers to an imaginary line 3 feet to either side of a direct line between two bases. The runner is restricted to the 3-foot line in some cases, but not all.

BASE ON BALLS permits a batter to gain first base, without liability to be put out and is awarded by the umpire when the batters count has reached four (4) balls.

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

BATTED BALL refers to any pitched ball that is hit by the bat or that hits the bat, thus becoming either a fair or foul ball. No intent to hit the ball is necessary.

BATTER refers to the Offensive Player who takes a position in the Batter's Box with a 1-1 count. The batter walks on 4 balls and is out on 3 strikes.

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

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

BATTING ORDER is the official listing of offensive players in the order in which they must bat.
BENCH OR DUGOUT is the seating facility reserved for team members in uniform when they are not actively engaged in participating in the game.
BLOCKED BALL is a batted or thrown ball that is touched, stopped or handled by a spectator or person not engaged in the game, or that touches any object which is not part of the legal official equipment, or which hits or goes beyond a designated out-of-play area.
BUNT refers to a batted ball not swung at, but is intentionally met with the bat and tapped slowly.
CALLED GAME is one that the Lead Umpire terminates play for any reason.
CATCH (LEGAL) is the act of a fielder getting the ball in flight (refer to: IN FLIGHT) securely in possession in his hand or glove and firmly holding it, provided he does not use his cap, protector, a pocket or other part of his uniform or the glove not in its normal position on the hand to stop or catch the ball. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a wall, a fence, another person or if he falls down and, as a result of any such collision, drops the ball. To establish the validity of the catch, the fielder shall hold the ball long enough so the umpire is convinced he had complete control of the ball and any release of the ball by him was voluntary and intentional. Dropping the ball while attempting to throw it shall not invalidate the catch.
CATCHER refers to the defensive player who takes his position behind home plate.
CATCHER'S BOX is that area where the catcher must remain while and until a pitched ball has reached or passed home plate or is batted.
CHOPPED BALL is a batted ball that the batter strikes downward so that it hits the ground within the infield, with a deliberate attempt and downward chopping motion with the bat.
COACH refers to a member of the team at bat. Only one coach is permitted in each coach's box to direct the players of his own team while batting and running bases.
CONFERENCE refers to a meeting that takes place anytime a team representative delays the game or requests a suspension of play for any reason and delivers a message (by any means) to any player. Conferences will be counted anytime a defensive representative leaves the dugout to deliver that message or anytime two or more players convene with the pitcher.
COURTERSY RUNNER may be ANYONE on the roster. The courtesy runner may be used unlimited times for one player per inning. If the courtesy runner is on base and comes to bat, an out will be taken for that spot in the order. At no time, unless injury or blood rule, shall a courtesy runner be substituted for. If the courtesy runner is substituted for due to injury or blood rule and his spot in the batting order comes up in the same inning, an out will be taken and the spot in the lineup is skipped. Courtesy runners must be in uniform compliance if the uniform rule is in effect. A second Courtesy Runner may be entered for the pitcher (Sec 7-14)
DEAD BALL is any ball not in play or a live ball that becomes dead during play.
DEFENSIVE TEAM is the team that is playing defensively in the field.
DHH (DESIGNATED HOMERUN HITTER) is the player whose position in the order, without penalty, may hit a homerun every time at bat. Teams must designate their DHH

spot in the batting order prior to the start of the game, or there won't be a DHH for that team. Should the DHH be walked, whether intentional or not, the next person to hit a homerun may do so without penalty, until the DHH's spot comes back up in the line-up. To clarify, the DHH is a pre-determined spot in the batting order that carries the DHH designation. If a substitute enters the game in the DHH position in the batting order, he is considered the new DHH. In Co-Ed play, this rule is gender specific.
For example, should the female DHH be walked, whether intentional or not the next female to hit a home run may do so without penalty, until the female DHH's spot comes back up in the line-up.

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

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

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

FAKE TAG is making the motions of a tag without the ball. This may be considered obstruction and the offender may be ejected.

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

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

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

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

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

HOME TEAM is the team on whose grounds the game is being played; or, if the game is scheduled on neutral grounds, it is decided by mutual agreement or a toss of a coin. Home team bats in the last half of the innings.

ILLEGAL BAT refers to one that does not meet the requirement/specifications of Rule 2, Sec 2.

ILLEGALLY BATTED BALL is one batted fair or foul by the batter when either one or both of his feet are in contact with the ground COMPLETELY outside the lines of the batter's box or when his foot is in contact with home plate, or when the ball is batted with an illegal bat.

ILLEGALLY CAUGHT BALL occurs when a fielder catches a batted or thrown ball with a glove, a mask, a cap or with any part of his clothing detached from the proper position on the fielder's body.
IN FLIGHT describes any batted ball, a thrown or pitched ball, which has not yet touched the ground or some object other than a fielder.
IN JEOPARDY is a term indicating that the ball is live and in play and that an offensive player may be out under these rules.
INFIELD is that portion of the field within the baselines and also includes the areas of the field normally covered by infielders in defensive positions.
INFIELD FLY is a fair batted ball (not a line drive) that can be caught in flight by an infielder with ordinary effort. Any defensive player may catch the ball in the infield area.
INNING is that portion of a game within which teams alternate on defense and offense and each team is allowed three outs during its time at bat.
INTERFERENCE is an act where players or others interfere with a player's opportunities.
There are three types of interference:

A. Offensive interference – When a player interferes with or impedes or confuses a defensive player while he is attempting to make a play. This can occur by either physical or vocal actions.
B. Spectator interference – Occurs when a person not engaged in the game touches a live batted or thrown ball which could prevent a blocked ball to occur or when a person not engaged in the game physically interferes with a player's opportunities.
C. Umpire interference – Occurs when a fair-batted ball strikes the umpire on fair ground before passing a fielder other than the pitcher.

LEGAL TOUCH – Refer to TAG for details.
LINE DRIVE is a fly ball that is batted sharply and directly into the playing field. NOTE: A line drive should never be considered an infield fly.
LIVE BALL occurs when the umpire signals play ball. The ball remains live until the ball becomes dead for any reason as stated in these rules.
MANAGER refers to a person appointed by the team to be responsible for the team's actions on the field. Also, the manager represents the team when communicating with the umpire and the opposing team. A player may be designated as a manager.
OBSTRUCTION

A. Obstruction is the act of a fielder while not in possession of the ball, or not in the act of fielding a batted ball or taking a proper position to receive a thrown ball (thrown ball must already be in flight) which impedes the progress of a runner who is legally running the bases.
B. Obstruction is the act of a fielder which impedes the batter from striking at a pitched ball.
C. The obstruction does not have to be intentional and may be verbal.

OFFENSIVE TEAM refers to a team during its half inning while it is at bat.
OUT refers to one of the three requirements of an offensive team each inning.
OUTFIELD is that portion of the field beyond the lines of the infield and extending to the extremities of the playing field. This usually refers to the area between the foul lines.
OUTFIELDER refers to the defensive player occupying a position in the outfield, which is the most distant from the home plate.

OVER SLIDE or OVER SLIDING is the act of a runner when his slide to a base is with such momentum that he loses contact with the base and he is thus placed in jeopardy. This does not apply to the batter-runner, as he is first approaching first base.
OVERTHROW is a ball thrown from one fielder toward another and which, for any reason, goes into foul territory and stays within the boundaries of the playing field. This ball always remains live unless it becomes a blocked ball.
PENALTY is the application of the rules following an illegal act or violation.
PERSON refers to an umpire or player. This includes all of his body, his clothing or his equipment.
PITCH refers to any delivery of the ball to the batter by the pitcher.
PITCHER is the fielder designated to deliver the pitch to the batter.
PITCHER / INFIELDER – The pitcher becomes an infielder when, after releasing the pitch to the batter, he has a reasonable opportunity to field a batted ball.
PITCHING AREA is the area the width of the pitcher's plate (24 inches) up to six (6) feet behind the pitcher's plate.
PIVOT FOOT is the foot, when placed on the pitcher's plate or pitching area by the pitcher that must be in contact with the pitcher's plate or pitching area when the pitched ball is released.
PLAY OR PLAY BALL is the term used by the umpire to indicate that play shall begin or continue after a dead ball interval.
PROTECTED EQUIPMENT refers to any equipment, if struck by a ball in play, would result in play continuing. This includes the batters bat, after he has dropped it after striking the ball, a catchers mask and the pitchers mask in certain situations (Sec 7, 6.H.4) and the on deck batter and any equipment he is in control of.
QUICK RETURN PITCH is a pitch made by a pitcher with the obvious attempt to catch the batter off guard or off balance. This could be when the batter first takes his position in the batter's box and before he is ready, or when the batter is still off balance from the previous pitch.
RETOUCH is the act of a runner in returning to touch a base as legally required.
SACRIFICE FLY is any caught fair fly ball that permits a runner to SCORE a run after a caught fly ball is first touched.
STRIKE ZONE is that space directly above home plate that is not higher than the batter's highest shoulder, nor lower than the bottom of the batter's front knee, when the batter assumes his natural batting stance. Any part of the pitched ball that passes through this zone is a strike.
SUSPENDED GAME is a game called before being completed which is to be completed at a later date.
TAG is the action of a fielder touching a base with any part of his body while holding the ball firmly and securely in his hand or glove. Also, tag refers to touching the runner with the ball, or with the glove holding the ball, while continuously holding the ball firmly and securely during and immediately following the tag.
THROW refers to the act of propelling the ball with the hand or arm toward a given objective and is always distinguished from the pitch.
TIME is the announcement by the umpire of a legal interruption of play, during which interval the ball becomes and remains dead until legally put back into play.

TOUCH refers to touching an umpire or player or person. This includes any part of his body, his clothing or his equipment.
TEAM REPRESENTATIVE is any person affiliated with the offensive or defensive team, including sponsors, managers, coaches and players in a game.
TRIPLE PLAY refers to any continuous play made by the defense in which three runners are put out, provided that there is no error made between the outs.
TURN AT BAT begins when it is any individual player's turn to bat, such as his name listed at the top of the offensive team's batting order at the beginning of an inning; or when the batter listed immediately preceding him in the batting order completes his turn at bat by being put out or becoming a runner.
UNPROTECTED EQUIPMENT refers to ANY item or bat in the field of play that does not belong to the current batter-runner and is not listed in the Protected Equipment definition or outlined in this rulebook.

SECTION 14 – SENIOR LEVEL RULES

Unless specifically called out in this section, all Senior playing rules will follow standard slowpitch playing rules

1. General Rules
    A. There are no geographical restrictions on rosters
    B. 35+ Men's and Women's is considered a Specialty division and not governed by these Senior Level Rules
    C. Teams must hit One Nation Stamped balls.
    D. When divisions are combined in Preliminary Pool Play the lower homerun limit will be in effect unless otherwise posted.
    E. All bat models approved for the Senior Division by ASA, ISF, USSSA, NSA, ISA, ISSA, SPA and SS-USA will be allowed for play, in addition to the standard slow-pitch bats outlined in Section 10 Page 43.
    F. Play will be offered for 40, 50, 55, 60, 65, 70 & 75+
    G. The OPEN inning is defined as unlimited runs prior to 3 outs.
    H. Players rated in One Nation with a LETTER (+) may not play below their ranking level. Major+ May play at Major.
2. Divisions of Play (50, 55, 60, 65, 70 & 75+)
    A. Major Plus Division – The homerun limit will be DHH + 7 team HR's . Over the fence homeruns beyond the limit are outs. Teams can score a maximum of seven (7) runs per inning until the last inning which is open. Major Plus Division will be for B and higher rated players.
    B. Major Division – The homerun limit will be DHH + 5 team HR's Over the fence homeruns beyond the limit are outs. Teams can score a maximum of five (5) runs per inning until the last inning which is open. Major Division will be for C rated players. Major teams may have 3 Major+ or 3 B or higher rated players (or any combination of the two)
    C. AAA Divisions – The homerun limit will be DHH + 3 team HR's Over the fence homeruns beyond the limit are outs. Teams can score a maximum of five (5) runs per inning until the last inning which is open. AAA Division will be for D rated players. AAA teams may have 3 Major or 3 C rated players (or any combination of the two)
    D. AA Divisions – The homerun limit will be DHH + 1 team HR's Over the fence homeruns beyond the limit are outs. Teams can score a maximum of five (5) runs per inning until the last inning which is open. AA Division will be for E rated players. AA teams may have 3 AAA or 3 D rated players (or any combination of the two)
3. Divisions of Play (40+)
    A. Major Plus Division – The homerun limit will be DHH + 9 team HR's . Over the fence homeruns beyond the limit are outs. Teams can score a maximum of seven (7) runs per inning until the last inning which is open. Major Plus Division will be for B and higher rated players.
    B. Major Division – The homerun limit will be DHH + 7 team HR's Over the fence homeruns beyond the limit are outs. Teams can score a maximum of five (5) runs per inning until the last inning which is open. Major Division

will be for C rated players. Major teams may have 3 Major+ or 3 B or higher rated players (or any combination of the two)

C. AAA Divisions – The homerun limit will be DHH + 5 team HR's Over the fence homeruns beyond the limit are outs. Teams can score a maximum of five (5) runs per inning until the last inning which is open. AAA Division will be for D and E rated players. AAA teams may have 3 Major or 3 C rated players (or any combination of the two)

4. Roster Notes
   A. A player may drop one level of class if they are playing in a lower age group. Ex: 55 Major player may play as a 50AAA player without counting as one of their Major players.
   B. A player may play in two different age divisions in the same event provided the two divisions are not combined in bracket play. Combined pool play will be allowed except when the two teams face each other.
   C. A player may play up in Senior ball without affecting their adult program ranking.
5. Extra Innings
   A. A tie ball game will begin the extra inning(s) using the International Tie Breaker (ITB) Rule until a winner is determined.
   B. At the start of each inning, a runner is placed on second base with the intent of accelerating opportunities to score and bringing the game to a speedier conclusion. The runner is the last batter to complete a turn at bat in the previous inning. At least one full inning is played, allowing each team the same chance to score. If the score remains tied, the same process is used in each inning until a victor emerges (one team scores more runs than the other at the end of a complete inning).When using the ITB a courtesy running can not be used for the runner placed on 2nd base until the runner has advanced to 3rd base.
6. A Baserunner may slide at 2nd Base or 3rd Base only (exception would be a runner going "back" to 1B can slide). Base runners are out if they slide into homeplate or the scoring line/plate. The baserunner is out if he/she touches the Home Plate or interferes with the catcher in the Home Plate area.
7. Safety Plate and Commitment Line
   A. A safety Plate shall be placed 9'-6" from home plate and in line with 1B. A safety line may be used in lieu of a safety plate at an extension of the 1B foul/fair line from the back of the batters box to the fence.
   B. A commitment line will be considered 30' from homeplate extended toward 3B. If a runner goes past the commitment line, he/she will be called out by a force out at home plate, provided he/she does not reach the safety plate before this action occurs.
   C. A runner may not retreat to 3B once they pass the commitment line unless there is a caught flyball.
8. A tagged runner after crossing the commitment line is not safe/out. The ball will remain live until the scoring plate is touched by the runner or home plate touched by a defensive player in possession of the softball.
9. Pitching Mat and Batter's Box

A. A pitching Mat will be used in all playing levels within One Nation Senior Softball, both Men's and Women's play.
B. The pitch must hit the mat and be within the pitching arc limits (5' – 10') to be counted as a strike.
C. Umpires shall call "Illegal" on pitches that are below the minimum, above the maximum or are the result of illegal pitching motion.
D. A caught pitch shall always be called a ball.
E. The pitching mat dimensions are 35"L x 21"W
F. Section 6, Rule K on page 22 does NOT apply to the Senior Game regarding Back Foot Placement.

10. The pitcher must deliver each pitch with one continuous underhand motion with no juking, faking, behind the back or between the legs. The floating rubber will be used and a pitcher will get up to 6' straight back of the pitchers rubber.
11. Pitching Screen
    A. It is not mandatory in any division to utilize pitching screens and will be available at the director's discretion and announced along with all tournament details.
    B. Teams may optionally use a pitching screen (if available). The intention of the screen is to offer protection for the pitcher, however the pitcher is not required to get behind the screen. The decision is entirely up to the pitchers whether to use the additional protection or not. A game may not commence unless both teams either use a screen or do not use a screen. This decision (if screens are available) would be decided at the home plate meeting pre-game. If teams cannot agree, then the screen WILL be used.
    C. The screen must be in contact with the pitching rubber when each pitch is released. If a pitched ball hits the screen, it will be declared a ball.
    D. If a batted ball hits the pitching screen, it is considered a foul ball.
    E. If a batted ball hits the pitching screen on strike 3, the batter is out.
    F. The pitcher may field a batted ball at their own risk.
12. In all Divisions of play, there will be an unlimited number of courtesy runners permitted. The same courtesy runner is only permitted to run once per inning.
13. The U-Turn
    A. In all Divisions of play, the U-Turn Rule will be in effect.
    B. IF the Visiting team is ahead by 10 or more runs after the 5th inning, the Home Team becomes the Visiting team and the Open (Buffet) inning begins. If the new Visiting Team does not score enough runs to take the lead the game is over. If the new Visiting team ties or takes the lead, the new Home Team bats and if they score enough runs to take the lead the game is over. If they tie the game, another inning is played using the ITB rule described earlier (See Rule 5)
14. Batting Order
    A. Teams may have their entire roster in their batting order, however, if a player is injured or ejected, and no available rostered substitute is available, that spot becomes an out for the remainder of the game.
15. Defensive Players

A. In ages 40, 50, 55, 60 & 65+, only 10 players are permitted on defense.
B. In ages 70 & 75+, 11 defensive players are permitted on defense.

16. Age Requirements
    A. A player must meet the minimum age requirement for the age group in which he competes. To meet this requirement, the age the player attained on his birthday for the current year, is considered to be that age for the entire calendar year. EX: A player will turn 50 on December 31, 2021, he/she may play in the 50's Division for the entire calendar year of 2021.
    B. 70 and 75+ divisions may 1 player on the roster who is 1 year away from target age for that calendar year. EX: A 69 year old may play in the 70 program.
17. Equalizer – Due to the fact that there are fewer Senior teams and so many age and classifications, it is sometimes necessary to combine divisions to a tournament:
    A. A team dropping one age class may also drop one classification. Example, a 55 Major vs 50 AAA would play EVEN, no equalizer
    B. One Class Difference: The lower class team has the choice of 5 runs (awarded 1 run per inning for the first 5 innings) -OR- an 11 th fielder for the entire game. If they don't play 5 innings, they don't get all 5 runs awarded. This encourages them to hustle on and off the field. Class difference can be either age or classification.
    Examples: 1. 55 Major vs 50 Major, the 55 Major team would get their choice of equalizer. 2. 50 Major vs 50AAA, the 50 AAA team would get their choice of equalizer.
    C. Two Class Difference: The lower class team gets 5 runs (awarded 1 run per inning for the first 5 innings) -AND- an 11th defender in the Buffet Inning ONLY!
    Two Class Differences should be avoided whenever possible and should be a last resort!
18. New Teams
    A. New Teams that the majority of players do not have a player history with One Nation or another established Senior Softball organization will be placed in the Major Division in 40+ and in the AAA Division in 50+ and higher.
    B. The teams may appeal their classification after playing in 3 One Nation Senior tournaments. To be successful in their appeal, they must have a less than .500 winning percentage and a minus 5 (or worse) average run differential against teams in the same age group/classification they have been playing. Games played against other age groups or classifications are not used to evaluate the team's appeal.

ONE NATION SLOWPITCH NATIONAL BY-LAWS

BYLAW 100 - PURPOSE & DEFINITION

These By-Laws, effective Dec 1, 2020 serve to ADD to national rules already set forth in the National Rule Book for classifying player members, establishing eligibility, qualifying teams for post-season competition and defining acts for suspension & disbarment .

101 By-laws help to add clarification and specifics to existing playing rules.

102 No By-law will exist that 'lessens' or diminishes any National Rule.

BYLAW 200 - CLASSIFICATION

201 The Player Classification Committee (PCC) shall have final authority over all players classifications, including appeals.

202 Players can have their rank adjusted UP at any time during a season or off-season.

203 Players who appeared on a team that is on the Annual Player Advancement List (Bump List), will be assigned a new class for the next season.

204 Players will never be automatically lowered. The only way to lower a player's rank is through a formal appeal.

205 Players may appeal during the appeal window any season. (See 411-415)

206 For players not appearing on a bump list, State Directors and the Player Class Committee will assign a player rank based on the player's most recent ranking value. This value will carry over from season to season unless:

- **a** The player has successfully appealed their class
- **b** The player has been bumped by the National Bump List
- **c** The player has been classed UP by the PCC
- **d** Or the player appeared on a higher class roster after July 1 in the previous season and remained on the roster for more than 14 days

207 No player may play more than 1 level down from their current rank.

208 Any player with a (+) designation may not drop a level from their class rank. E.g., a player with a C+ rating, may not play below C. There is no limit on how many (+) players are on a given roster.

209 Players will not be permitted to PLAY 2 classes below their previous season PLAYING level. E.g., a player plays B in 2019 and wishes to appeal for 2020. The lowest appeal level they can be granted for 2020 would be C+, as they cannot play B in 2019 and D in 2020 (as a C chip). However, a player who is B in 2019, but played on a C roster as a B chip, may appeal to C to be eligible for a D roster, as a C chip in 2020 (never playing more than 1 level down from one season to the next).

210 The top 10% (including ties and round ups – eg. 31 teams is 3.1 always rounds up to 4) of finishing teams at a World Series event with more than 23 teams will be an automatic move up to the next higher class. If less than 24 teams, then just the winner will be a move up.

211 The Winner of any State/National (excluding winter, spring, fall) tournament with more than 15 teams will be an automatic move up to the next higher class. If the event has more than 23 teams in class, the runner-up will also be an automatic

move up to the next higher class. If the event has more than 39 teams in class, the 3rd place team will also be an automatic move up to the next higher class.

212 Other teams that have above average successful seasons based on overall win % and results in major events may also have their player members subject to being moved up by the PCC for the following season.

BYLAW 300 – ELIGIBILITY & QUALIFICATION FOR EVENTS

301 Men's team must consist of only male players and Women's teams must only consist of female players.

302 Co-ed teams may consist of an equal amount of male and female players.

303 All playing rules and bylaws are extended to include all gender and specialty programs, unless specifically called out in the rulebook

304 Any amateur athlete over the age of 18 is permitted to play in One Nation adult slowpitch programs.

305 A player who is suspended, in violation of bylaws or not legally on a roster is considered an ineligible player.

306 Anytime during a game, tournament or after, the Tournament Director discovers any ineligible player, they have the authority to make a ruling and apply penalties set forth in the bylaws and rulebook.

307 An ineligible player discovered, up to one year from the date of the event completion, may have penalties applied as set forth in the bylaws and rulebook.

308 Any State or National Director shall not be eligible to participate in a program that they oversee (as a player, manager or sponsor) unless permission is received by the Director of Operations for Slowpitch.

309 All players must possess their One Nation player ID card at all times during One Nation tournaments. If a player does not have their One Nation ID card, a government issued photo ID may also suffice, provided the name and picture in the online database are a match.

a. Failure to have photo ID will result in the offending player being EJECTED from the game, as long as their name in the lineup matches their name on the online roster and their online picture can be identified as them.
    i. If the player in question is discovered to NOT be positively identified as being on the team's roster, the offending team will forfeit the current game and all remaining games in the event. They will be placed last in the standings and receive no awards for the event.
b. If the player can furnish a proper ID prior to their next scheduled game, the player may rejoin his team for their next scheduled game.

310 Proof of gender will be determined based on driver's license or state issued ID.

311 Any registered team with online approved roster may compete in State and National Tournaments

312 Teams must compete in three (3) One Nation qualifiers plus States (or other approved post season event) to qualify for Worlds. If a state does not offer a state tournament, please contact the individual below by August 1 for additional information on becoming World Series eligible:

National VP of Slowpitch – Rick Burke – rick.burke@playonenation.com

313 Teams may compete in UP to 3 total State tournaments. This includes a north, south, overall state, playing up or playing outside their state in class. Teams may only play in another's state's State Tournament with permission from both State Directors.

314 Teams may play in a higher class World Series event provided they have met qualification minimums at their current classification.

315 Specialty divisions (Coed, 35+, 25u etc) do not have a qualification requirement.

316 All events after May 1 each year will be seeded by points, unless stated otherwise.

317 Bat testing is not mandatory for any event, but is always "highly" encouraged. If bat testing is used, the local director should set policy and procedure for marking and/or retaining of passed or failed bats, however, directors should adhere to the following:

a. The maximum number of bats that can be tested per person at any given event is 2 OR as a team, 22 tested to pass 20
b. Bats are only permitted to be tested one time. Directors will not turn them or retest under any circumstance

BYLAW 400 - ROSTER

401 No team is permitted to play without an online roster.

402 No roster may have more than 3 players of one class above

403 Players must possess their One Nation Player ID card at all times during an event

404 Teams may not add players to their roster that are on another team's roster.

405 Players may only compete on one roster at a given time. If a player wishes to be released, they must have their current manager release them before they can be added to a new team.

406 Roster changes will not be permitted after noon on Friday of a given week that a team is playing in an event. Please complete all roster maintenance by Friday at noon.

407 Team rosters will LOCK for the season on July 1 each year. All Invites must be approved by the State Director after this deadline

408 Between July 1 and September 1, players may only be released 2 times and may not return to their previous team unless

a. More than 21 days has passed
b. The new team has disbanded

409 Individual players playing above their class will be locked into a higher class for their current season if they have achieved BOTH of the following:

a Appeared on a roster AFTER July 1
b Appeared on a roster for more than 14 days

410 Players that are classed up (see 409) may participate at one level lower (if released), but must do so as a drop down player.

411 Player appeals may be submitted between Dec 15 and May 1 each season

a. Player appeal forms are located under the Player Tab on the One Nation website.
b. Player appeal forms may only be filed if a player has a current/active membership for the season they wish to appeal for.
c. Appeal rulings will be returned within 14 days

412 Off-season team appeals may be submitted between Dec 15 and Mar 1.
a. Teams that competed the prior season at a certain playing classification and wish to drop down due to poor results in the preceding season.
b. Teams that were bumped may file an offseason appeal as well, but may be asked to adhere to (See 413) below.
c. Any successful team appeal will have restrictions and terms. Additionally, 3 players on the roster must remain at the higher class.

413 In Season team appeals (bumped teams and newly-formed teams), or any team not considered an off-season appeal may be submitted between Apr 1 – Jul 1 after competing in 3 Qualifiers. If paperwork is submitted prior to competing in the minimum required amount of events, the appeal will be held until these conditions are met.
a. Any successful team appeal will have restrictions and terms. Additionally, 3 players on the roster must remain at the higher class.
b. A ruling on a team appeal may come after the June 1 deadline, but MUST be submitted prior to that date.

414 Between Aug 1 and Sept 1, Teams may only add up to 6 TOTAL players to their roster

415 Teams that wish to disband, may do so any time before Aug 1. After Aug 1, teams that are no longer active, may release up to 6 TOTAL players. State Directors may allow a team to disband AFTER Aug 1, provided no more than Three (3) players from the same roster are added to a different team.

416 Players wishing to be released, must request their release from their manager. If the manager is non responsive, submit an email to your state director (copying your manager) and request your release. If the manager does not respond in 7 days, the release will be granted by the state director. If the player has a verifiable debt or uniform owed and fails to pay or return equipment (or an agreement on the debt cannot be agreed to), the release will process 21 days after State Director email request is received. If during this time period, an agreement has been reached, the release can be immediate. Managers will not be able to hold players for an entire season.

BYLAW 500 – PLAYING RULES

501 The Director of Umpire Operations shall serve as the final authority on playing rules interpretation for all One Nation Slowpitch programs.

502 The Director of Umpire Operations shall also serve as committee chair for the National Rules Committee.

503 The National Rules Committee shall consist of all executive members of the One Nation Slowpitch program, all VP's and all State Directors.

504 In season, emergency rule changes can be passed with a 75% vote.

505 Off season rule changes must be proposed by October 1 and will require a simple majority for passing if they progress to a vote.

506 Off season rules changes that are submitted prior to October 1 must have unanimous support amongst the Director of Umpire Operations, Director of Slowpitch Operations and the National VP of Slowpitch to be presented to the full committee for a vote.

600 DISBARMENT / SUSPENSION

601. Anyone that is disbarred/suspended by One Nation Slowpitch under this Bylaw for any reason, shall not be allowed to participate in any capacity within the Association until the suspension has ended, unless otherwise provided in the suspension notice.

602. Tournament/League Directors and Officials have the authority to eject a player or team anytime during a Tournament/League. Ejections are not suspensions/disbarments and are not appealable.

603. The following are Level I Acts, which may result in a Level I Suspension/Disbarment:

A. Physically attacking anyone in connection with any ONE NATION activity.
B. Anyone threatening a One Nation Slowpitch Officer, Director, Official, Employee, or Independent Contractor
C. Anyone, in connection with a One Nation Slowpitch activity fighting; using unsportsmanlike conduct; using abusive tactics, derogatory or unbecoming acts that are detrimental or not in the best interests of One Nation Sports.
D. Anyone failing to cooperate with One Nation Slowpitch in identifying the user or owner of an altered bat or in any other matter that might result in a suspension.
E. Anyone returning a bat to play that has been removed from play by a One Nation Slowpitch Director or Umpire.
F. Knowingly competing with or against ineligible or suspended players.
G. Participating in or permitting a fraud to be perpetrated.
H. Refusing to submit funds to the One Nation that are due.
I. Competing under an assumed name.
J. Submitting a check for any reason that cannot be negotiated for payment.
K. Failing to arrive after entering a National or World Tournament unless reasonable advance notice is given.
L. Using or publishing false or derogatory information to the detriment of One
Nation Sports, its Officers, Employees, Directors or Officials.
M. Participating after being informed that you are suspended/disbarred/ineligible.
N. Anyone violating any item in the By-laws, Rule Book, Directives, Procedures, or Policies.

O. Any Manager, Sports Official, Tournament or League Director that allows anyone other than a Participant, Manager, Coach, Trainer or Sponsor to be in the dugout, bench or field of play during a One Nation Slowpitch Sanctioned Activity and anyone other than a Participant, Manager, Coach, Trainer, Sports Official or Sponsor who is in the dugout, bench or field of play during a One Nation Slowpitch Sanctioned Activity. Managers,
Coaches, Trainers and Sponsors must be 18 years of age or older to be allowed in the dugout, bench or field of play during a One Nation Slowpitch
Sanctioned Activity.
R. Any Sports Official, Tournament Director or League Director, who upon identifying an unacceptable risk to safe play at the site of a One Nation
Sports Sanctioned Event allows play to continue prior to removal of that risk to safety.
S. Anyone wearing One Nation Slowpitch marked Sports Official clothing (including, but not limited to, shirts, pants, shorts, shoes, caps) or protective gear or otherwise holding themselves out as a One Nation Slowpitch Registered Sports Official when officiating or otherwise acting in any capacity for any event other than a One Nation Slowpitch Sanctioned Event.

604. Only State Directors, Vice Presidents, or Director of Operations have the authority to issue suspensions/disbarments for Level I Acts and only for a period of one year from the time of the incident. All reports of suspension must be in writing and submitted to One Nation Slowpitch National Headquarters within 30 days of the suspension. Copies of such suspensions shall be sent to the party against whom it is directed. Any offense that occurs may be acted upon by the State Director in the state in which the offense occurred. Should the State Director not take action, he or she shall submit the incident to the player or team's home State Director to be acted upon. Any Level I Disbarment/Suspension beyond the one year suspension shall be ruled upon by the Director of Operations. The offending party may prepare a written explanation and provide written evidence for the Director of Operations as to why the additional suspension or disbarment should not be imposed. The decision of the Board of Directors or Disbarment Committee shall be final and binding and not be the subject of an appeal. Anyone who has competed or does compete (and any related parties) with One Nation Slowpitch may be indefinitely suspended by the Director of Operations. Appeals of these Exception Suspensions may be limited or not allowed as set forth in One Nation Slowpitch rules, procedures or policies that impose such suspensions.

605. Anyone who has been disbarred/suspended or declared ineligible, may use the appeal process procedure as set forth in these Bylaws, except as otherwise limited by the provisions of this Constitution (such limited by provisions including, but not limited to, those found in the Level II Section, below).

606. The following Level II Acts may result in Level II Suspension/Disbarment:

B. Filing a Law Suit. Any person who files a law suit after December 1, 2019 (or who has previously filed such a suit and such suit has not been resolved prior to December 1, 2019) against One Nation Slowpitch, any of its Directors, Board Members or affiliates regarding a matter that is in any way associated with One Nation Sports activities, is suspended permanently from all One Nation Slowpitch activities upon filing of such a law suit. A Person for purposes of this paragraph includes any natural person, the parents or guardians of a natural person who is a minor on behalf of whom a lawsuit is filed, any Entity (including, but not limited to corporations, non-profit organizations, partnerships, trusts and limited liability companies) recognized under state or federal law, any beneficial or other owner of an Entity that brings suit under state or federal law and anyone that controls or is part of the group that controls the Entity. To the extent that the terms of this paragraph are unclear or ambiguous, One Nation Slowpitch Board of Directors in its sole and absolute discretion shall determine their meaning in a way that excludes those who might have participated in any law suit against One Nation Slowpitch. In its sole and absolute discretion, One Nation Slowpitch Board of Directors may commute a suspension under this paragraph, if it is determined in the Board of Directors sole and absolute discretion that there is no reason to believe that the Person will attempt to resolve any future dispute by the hiring of lawyers or the filing of a law suit or that the suspension is in any other way inappropriate for the best interests of One Nation Sport. To the extent that application of this section 7(a) would violate state, local or federal law, this section 7(a) shall not apply.

ii. Threatening to, or using, an Attorney to resolve disputes. Anyone who threatens legal action or the use of a lawyer to address disputes with One Nation Slowpitch may be suspended/disbarred indefinitely under Policies or Procedures that address such acts. There will be no right to appeal from such Suspensions, except as provided under such Policies or Procedures.

iii. Charged with, or convicted of, a violent felony or of a sexual nature involving a minor. Anyone charged with a violent felony or any crime of a sexual nature involving a minor shall be suspended/disbarred until such time as those charges are withdrawn or the person is found innocent of those charges. Anyone convicted of such crimes shall be suspended/disbarred for life from all One Nation Sports sanctioned activities and facilities. The appeal of such a suspension may be made by use of the Third and Fourth Steps of Section 3 of Procedures for Appeal.

Involved with using or altering equipment. Anyone who has a suspension resulting from an altered bat or ball rule may be suspended for life as determined by One Nation Slowpitch rules and that determination may be made by the Executive team. The appeal of such an issue shall be governed by as set forth in the appropriate rulebooks.

Competing Against One Nation Slowpitch. Anyone who has competed or does compete (and any related parties) with One Nation Slowpitch may be

indefinitely suspended by the Board of Directors. Rights of appeal for such suspensions/disbarments shall be governed by the Policy or Procedure which implements this authority to suspend/disbar for those who compete against One Nation Sports.

607. The State Director upon learning that a Level II Act has resulted in a Level II Disbarment/Suspension within his state should in a timely manner report such in writing to One Nation Slowpitch National Headquarters.

608. Level II Disbarments/Suspensions shall be issued by One Nation Executive team or their designees only.

700 APPEAL PROCESS PROCEDURE FOR SUSPENDED PLAYERS

701 Definition of an Appealable Issue, except where otherwise provided herein, an Appealable Issue shall be:

i. Any sanction imposed or decision made that negatively impacts the appellant, but only to the extent that it violates the By-laws, Playing Rules, Directives, Policies and Procedures. Any aspect of an act of a Level I Act resulting in a Level I

702 Appeal Policy for Section 1 Appealable Issue. All stages of the appeal of an Appealable Issue shall be in writing on appropriate forms supplied by the Association, and no substitution thereof shall be utilized. In such writing, the appellant (i.e., the person appealing) must specify the specific relief he expects to obtain through use of the appeal procedure. Failure by the appellant to comply with all substantial procedural requirements of the appeal process procedure without just cause will terminate the right to further appeal. Failure of the Association to comply with all substantial procedural requirements of the appeal procedure without just cause will, at the option of the appellant, advance the appellant to the next step in the appeal process. Failure of the Association, without just cause, to comply with all substantial procedural requirements of the final step of the appeal procedure shall result in a continuing right to the final step in the appeal process. In those instances where an appeal is to an individual whose title is concurrent with the title of the person being appealed to in any given step of the appeal procedure, then that step shall be avoided and the next step shall be instituted automatically; however, the initial appeal must always be made within 15 days after the occurrence. Where conflict of interest relative to the parties hearing in any given step exist in the view of the The Executive Team or their designee shall designate members of the Association to hear that step of the appeal process.

703 Procedure for Appealable Issue.

A. First Step – Appropriate Executive Vice President: Within 15 days after the occurrence or condition giving rise to the appeal, the person or team affected must present the appeal in writing to the appropriate Executive Vice President. Within 15 days of such presentation, the Executive Vice President shall give its reply in writing to the individual or team with respect to the appeal. The 15 day period for the Executive Vice President to reply may be extended for 10

additional days upon written notice from the Executive Director that he will need the additional time.

B. Second Step – Director of Operations: If a satisfactory resolution is not reached at the first step, the appellant may so indicate on the appeal process form and submit the appeal to the DoO within 15 days. Within 15 days of such presentation the DoO shall give its reply in writing to the appellant. The 15 day period for the DoO to reply may be extended for 10 additional days upon written notice from the Assistant Executive Director that he will need the additional time.
C. Third Step – If a satisfactory resolution is not reached at the second step, the appellant may submit the appeal in writing to the CEO/President of One Nation Sports. Submission to the third step must occur within 15 days of the decision in the second step, unless there is mutual agreement for an extension.

The CEO/President shall render a written reply to the appellant within 15 days after receipt of the written appeal. If the CEO/President, in his sole discretion, upon receipt of the written appeal and receipt of a request from the appellant for a hearing, determines that a hearing would be advisable, the CEO/President may set a time and place for that hearing within the following 90 days of such receipt. The expense of travel to such hearing by shall be paid by the appellant. Each side may call witnesses at such a hearing. This step is final and is non-appealable. The site of any third step hearing shall be chosen at the discretion of the CEP/President. The CEO/President shall have the option of appointing a panel of disinterested parties to decide the third step; however, the CEO/President shall be chairman of any such panel. The CEO/President, in consultation with the General Counsel shall have the authority to establish rules, policies, and procedures for any third step hearing, which shall be provided to the appellant within 30 days of the hearing.

Note: Anyone disbarred/suspended or declared ineligible for a period greater than 5 years shall have the right to apply one time every 5 years for reinstatement, following the one year anniversary of the suspension, provided he gives the Disbarment Committee, through National Headquarters, 30 days written notice of his intention to so re-apply. The Disbarment Committee shall act on such applications within 30 days. Other actions or issues, such as Level II Disbarment/Suspensions (as defined above) shall be appealable only as provided in the rules set forth for such issues as found in the appropriate By-laws, Playing Rules, Policies or Procedures of One Nation.

800 – SUMMARY OF IMPORTANT DATES

801 Dec 1 – New league year begins – Player members may register

802 Dec 15 – Players may appeal their player rank (See 411)

803 Dec 15 – Off season team appeals can begin (See 412)

804 Mar 1 – Last day for Off Season team appeals

805 Apr 1 – In Season team appeals begin (See 413)

806 May 1 – Last day for Player appeals (See 411)

807 May 1 – All events will be seeded by points (See 304)

808 Jul 1 – Last day for in Season team appeals to be submitted

809 Jul 1 – Team rosters lock (See 407)

810 Jul 1 – Class locks occur (See 409)

811 Aug 1 – Begin counting roster adds for teams (See 414)

812 Aug 1 – Last day for a manager to disband an entire roster (See 415)

813 Sep 1 – Roster restrictions are removed from all teams (lock/counting moves/disbanding, etc.)

814 Nov 1 – Player advancement list for the upcoming season will be released

815 Nov 30 – League year ends