2020-2021
MINNESOTA STATE HIGH SCHOOL LEAGUE

Adapted Softball Rules Supplement PI Division

Introduction

The Adapted Softball Rules have been designed to act as a supplement to the Softball Rule Book published by the National Federation of State High School Associations. Language and recommendations that do not carry over to the nature of the game of Adapted Softball should be ignored.

These rules have been adapted as official by the Minnesota State High School League and recommended for use by organizations serving people with mental disabilities. Their use will standardize adapted softball competition within the State of Minnesota and throughout the nation. Athletes using a wheelchair, or any assistive device are not eligible to participate in the CI Division.

If a specific rule is not referenced or cited in this supplement for omission or change, it should be followed as stated in the National Federation Rule Book.

Rule 1: Field Equipment

Section 1: The Field -Replaces Federation Rule

Art. 1: Federation Rule
Art. 2: See supplement diagram and supplement (replaces Federation Rule)
The recommended playing field shall be a high school regulation basketball court or larger. (See diagram).
Note: Officials should inform Conference Board of any field felt to be unacceptable or questionable.
a. Supplement Rule-Infield dimensions:
Baselines:35’ (minimum of 30’) Pitcher's Plate to Home: 25’
b. Not Applicable
c. Supplement Rule- Field Diagram
d. Not Applicable
Art. 3: Supplement field diagram
a. Not Applicable
b. Not Applicable
c. Not Applicable
d. Not Applicable
e. Not Applicable
f. Not Applicable
Art. 4: Supplement field diagram
Art. 5: Federation Rule
Art. 6: Federation Rule
Art. 7: Federation Rule

Art. 8: Federation Rule
Art. 9: Federation Rule
Art. 10: Not Applicable
Art. 11: See supplement field diagram for dimensions

Section 2: Bases, Plates-Replaces Federation Rule

Art. 1: First, Second, Third Base - **MSHSL Rule**

a. The bases shall be rubber or synthetic material, 15” square, and no more than 3/4" thick, securely attached to the floor. Whenever possible, lines should be of colored tape that contrasts to colors of other lines on the floor.
b. First base will have an additional base of tape on the foul side of first base. This base will consist only of tape outlining the dimensions and shape of a base (15” square).

First, Second, Third Base - Base extensions will be used in the PI Division. For stationary infielders with mobility problems or wheelchair athletes, an 8” x 16" area beyond the 8” x 20” base extension will be used so that base runners will not be obstructed. The 8” x 16” base extension at second base is to be perpendicular to the end of the 8” x 20” extension such that they form a T. For base runners who use wheelchairs, or other assistive devices, a 5' extension of the base from each of the outer sides will provide greater opportunity for safe and successful participation.

Note: First, second and third base defensive extensions: When the ball is thrown to them, defensive wheelchair players (or athletes using other assistive devices) are to be no closer to the base than having their foot pedals above the last part of the base extensions (8” x 16” area). Any closer to the base is a safety concern and, if flagrant or repeated, should be called obstruction of the base runner. (This means the players are facing in toward the infield with the back part of their wheelchair towards the outfield, away from the path of base runners.)

A distinctively colored piece of tape 2' long will be placed on the floor 16' from home plate on the first base line for base runners advancing to first against fielders who use wheelchairs. If base runner does not get past this 16' designation before a wheelchair infielder, makes contact with the ball, they are out. If wheelchair outfielder gets to ball before runners gets to this mark, runner is safe, and ball is dead.

Art. 2: Home Plate
Omit "... set in the ground..."-**MSHSL Rule**
Home plate will be extended in front by a 17" square (see diagram). This extension does not add to the home plate area for pitching (strike zone) purposes, however, the extension will be used for the area an offensive runner needs to contact to score when a tee is used by a batter.
Art. 3: The Pitcher's Plate- **MSHSL Rule**
The Pitcher's Plate shall be a 4" x 24" mark/tape on the floor at the designated interval. *(See diagram)*

Section 3: Softballs-Replaces Federation Rule
Art. 1: Ball - **MSHSL Rule**
A 12" circumference whiffle ball shall be used. (e.g. Cosom type "Safe-T-Play")
Art. 2: Not Applicable
Art. 3: Not Applicable

Art. 4: Not Applicable
Art. 5: Not Applicable (recommend Optic yellow)
Art. 6: Not Applicable
Art. 7: Federation Rules
Art. 8: Not Applicable

Section 4: Gloves/Mitts- Replaces Federation Rule

Art. 1: Gloves/Mitts- **MSHSL Rule**
This equipment is optional but if used must conform to Federation Rule specifications
a. Federation Rules
b. Federation Rules
c. Federation Rules
d. Federation Rules
e. Federation Rules

Art. 2: Federation Rules if worn by catcher
Art. 3: Federation Rules (this includes batting gloves that are worn by infielders.
Art. 4: Federation Rules

Section 5: Bats--MSHSL Rule

Art. 1: a. The bat shall be hollow plastic type bat, no more than 42" in length and 2 ¾" at its' thickest part.
b. Federation Rules
c. Federation Rules
d. Not Applicable

Art. 2: Refer to Article 1 on bat specifications
Art. 3: Warm-up bats used in the on-deck circle shall have all parts permanently and securely attached at the time of manufacture and at the time of use. No more than two bats shall be used when warming up in the on-deck circle.

Section 6: Batting Helmets-Not Applicable

Section 7: Catchers Equipment-Replaces Federation Rule

Art. 1: **MSHSL Rule** -The catcher shall wear a mask. Failure to wear this protective equipment shall result in ejection.
Art. 2: Not Applicable
Art. 3: Not Applicable

Section 8: Other Equipment

Art. 1: Federation Rules
Art. 2: Federation Rules
Art. 3: Federation Rules
Art. 4: Federation Rules
Art. 5: Federation Rules
Art. 6: Federation

MSHSL Rule-Non-Traditional Playing Equipment -
Plastic hai-lai scoops will be allowed only for wheelchair players. Handle extensions will be allowed to permit wheelchair players to reach the balls on the floor.

Exceptions must be approved by the MAAA Eligibility Committee. Team representative needs to provide a written statement and a video of the athlete demonstrating a need for the exception to the rules. A committee will retain the tape and may be used to compare with the skill of the athlete in game situations. Players displaying "improved" skills may lose their exception or special modification status.

Personal equipment such as wheelchairs, crutches, walkers, or prosthetic devices are allowed in order to improve player's mobility.

Rule 2: Definitions

Section 1: Appeals

Art. 1: Federation Rules Federation Rules
Art. 2: a. Federation Rules
b. Federation Rules
c. Federation Rules
d. Federation Rules
Art. 3: a. Federation Rules
b. Federation Rules
Art. 4: a. Federation Rules
b. Federation Rules
c. Federation Rules
Art. 5: Not Applicable
Art. 6: a. Federation Rules
b. Federation Rules
c. Federation Rules
Art. 7: Federation Rules
Art. 8: Federation Rules
Art. 9: Federation Rules
Art. 10: Federation Rules
Art. 12: Federation Rules
Art. 13: Federation Rules

Section 2: Ball, Batted, Blocked, Dead, Delayed Dead, Fly, Ground, Passed, Rotation

Art. 1: Ball-Federation Rules
Art. 2: Batted Ball-Federation Rules
Art. 3: Blocked Ball-Federation Rules
Art. 4: Dead Ball-Federation Rules
Art. 5: Delayed Dead Ball-Federation Rules
Art. 6: Fly Ball-Federation Rules
Art. 7: Ground Ball-Federation Rules
Art. 8: Not Applicable
Art. 9: Not Applicable

Section 3: Base Line, Path

Art. 1: Base Line-Federation Rules

Art. 2: Base Path-Federation Rules

Section 4: Bat: Legal, Illegal

Art. 1: Legal Bat-A Bat that meets our supplemental requirements

Art. 2: Illegal Bat-A bat that does not meet our supplemental requirement

a. Altered bat- Federation rules per supplemental requirements
b. Non-approved bat-Not applicable

Section 5: Batter, Batter-Runner, On-Deck Batter

Art. 1: Batter-Federation Rules

Art. 2: Batter-runner-Federation Rules

Art. 3: On-Deck Batter-Federation Rules

Section 6: Batter's Box-Federation Rules (see Supplement diagram for dimensions)

Section 7: Batting Order, Out of Order

Art. 1: Batting Order-Federation Rules

Art. 2: Batting Out of Order-Federation Rules

Section 8: Bunt, Attempted Bunt, Drag Bunt-

Art. 1: **MSHSL Rule**-Bunt-Intentional bunting is not allowed-batter is out. Whether the hit is an intentional bunt or not is left the judgement of the umpire.

Art. 2: Attempted Bunt-Not Applicable

Art. 3: Drag Bunt-Not Applicable

Section 9: Catch-

Art. 1: Not Applicable

Art. 2: Not Applicable

Art. 3: Not Applicable

Art. 4: Not Applicable

Art. 5: Not Applicable

MSHSL Rule-If a wheelchair infielder has a trapped ball hit their chair before the batter/runner reaches the 16' line in PI the runner is out going to first base.

MSHSL Rule-Catch - Athletes using assistive devices (walker, crutches, cane) have the same fielding rules apply to them as an athlete in a wheelchair. Athletes using canes or crutches may use them as extensions of their body.

a. A catch of a batted or thrown ball does not require secure position in the hand or glove of the fielder. A ball may be trapped against the body or wheelchair and be considered caught. A ball may also be touched by the player above the waist and be considered caught. Hands and arms are always considered above the waist. (Contact of an air ball is the same as if the ball was caught in the air; contact of a bounced ball is considered a catch of a bounced ball). Touching by a non-wheelchair player of a batted ball that hits the ground does not constitute catching and play should continue until the ball is secured and returned to the infield. (If no attempt is made to get a base runner out, the ball is dead at this point and all runners not directly involved in the play remain at their base).

b. Any thrown or batted ball that, makes contact with a fielder's wheelchair and/or person in the wheelchair is considered the same as a catch (contact of an air ball is the same as if the ball was caught in the air; contact of a bounced ball is considered a catch of a bounced ball.) If no attempt is made to get a base runner out, the ball is dead at this point and all runners not directly involved in the play remain at their base.
Clarification: Ambulatory outfielder cannot stop play by throwing ball to a wheelchair outfielder.
c. The pitcher must get secure possession in his/her hand or glove of a live ball in flight and firmly hold it to make a catch and putout.

Section 10: Catcher, Catcher's Box
Art. 1: Catcher-Federation rules- Omit- "when the catcher is in position to receive a pitch, she/he must be in the catcher's box.
Art. 2: Not Applicable

Section 11: Checked Swing-Federation Rules-Omit "slap/bunt"

Section 12: Chopped Hit Ball (S.P.)-Not Applicable

Section 13: Coaches Box-Federation Rules

Section 14: Conferences, Charged, Pregame
Art. 1: Charged Conference-Federation Rules
Art. 2: Pregame Conference-Federation Rules

Section 15: Confines of the Field-Federation Rules

Section 16: Crow Hop-Not Applicable

Section 17: Dugout (Bench Area)-Federation Rules

Section 18: Effect-Federation Rules

Section 19: Ejection-Federation Rules

Section 20: Fair Ball
Art. 1: A fair ball.
a. Federation Rules
b. Federation Rules
c. Federation Rules
d. Federation Rules
e. Federation Rules
f. Federation Rules
Art. 2: A fair fly-Federation Rules

Section 21: Fake Tag-Federation Rules

Section 22: Field of Play, Fair Territory, Foul Territory, Dead-Ball Territory

Art. 1: Field of Play-Federation Rules
Art. 2: Fair Territory-Federation Rules
Art. 3: Foul Territory-Federation Rules
Art. 4: Dead-Ball Territory-Federation Rules- omit "If a ball becomes lodged in a fence or backstop, it is considered to be in dead-ball area."

Section 23: Fielders Infielders, Outfielders
Art. 1: Federation Rules
Art. 2: Federation Rules
Art. 3: Federation Rules

Section 24: Force Play
Art. 1: Federation Rules
Art. 2: Federation Rules
Art. 3: Federation Rules
Art. 4: Federation Rules

Section 25: Foul Ball, Foul Tip
Art. 1:

a. Federation Rules
b. Federation Rules
c. Federation Rules
d. Federation Rules
e. Federation Rules
f. Federation Rules
h. **MSHSL Rule**-A ball that hits the ceiling and lands in foul territory is a FOUL BALL and, if caught, is an out. Balls hitting the wall and caught will NOT be ruled an out.
i. **MSHSL Rule**-Remember, the difference in the foul ball for players hitting from a tee. If the batter hits the tee, it is foul no matter where the ball goes. If a batter hits the tee and the ball, play ball where it goes, fair or foul.

Art. 2: **MSHSL Rule**-A foul tip is a batted ball, which goes directly and speedily from the bat backwards and does not go higher than the batter's head. A batter is out when a foul tip is caught only when it occurs on the 3rd strike.

Section 26: Game, Halted, Suspended, Called, Regulation,
Art. 1: Federation Rules
Art. 2: Federation Rules
Art. 3: Federation Rules
Art. 4: Federation Rules

Section 27: Illegally Batted Ball
Art. 1:

a. Federation Rules
b. Federation Rules
c. Federation Rules

MSHSL Rule -Umpires should ignore this if violation is not considered an attempt to gain an advantage and circumvent the spirit of the rule.

Section 28: In Flight-Federation Rules

Section 29: Infield-Federation Rules

Section 30: Infield Fly Rule-MSHSL Rule
There is no infield fly rule for adapted softball.

Section 31: Inning
A half-inning shall consist of a maximum of five runs scored by the batting team.

Exceptions:

a. In the fifth and sixth inning the team behind can score more than five runs up to making the difference in score of nine runs (behind).
b. In the seventh inning the team behind can score unlimited runs until a tie score is reached. If the game goes into extra innings, the five-run rule again applies.

Section 32: Interference (Offense)
Art. 1: Federation Rule
Art. 2: Federation Rule

Section 33: Leap-Not Applicable

Section 34: Line Drive-Federation Rule

Section 35: Malicious Contact-Federation Rule

Section 36: Obstruction (Defense)-Federation Rule
Section 37: On-Deck Circle-Not Applicable

Section 38: Out, Force Out, Tag Out, Put Out
Art. 1: Out-Federation Rule
Art. 2: Force Out-Federation Rule
Art. 3: Tag Out-Federation Rule

MSHSL Rule-it is considered a tag out, if the ball hits an infield wheelchair player before the runner reaches the base.

Art. 4: Put Out - **MSHSL Rule**

On normal tag plays, if defensive person is in a wheelchair, ball only, must hit wheelchair before runner arrives - tag is assumed. If defensive person is not in a wheelchair, normal tag rules apply. Wheelchair runners must have their body tagged, not wheelchair. On all force-outs - adapted rules apply to a catch. Therefore, with defensive player on base a thrown or batted ball must be touched above the waist or make contact with the wheelchair or defensive player in wheelchair.

Clarification: For tag situations - if base runner comes within the 5' square extended base during or after ball is "caught" by wheelchair defender, tag is assumed. If the base runner does not run in to the 5' square, s/he could return to the last base.

(a) Balls caught on the fly after hitting a wall will not be ruled as an out;
(b) Balls caught on the fly after hitting the ceiling will be ruled as an out.

Section 39: Outfield-Federation Rule

Section 40: Over-sliding, Over-Running, Over-walking-MSHSL Rule
Sliding is not permitted and overrunning a base follows the federation rule.
Penalty: Out

Section 41: Penalty-Federation Rule

Section 42: Pinch Hitter, Pinch Runner
Art. 1: Pinch Hitter-Federation Rule
Art. 2: Pinch Runner-Federation Rule

Section 43: Pitch, Illegal, No Pitch, Quick
Art. 1: Federation Rule
Art. 2: Federation Rule
Art. 3: Federation Rule
Art. 4: Federation Rule

Section 44: Pitcher-Federation Rule

Section 45: Pitcher's 16-foot circle (F.P)-Not Applicable

Section 46: Pitcher's Pivot Foot-MSHSL Rule
Pitchers who use wheelchairs must maintain one rear wheel in contact with Pitcher's Plate.

Section 47: "Play Ball," Make A Play, Initial Play
Art. 1: "Play Ball"-Federation Rule
Art. 2: Make a Play
a. Not Applicable
b. Federation Rule
c. Federation Rule
Art. 3: Initial Play
a. Federation Rule
b. Federation Rule
c. Federation Rule

Section 48: Restricted to the Dugout/Bench Area-Federation Rule

Section 49: Run-Federation Rule

Section 50: Runner, Retired Runner
Art. 1: Federation Rule
Art. 2: Federation Rule

Section 51: Slap Hit-Not Applicable

Section 52: Slide: Legal, Illegal-MSHSL Rule

Penalty: Sliding is illegal and a runner who intentionally slides will be called out with no advancement of other runners on base.

Section 53: Squeeze Play (F.P.)-Not Applicable

Section 54: Starting Players-Federation Rule

MSHSL Rule-Omit- "if the DP/Flex is used in fast pitch"

Section 55: Stolen Base-Not Applicable

Section 56: Strike, Strikeout, Strike Zone

Art. 1: Federation Rule
Art. 2: Federation Rule
Art. 3: (F.P.) – Not Applicable
Art. 4: Federation Rule

Section 57: Substitute, Unreported, Illegal

Art. 1: Substitute-Federation Rule-**MSHSL Rule**- Omit- "the DP when the DP plays defense for the FLEX; or the FLEX when the FLEX plays offense for the DP."
Art. 2: Unreported Substitute-Federation Rule- **MSHSL Rule**-Omit "NOTE:"
Art. 3: Illegal Substitute-Federation Rule- **MSHSL Rule**-Omit- "(F.P.) the FLEX who enters the game as a batter or runner in a different position in the batting order than the DP: or a player who violates the courtesy-runner rule."
Art. 4: Projected Substitute-Federation Rule

Section 58: Team Members-Federation Rule

Section 59: Team Personnel-Federation Rule

Section 60: Three-Foot Running Lane-Federation Rule

Section 61: "Time" or "Time Out"-Federation Rule

Section 62: Time at Bat-Federation Rule

Section 63: Timing Play-Federation Rule

Section 64: Touching-Federation Rule

Section 65: Walk, Intentional Walk (Base on Balls)-Federation Rules

MSHSL Rule:

A substitute runner is the "last out" that was an ambulatory athlete (or may use wheelchair "out" if so, decided by offensive coach). However, the "last out" player is not to be repeatedly used. The order

should be: first last out; second last out; third last out etcetera. If a substitute runner is needed in the 1st inning and no outs are recorded, then you can use any rostered player not already on base. In these situations, you must also rotate the substitute runner and not always use the same one.

Rule 3: Players, Substitutes and Coaches

Section 1: Players, Positions

Art. 1: Team -

MSHSL Rule-Coaches must field all their players, up to ten. That is, a team cannot have players on the bench and not use them and play with less than ten. Each team consists of 7-10 players throughout the game, one of whom must be designated captain. He/she and the coach represent the team in communication with the umpire. A minimum of seven players is necessary to start and finish a game. As per Federation Rules, an 11th player called the Extra Player may be used. That person can be part of your batting roster but only 10 can play in the field.

1. Players using wheelchairs: Teams must play at least two athletes using wheelchairs or one wheelchair and one player using a walker. If the team is short one player using a wheelchair, it must play one player short. Note: A player whose physical condition requires the use of a walker (a device with four bases of support) for mobility will be counted as one of the required players using a wheelchair. Players that use crutches or canes are not counted as a player using a wheelchair.

2. Players using wheelchairs must be independent in management of their wheelchairs, manual or power chairs. No assistance will be allowed whether it is a pusher, a person having remote control, or any other physical assistance.

3. An ambulatory player using a walker to fulfill one of these roles at any point of a given game will not be allowed to enter that game as a non-assistive device user. They may use a wheelchair or walker but cannot play as an otherwise ambulatory player.

4. An ambulatory player using a wheelchair to fill an assistive device position at any point of a given game can continue to play in that same game as an otherwise ambulatory player, when needed.

Art. 2: Federation Rule

Art. 3: Federation Rule

Penalty: Federation Rule

Art. 4: Federation Rule

Art. 5: Federation Rule

Art. 6: Federation Rule

Section 2: Uniforms, Player Equipment

Art. 1: **MSHSL Rule**-Uniforms-

All team members should wear uniforms of the same color and style. A uniform should not have dangerous or reflective buttons or ornaments. Each player shall be numbered on the back of his/her shirt with a plain number of solid color contrasting with the color of the shirt a minimum of 6” in height and in front a minimum of 4” in height.

Art. 2: Not Applicable

Art. 3: Not Applicable

Art. 4: Not Applicable
Art. 5: Not Applicable
Art. 6: Not Applicable
Art. 7:

a. Federation Rule
b. Federation Rule
c. Federation Rule

Art. 8: Federation Rule
Art. 9: Federation Rule
Art. 10: Federation Rule

Penalty: Federation Rule

Art. 11: **MSHSL Rule**--Soft-soled athletic shoes are permitted.
Art. 12: **MSHSL Rule-** Players in the game are prohibited from wearing jewelry.

Penalty: First violation will result in a team warning. The second and subsequent violation will result in the individual being ejected from the game.

Art. 13: Federation Rule
Art. 14: Federation Rule

Penalty-Federation Rule

Section 3: Substituting

Art. 1: Federation Rule
Art. 2: **MSHSL Rule**- Note: A player may be removed as a pitcher and returned as a pitcher only once per inning.

a. Federation Rule
b. Federation Rule
c. Not Applicable
d. Not Applicable
e. Federation Rule-Omit- "if the player is not a courtesy runner."

Art. 3:

a. Federation Rule
b. Federation Rule
c. Federation Rule
d. Federation Rule
e. Federation Rule

Art. 4: Federation Rule-Omit- "courtesy runner"

MSHSL Rule-A substitute runner may be used for a batter who uses crutches, a walker, or wheelchair during the player's turn at bat. The substitute runner must start at a designated line to the right of home plate, the same distance as from home to first base. When contact is made with the ball the substitute runner can advance only to first base. If the runner successfully reaches first base, the batter must replace the pinch runner at first base.

Exception: The wheelchair batter will be awarded one additional base, as is the case with other runners, when a thrown ball is deemed "out of play". (The substitute runner for the wheelchair batter will not be allowed to go further than first base while the ball is still live and in play.)

NOTE: Also see Rule 8, Art. 1

Art. 5: Federation Rule
Art. 6:

a. Not Applicable
b. Not Applicable
c. Not Applicable
d. Not Applicable
e. Not Applicable
f. Not Applicable
g. Not Applicable

Art. 7: Federation Rule-**MSHSL Rule**-A coach may choose to bat their entire roster (all players.) This give you freedom to substitute on defense.

Art. 8: Omit- "(F.P.) if DP/FLEX is used

a. Federation Rule
b. Federation Rule
c. Federation Rule
d. Federation Rule

Art. 9: Federation Rule

Art. 10: Federation Rule

Section 4: Illegal Substitute

Art. 1:

a. Federation Rule
b. Federation Rule
c. Federation Rule

Penalty-Federation Rule

Art. 2:

a. Federation Rule
b. Federation Rule
c. Federation Rule
d. Federation Rule

Penalty-Federation Rule

Art. 3:

a. Federation Rule
b. Federation Rule
c. Federation Rule

Penalties-Federation Rule

Section 5: Coaching

Art. 1: Federation Rule

Penalty-Federation Rule
Note-Federation Rule

Art. 2: Federation Rule

Art. 3: Not Applicable

Penalty-Not Applicable

Art. 4: Federation Rule

Penalty-Federation Rule

Art. 5: Federation Rule

Penalty-Federation Rule
Exception-Federation Rule

Art. 6: Federation Rule
Penalty-Federation Rule
Art. 7: Federation Rule

Section 6: Bench and Field Conduct
Art. 1: Federation Rule
Penalty-Federation Rule-**MSHSL Rule**-Omit 1-6
Art. 2-20: Federation Rule
All Penalties-Federation Rule
All Notes-Federation Rule

Section 7: Charged Conferences
Art. 1: Federation Rule
All Penalties-Federation Rule
All Notes-Federation Rule

Art. 2: Federation Rule
All Penalties-Federation Rule
All Notes-Federation Rule
Art. 3: Federation Rule
All Penalties-Federation Rule
All Notes-Federation Rule

Rule 4: Starting and Ending Game

Section 1: Starting a Game
Art. 1: Federation Rule
Art. 2: Pregame Conference
a. Federation Rule
b. Federation Rule
c. Federation Rule
d. Federation Rule
Art. 3: Ground Rules
a. Federation Rule
b. Federation Rule
c. Federation Rule-Omit- "balls that go over or through a fence"
d. Federation Rule-Omit- "drainpipes"
e. **MSHSL Rule**- "For an unfenced field, imaginary out of bounds lines should be established to define live ball area. The umpire should anticipate such a situation and announce the ground rule in advance."
Art. 4: Federation Rule
Art. 5: Federation Rule
Art. 6: Federation Rule

Section 2: Ending a Game
Art. 1: **MSHSL Rule**- A Regulation Interscholastic Game-Each team must have seven players in its line-up throughout the game.

Art. 2: Federation Rule-**MSHSL Rule**- Power outage
Art. 3: Federation Rule
Art. 4: Federation Rule
Art. 5: Federation Rule
Art. 6: Federation Rule

Section 3: Forfeited Game

Art. 1:

a. The umpire shall determine, if and when a game is to be forfeited due to late arrival.
b. Federation Rule
c. Federation Rule
d. Federation Rule
e. Federation Rule
f. Cannot provide seven players to start a game.
g. The umpire shall determine, if and when a game is to be forfeited-Cannot provide sevem players in the batting order to finish the game. An out is called in that spot of the batting order (7-4-1.) If that player has safely reached base, then the player is put out, scores, or the half-inning ends.
h. Federation Rule

Art. 2: Federation Rule

Section 4: Protested Game-Federation Rule

Rule 5: Dead Ball and Suspension of Play

Section 1: Dead Ball

Art. 1:

a. Federation Rule (Omit 8-1-2b)
   Note: Not Applicable
b. Federation Rule
c. Federation Rule
d. 1-Omit
   2-Federation Rule
   3-Federation Rule
e. Federation Rule
f. 1-Touches a runner
   2-Federation Rule
   3-Federation Rule
   4-Omit
g. 1-Federation Rule
   2-Federation Rule
   3-Federation Rule
   4-Omit
   5-Federation Rule
h. Federation Rule
i. Federation Rule
   Notes: Federation Rule
   a. Federation Rule

b. Federation Rule
c. Federation Rule
d. Federation Rule

j. Federation Rule
k. Federation Rule
l. Not Applicable
m. Federation Rule
n. Not Applicable
o. Federation Rule
p. Federation Rule
q. Federation Rule

Art 2:

a. Not Applicable
b. Federation rule
c. Federation Rule
d. Federation Rule
e. Federation Rule

Art. 3: Federation Rule
Art. 4: Federation Rule

Section 2: Suspension of Play

Art. 1:

a. Federation Rule
b. Federation Rule-**MSHSL Rule**
c. Federation Rule
d. Federation Rule
e. Federation Rule
f. Federation Rule

Art. 2:

a. Federation Rule
b. Federation Rule
c. Federation Rule

Rule 6: Pitching

Sections 1: Pitching-Not Applicable

Sections 2: Pitching-Not Applicable

Sections 3: Pitching-Not Applicable

Section 4: Pitching Regulations (S.P.)

MSHSL Rule: A pitcher who uses a wheelchair must begin with both front wheels behind the pitcher's plate and maintain at least one rea wheel on or behind the plate at the completion of the pitch.

Note: All pitchers, using assistive devices or not, have pitcher fielding rules applied to them. (That is, the ball must be caught.)

Art. 1: Federation Rule

Art. 2: Federation Rule

Art. 3: Federation Rule

Art 4: **MSHSL Rule**: The pitch must be delivered at a moderate speed underhand, with a perceptible arc of at least 3 feet and not more than 6 feet from the point of release. The point of release will be no higher than the pitcher's waist.

Penalty: An illegal pitch shall be called immediately by the umpire both verbally and with the delayed dead ball signal. The batter is awarded a ball even if they swing and miss or foul off the pitch.

Exceptions:

1. If the batter reaches first safely and each other runner advances at least one base, the illegal pitch is nullified, and all action stands.
2. If the batter does not reach first base safely or if any base runner fails to advance at least one base, the coach of the team at bat shall have the option of the result of the pay or the penalty of the illegal pitch.

Art. 5: Federation Rule

Art 6: The catcher must be in and remain "behind the plate" until each pitch reaches home plate or is batted. The pitcher is not considered in legal pitching position unless the catcher is in a legal position behind the plate to receive the pitch.

Penalty: Federation Rule

Art. 7: Federation Rule

Art. 8: Federation Rule

Art. 9: Federation Rule

Art. 10: Federation Rule

Art. 11: Federation Rule

Art. 12: Federation Rule

Art. 13: Federation Rule

Notes: Federation Rule

Penalties: Federation Rule

Section 5: Ball Rotation-Not Applicable

Rule 7: Batting

<u>Section 1: Position and Batting Order</u>

Art 1a: Each Player -

a. The batter must stand or have front wheels of a wheelchair, or walker within the batter's box.
b. The batter must bat in the order to which his/her name appears on the score sheet.

MSHSL Rule:

1.) Batters unable to swing a bat: Switching pitchers for a player unable to swing a bat: If a player is not able to swing a bat, the "player's team's pitcher" pitches to that player, trying to hit the player's bat. If the ball falls in fair territory after hitting the bat, the player advances to first base and play is resumed as normal. Any base runners forced to advance would do so without the defense having the right to make a play on them. Players not forced to advance, cannot. If the ball fails to fall in fair territory after the pitcher has tried to hit the bat in five attempts, the

player is out. The "player's team's pitcher" should be at a minimum of 7' 6" from back tip of home plate. This does not have to be the pitcher used to pitch to the opponents.

2.) Batters able to swing, but unable to hit pitched ball: (a) Use of a batting tee by a batter unable to hit a pitched ball will be allowed. Batters being pitched to by own team's pitcher count toward the number of batters hitting off a batting tee. That combination of batters must not exceed 5 for PI Division. Batters using a tee will be allowed 3 swings to hit the ball into play. Once the ball is put into play off the tee, the batter or substitute runner must reach first base before being put out by the defensive team. Batters needing the use of a tee must be designated prior to the start of the game. Once designated cannot change. Whether a batter hits the tee first or hits the tee at the same time or after hitting the ball is not significant in considering the ball foul or fair. If the ball goes into foul territory, it is considered a foul ball. If the ball goes into fair territory, it is considered a fair ball. If the batter hits only the tee, it is a strike.

Penalty: After one team warning batters hitting off a tee without prior designation will be called out and ejected.

3.) Batters able to hit a pitched ball follow the standard batting requirements as defined in Federation Rules.

4.) For all batting situations -- the defensive team must be positioned in the following manner:

* the defensive pitcher must be in contact with both feet on the 25-foot pitching "rubber" for a batter hitting off a batting tee. When pitching to a batter, the defensive pitcher must have one foot on the "rubber".
* 1st, 2nd and 3rd base defensive players must be within 6 feet of their respective bases. The short stop must be positioned behind the base path.
* outfielders must be positioned at least 6 feet behind the base paths.
* the catcher must be behind the batting tee/home plate.

If violation of defensive position, players are first warned, subsequent violations, (same at bat) then batter is awarded first base.

Art. 2: Federation Rule

Penalties:

1-Federation Rule
2-Federation Rule
3-Federation Rule
4-Federation Rule
5-Federation Rule
6-Federation Rule

Section 2: Strikes, Balls and Hits

Art. 1:

a. Federation Rule
b. Federation Rule
c. Federation Rule
d. Federation Rule-**MSHSL Rule-**Omit- “or a foul from an attempted bunt (F.P.)
e. Federation Rule
f. Federation Rule
g. Federation Rule
h. Federation Rule
i. Federation Rule

Art. 2a: A pitched ball that hits the batter will be called a ball, providing the pitch is not in the strike zone.

Effect: Federation Rule

Art. 3: Federation Rule-**MSHSL Rule-**Omit- **"**Which may be a bunt in (F.P.),” (2-8)

Exception: Foul Trip

Section 3: Batting Infractions

Art. 1: Federation Rule

Penalty: Federation Rule-**MSHSL Rule**- “When the pitcher is on the pitching plate and ready to deliver the pitch,”

Effects:

1-Federation Rule

2-Federation Rule

Art. 2:**–**Federation Rule

Penalty: Federation Rule

Section 4: A Batter is out:

Art. 1: Federation Rule

Art. 2: Federation Rule

Penalty: Federation Rule

Art. 3: Federation Rule

Penalty: Federation Rule

Art. 4: Federation Rule

Penalty: Federation Rule

Art. 5: Not Applicable

Art. 6: Federation Rule-**MSHSL Rule**-A third strike foul tip must be caught per adapted rules for the batter to be out.

Art. 7: Not Applicable

Note: Not Applicable

Art. 8: Federation Rule-**MSHSL Rule-**Hit the ball fair or foul while either foot is touching the ground completely outside the lines of the batter’s box.

Note: Umpires should ignore this if violation is not considered an attempt to gain an advantage and circumvent the spirit of the rule.

Art. 9: Not Applicable

Art. 10: Federation Rule

Art. 11: Federation Rule

Penalty: Federation Rule-Omit-#9

Art. 12: Federation Rule

Penalty: Federation Rule

Art. 13: Federation Rule

Exception: Federation Rule

Art. 14: Federation Rule-**MSHSL Rule-**

A third strike foul tip must be caught per adapted rules (touched above the waist) for the batter to be out.

A batter is out when: For throwing the bat, first time the entire team is warned. Second and successive times, the batter is called out with no baserunners allowed to advance.

Note: Federation Rule

Penalty: Federation Rule

For batters hitting off a tee: If the ball goes foul, it is considered a foul ball. If the ball goes fair, it is considered a fair ball. It does not matter if the bat hits the tee first or at the same time as hitting the ball. What does matter is where the ball travels.

Section 5: On-Deck Batter

Art. 1: Not Applicable

Art. 2: Federation Rule

Art. 3:

a. Federation Rule
b. Federation Rule

Art. 4: Federation Rule

Penalty:
1-Federation Rule
2-Federation Rule

Rule 8: Batter-Runner and Runner

Section 1: Batting Infractions

Art. 1:

a. Federation Rule
b. Not Applicable
c. Federation Rule

   Effects:
   1. Not Applicable
   2. Federation Rule

d. Federation Rule

   Effects:
   1. Not Applicable
   2. Federation Rule
   3. Federation Rule

e. 1-Federation Rule
   2-Not Applicable

   Penalty: Federation Rule-**MSHSL Rule**-Omit "The runner would be awarded the base on the attempted steal or squeeze."

f. A substitute runner can be used for a batter who uses an assistive device, or a wheelchair. That runner is the "last out" ambulatory player (or wheelchair player out if so, decided by offensive coach). See also Rule 3, Section 1. *However, the "last out" player is not to be repeatedly used*. The order should be: first last out; second last out; third last out, etcetera. If a substitute runner is needed in the 1st inning and no outs are recorded, then you, are able to use any rostered player not already on base. In these situations, you must also rotate the substitute runner and not always use the same one.

   Exceptions must be approved by the MAAA Eligibility Committee. Team representative needs to provide a written statement and a video of the athlete demonstrating a need for the exception to the rules. A committee will retain the tape and may be used to compare with the skill of the

athlete in game situations. Players displaying "improved" skills may lose their exception or special modification status.

Penalty: For not reporting prior to the start of the game, the batter is out, and the substitute shall be ejected.

This substitute runner is not subject to other substitution rules.

g. For a base runner who uses a wheelchair, or other assistive device, the distance between bases is shortened by 10 feet. After contact is made with a pitched ball or the ball off the tee, the batter, to be safe, must reach the extended first base area before a fielder, is able to put out the batter-runner. Coaches may petition MAAA Eligibility Committee to have other players with severe mobility problems to be allowed use of shortened base patterns.

   Exceptions must be approved by the MAAA Eligibility Committee. Team representative needs to provide a written statement and a video of the athlete demonstrating a need for the exception to the rules. A committee will retain the tape and may be used to compare with the skill of the athlete in game situations. Players displaying "improved" skills may lose their exception or special modification status.

h. Base runners who use an assistive device or wheelchairs from first to second, second to third, and third to home must move from each extended base area to the next before being put out in each subsequent play. Wheelchair users will be considered as regular base runner in all other ways and must have their bodies (not wheelchair) tagged.

   An immobile designated player may be replaced by the "last out" ambulatory (or wheelchair player if chosen by the offensive coach) player. Immobile means player cannot move by him or herself.

   Effects:

   1. Not Applicable
   2. Federation Rule
   3. Federation Rule
   4. Federation Rule

      b. Not Applicable

      c. Not Applicable

   Penalty:

   1. Not Applicable
   2. Federation Rule

Section 2: Batter-Runner is Out

Art. 1: Not Applicable

Art. 2: Federation Rule

Art. 3: Federation Rule

Effects:

1. Not Applicable
2. The ball is in play
3. The ball is in play

Art. 4: Federation Rule-Omit “a hit batter (F.P.), a dropped third strike (F.P.)”

Exception: Federation Rule, Omit- “or on a hit batter who is injured (F.P.)”

Art. 5: Federation Rule

Penalty: Federation Rule
Art. 6: Federation Rule
Art. 7: Federation Rule- Omit- "or, (F.P.), interferes with a dropped third strike."
Art. 8: Federation Rule
Penalty: Federation Rule
Art. 9: Not Applicable
Art. 10: Federation Rule-Omit- "or a bunt"
Penalty: Federation Rule
Art. 11: Federation Rule
Penalty: Federation Rule
Art. 12: Federation Rule
Penalty: Federation Rule

Section 3: Touching Bases in Legal Order
Art. 1: Federation Rule
Art. 2: Federation Rule
Exception: Federation Rule
Effect: Federation Rule
Art. 3: Federation Rule
Art. 4: Federation Rule
Art. 5: Federation Rule
Effect: Federation Rule
Art. 6: Federation Rule
Penalty: Federation Rule
Art. 7: Federation Rule
Effect: Federation Rule
Art. 8: Federation Rule
Art. 9: Federation Rule
Art. 10: Federation Rule
Art. 11: Federation Rule

Section 4: Runners Entitled to Advance
Art. 1:
a. Not Applicable
b. Federation Rule
c. Federation Rule
d. Federation Rule-Omit- "or a foul from an attempted bunt (F.P.)
e. Federation Rule
f. Federation Rule
g. Federation Rule
Effect: Art. 1-Federation Rule
Art. 2: Federation Rule
Art. 3:
a. Federation Rule
b. Federation Rule
Effect: Not Applicable
Penalty: (Art. 3b)-Federation Rule

Exceptions:

1. Federation Rule
2. Federation Rule
3. Federation Rule
4. Federation Rule
5. Federation Rule
6. Federation Rule

c. Not Applicable

Penalty: (Art.3c)-Not Applicable

d. Not Applicable

Penalty: (Art.3e)-Federation Rule-Omit- "(F.P.) may advance farther on their own risk."

e. Federation Rule

Penalty: (Art.3f)-Federation Rule

Exceptions:

1. Federation Rule
2. Federation Rule
3. Federation Rule
4. Federation Rule

f. Not Applicable

g. Federation Rules-Omit- "ball bounces over or rolls under or through a fence"

Penalty: (Art.3g)-Federation Rule

h. Federation Rule

Penalty: (Art.3h)-Federation Rule

i. Federation Rule

Penalty: (Art.3i)-Federation Rule

j. Federation Rule

k. Federation Rule

Penalty: (Art.3j, 3k)-Federation Rule

Section 5: Runner Must Return to Her/His Base

Art. 1: Federation Rule
Art. 2: Federation Rule
Art. 3: Federation Rule
Art. 4: Not Applicable
Art. 5: Not Applicable
Art. 6: Not Applicable

Penalty:

1. Federation Rule
2. Federation Rule
3. Federation Rule
4. Federation Rule
5. Federation Rule

Art. 7: Federation Rule

Effect: Federation Rule

Art. 8: Federation Rule

Section 6: Runner is Out

Art. 1: Federation Rule
Art. 2: Federation Rule
Art. 3: Federation Rule
Art. 4: Federation Rule
Art. 5: Federation Rule

Penalty:

1. Federation Rule
2. Federation Rule
3. Federation Rule
4. Federation Rule
5. Federation Rule

Art. 6: Federation Rule
Art. 7: Federation Rule
Art. 8: Federation Rule

Penalty:

6. Federation Rule
7. Federation Rule
8. Federation Rule

Art. 9: Not Applicable-No sliding in Adapted
Art. 10:

a. Federation Rule
b. Federation Rule
c. Federation Rule
d. Federation Rule

Note: Federation Rule

Art. 11: Federation Rule
Art. 12: Federation Rule
Art. 13: Not Applicable-No sliding in Adapted
Art. 14: Federation Rule

Penalty: (Arts. 10-12 & 14)-Federation Rule-Omit "A bunt attempt with two strikes on a batter (F.P.) the batter is out.

Art. 15: Federation Rule

Penalty: Federation Rule

Art. 16:

a. Federation Rule
b. Federation Rule
c. Federation Rule
d. Federation Rule

Penalty: Federation Rule

Art. 17: Federation Rule

Penalty: Federation Rule

Art. 18: Not Applicable

Penalty: Not Applicable

Art. 19: Federation Rule
Art. 20: Federation Rule

Art. 21: Federation Rule

Section 7: (F.P.) Look Back Rule-Not Applicable

Section 8: Runner is not Out
Art. 1: Federation Rule
Art. 2: Federation Rule
Art. 3: Federation Rule
Art. 4: Federation Rule
Art. 5: Federation Rule
Art. 6: Federation Rule
Art. 7: Federation Rule
Art. 8: Federation Rule
Art. 9: Federation Rule
Art. 10: Federation Rule
Effect: Federation Rule
Art. 11: Not Applicable
Art. 12: Federation Rule
Art. 13: Federation Rule
Art. 14: Not Applicable- Not sliding in Adapted
Art. 15:
a. Federation Rule
b. Federation Rule
c. Federation Rule
Penalty: Federation Rule
Art. 16: Federation Rule
Art. 17: Federation Rule

Section 9: Courtesy Runners-MSHSL Rule
There is no provision for courtesy runners for catcher and/or pitcher. There are no courtesy or substitute runners in the CI Division of adapted softball.

Section 10: Double First Base (State Association Adoption)
Art. 1: The defense must use the inside base, and the batter-runner the outside base when a play is being made on the batter-runner.
Penalty: Federation Rule-**MSHSL Rule-**
1-Replace "white base' with "inside base"
2-Replace "white portion" with "inside base"
3-Replace "colored portion with "outside base"
Art. 2:
a. Federation Rule-Replace "inside base" for white portion and "outside base" for colored portion"
b. Federation Rule-Replace "inside base" for white portion and "outside base" for "colored portion"
c. Federation Rule-Replace "inside base" for white portion and "outside base" for "colored portion"
Art. 3:
a. Federation Rule

b. Federation Rule
c. Not Applicable
d. Federation Rule

Rule 9: Scoring - Record Keeping

Section 1: How a Team Scores-Federation Rule

Section 2: Recording Game Activities-Federation Rule

Section 3: Player's Batting Record

Art. 1: Federation Rule
Notes: Federation Rule
Art. 2: Federation Rule
Notes: Federation Rule
Art. 3: Federation Rule
Notes: Federation Rule
Art. 4: Not Applicable
Art. 5: Federation Rule
a. Federation Rule
b. Federation Rule
c. Federation Rule
d. Federation Rule
e. Federation Rule
Exception: Federation Rule
Art. 6: Federation Rule

Section 4: Player's Base Running Record-Not Applicable

Section 5: Player's Fielding Record

Art. 1: Federation Rule
Art. 2: Federation Rule
Exception:
1-Federation Rule-Omit- "for bunting on third strike (F.P.)
2-Not Applicable
3-Federation Rule

Art. 3: Federation Rule
Note: Federation Rule
Art. 4: Federation Rule
Art. 5: Federation Rule
Exception: Federation Rule

Section 6: Pitcher's Record

Art. 1: Not Applicable
Note: Not Applicable
Art. 2: Federation Rule-Omit- "batters being hit by a pitch (F.P.),"

Art. 3: Federation Rule-Omit- “a batter (F.P.), or a wild pitch (even when the wild pitch is a third strike F.P.)”
Art. 4: Federation Rule-Omit- “even though the batter might reach first base because the third strike is a wild pitch (F.P.) or is not caught (F.P.) (2-56-2). It is also a strikeout if an attempted third strike bunt (F.P.) is an uncaught foul.
Art. 5: Federation Rule
Art. 6: Federation Rule
Note: Federation Rule
Art. 7: Federation Rule
Note: Federation Rule

Section 7: General Summary
Art. 1:
a. Federation Rule
b. Not Applicable
c. Federation Rule
d. Federation Rule
e. Not Applicable
f. Not Applicable
g. Federation Rule
h. Federation Rule
i. Federation Rule
j. Federation Rule
k. Not Applicable
l. Federation Rule
Art. 2:
a. Federation Rule
b. Federation Rule
c. Federation Rule
d. Federation Rule
e. Federation Rule
f. Federation Rule

Rule 10: Umpiring
Section 1: General
Art. 1: Game officials include the plate umpire for CI, and the plate umpire and a base umpire for PI. Any umpire has the authority to order a player, coach or bench personnel to do or refrain from doing anything which affects the administering of these rules, and to enforce prescribed penalties. The rules committee strongly recommends there be at least two umpires for PI.

Art. 2: Federation Rule
Note: Federation Rule
Art. 3: Federation Rule
Art. 4: Federation Rule
Note: Federation Rule
Art. 5: Federation Rule
Art. 6: Federation Rule
Note: Federation Rule

Section 2: Plate Umpire-Federation Rule

Section 3: Field Umpire- PI-Federation Rule

Section 4: Equipment and Apparel

Art. 1: Not Applicable

Art. 2: The proper uniform for an umpire consist of a powder blue shirt, (pullover or button style), navy blue shorts, black socks,and black shoes. IF an undershirt is worn under the powder blue shirt, it shall be white and short sleeved. Optional items include, navy jacket, hat, and gray ball bag, worn by plate umpire.

Art. 3: Federation Rule

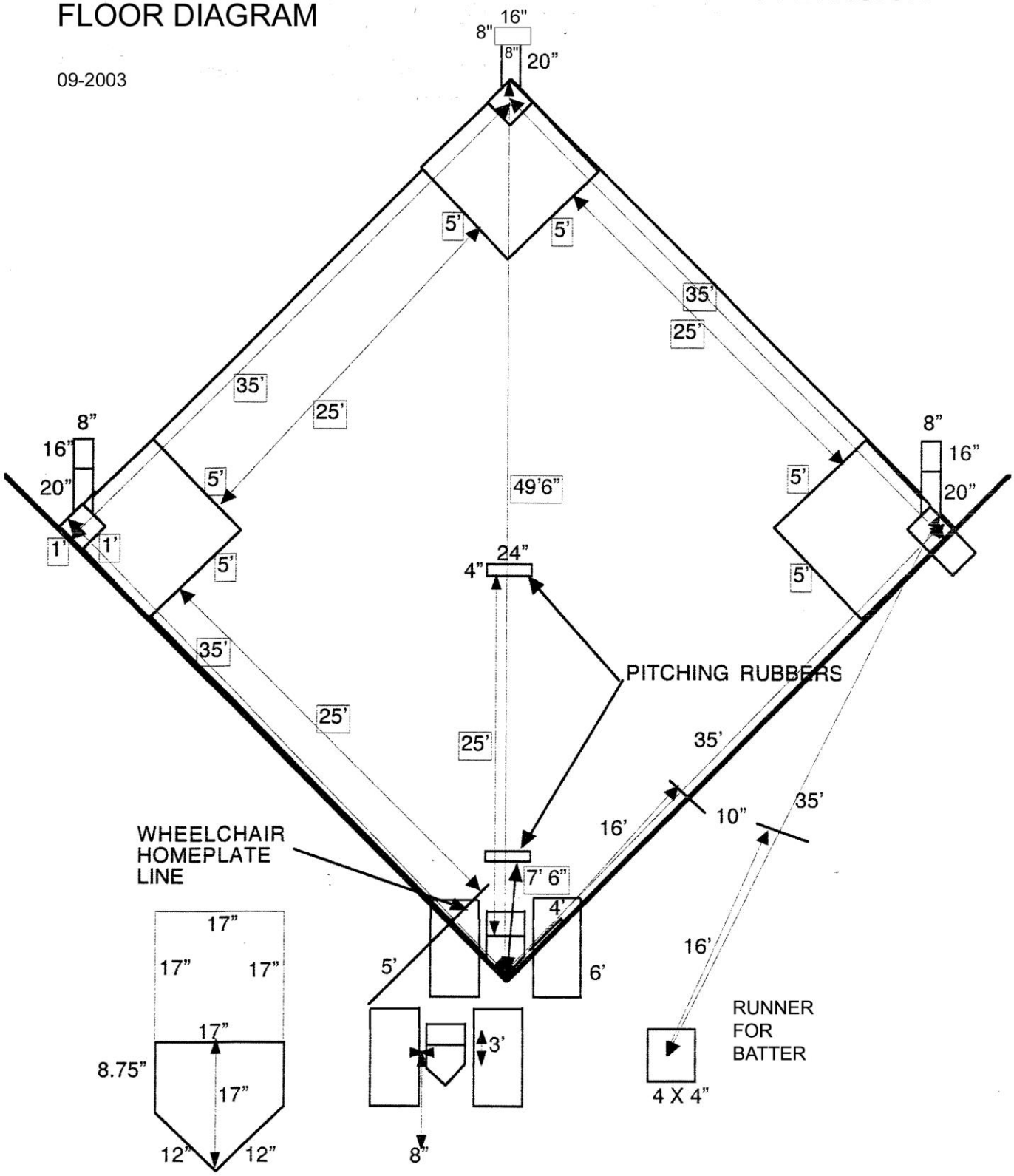
Points of Emphasis

- A ball that hits the ceiling and lands in foul territory is a FOUL BALL and, if caught, is an out. Balls hitting the wall and caught will NOT be ruled an out.
- Rule 8, Section 9 states there are no provisions for courtesy or substitute runners.
- One base on an overthrow that goes into a dead ball area.
- Remember the difference in the foul ball for players hitting from a tee. If batter hits the tee, it is a foul no matter where the ball goes. If batter hits tee and the ball, play ball where it goes fair or foul.
- Pitchers must have at least one foot on the rubber at the start of the pitching motion. Reminder that the pitcher must have both feet on the rubber when batter is hitting from tee.
- Read Rule 6 regarding "ARC" of ball…it is specific enough. It is legal to use a reverse spin on a pitched ball. Speed should be the determining factor.it dictates arc.
- Coaches may call "time out" but keep it to a minimum.
- If an illegal pitch is called, the ball is dead, and it is called a "ball", even if batter hits the ball.
- Remind base coaches they cannot touch runners – i.e. to stop them as they go by to next base.

ADAPTED SOFTBALL FLOOR DIAGRAM

PI DIVISION

09-2003



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