

2009 ASA/NCAA/NFHS Rule Differences

ASA Rule	REF	NCAA Rule	REF	NFHS Rule	REF
Definition Rule 1					
Charged Conference:					
Definition of a Charged Conference: When a team representative requests a suspension of play or delays the game for the purpose of delivering a message to another team member, unless the pitcher is removed from the pitching position.	1	One charged conference per inning. One additional conference is permissible to change pitchers that have not pitched that inning.	6-11a	A charged conference is when the coach or dugout/bench personnel requests and is granted a time-out to meet with offensive or defensive personnel. Each team, when on defense, may be granted not more than three charged conferences without penalty during a seven inning game to permit coaches or their representatives to confer with a defensive player or players.	2-14-1; 3-7-1
Bunt Attempt:					
A pitched ball that is intentionally tapped with the bat, slowly, within the infield.	1	A legally batted ball not swung at but intentionally tapped with the bat.	1-18	A bunt is a legally batted ball not swung at but intentionally tapped with the bat. An attempted bunt is any non-swinging movement of the bat intended to tap the ball into play. Holding the bat in the strike zone is considered a bunt attempt. In order to take a pitch, the bat must be withdrawn – pulled backward and away from the ball.	2-8-1
					2-8-2
Strike zone					

Arm pits and top of the knees any part of the ball	1	The area over home plate between the bottom of the batter's sternum and the top of her knees. The top of the ball must be in the horizontal plain and either side of the ball in the vertical plain of the strike zone...	11-3a	same as ASA	2-56-3
A catch and carry is a ball caught in live ball territory and carried into dead ball territory. A ball caught or touched by a fielder that is in dead ball territory is a dead ball	1	Same as ASA same except a ball touched by a player while in dead ball territory is considered a catch and carry	6-9b, 12-13 note 3	same as ASA	8-4-3f
To be a catch a fielder must have both feet back in live ball territory or one in live ball territory and one in the air	1	Same as ASA	9-1c	must reestablish and have both feet in live territory to be a catch	5-1-1i(d)
ASA no such rule		The Pitcher's Lane: The area to which the pitcher is restricted when pitching.	1.93 also affects 2.15,2.19, 10.4.1, Appendix A	same as ASA	
Playing Field Rule 2					
Pitcher's plate Distance is 40' except in 18 U A , 18U Gold and Women's it is 43'	2-1	43'	2	40'	1-2-3

Erasing the lines carries no penalty in ASA		Strike on the batter if the offense intentionally removes the lines and ball if the defense does the same. Coaches who remove any line shall receive a warning then an ejection on the second offense.	2-15b, 11-2c	Same as NCAA with the exception that after an occurrence a team warning is issued and the next violation is a ball / strike and the offender and coach restricted to the dugout.	3-6-17
EQUIPMENT Rule 3					
Accessories NO RULE		Describes accessories and how to be worn. Uniforms, accessories and equipment including batting gloves that must be worn, carried in the hands or put out of sight in the pockets must be worn properly.	3	No such rule	
Ball white or optic yellow with ASA logo	3-3-A	NO certification mark requirement and must be optic yellow	3-1	NFHS certification mark white or yellow can be used	1-3-3; 1-3-8
Only softballs which bear an ASA approved certification mark signifying compliance with the Ball COR and Ball Compression limitations then in effect, and which satisfy all other applicable provisions of Rule 3, Section 3 will be allowed for use in ASA Championship Play.	3-3-A	Effective July 2009, the maximum dynamic stiffnness: 7500 pounds.	Effective July 2009, the maximum dynamic stiffnness: 7500 pounds.	Effective January 1, 2010, the dynamic stiffnness of softballs shall not exceed 7,500 pounds/inch when tested under current proposed ASTM test methods.	1-3-3

Bat Standards - Must have the 2000 or 2004 ASA Certification Mark and not be on the ASA non-approved bat list (ASA website) or must in the sole opinion of the umpire manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.	3-1-A	Shall be marked OFFICIAL SOFTBALL by the manufacturer. Shall bear the permanent ASA 2004 certification seal and not be listed on the Non-Approved bat list on the NCAA Web Site, (NCAA.org)	3-2-a15	All bats shall meet the 2004 ASA bat performance Standard, bear either the 2000 or 2004 ASA certification mark and not be listed on the ASA Non-Approved bat list as found on www.asasoftball.org.	1-5-#4
Bat - Safety knob distance to be .375 in.	3-1 H, I	Must have a safety knob of a minimum of 1/4 inch at 90 degree angle from the handle.	3-2a12	Knob shall be securely fastened. Devices, attachments or wrappings that cause handle to become flush with knob are not permitted	1-5-#2
The bat shall be free of burrs, DENTS and visible cracks.	3-1-F	The bat shall be free of dents or flat spots that prohibit the bat ring from passing over the length of the bat. The bat ring must slide over the barrel of the bat without significant force.	3-2-14	Bats that are broken, cracked, dented, altered or that deface the ball are illegal	
Warm up - Only attachments listed on ASA Web site permitted	3-2E	Attachments not allowed	3-3	All attachments used must be commercially manufactured specifically for a softball bat, and securely fastened	1-5-#9
The Official Bat shall be of one piece construction, multi-piece permanently assembled or two piece interchangeable construction. If the bat is designed with interchangeable components it must meet the	3-1-K	The official bat shall meet all standards as described in rule 3.2.1.1 through 3.2.1.15	3-2-1-1	All bats shall meet the 2004 ASA Bat performance standard, bear either the 2000 or 2004 ASA certification mark, and not be on the ASA Non-Approved list as found on www.asasoftball.org .	1-5-1
			through		through 9
			3-2-1-15		

following criteria: 1. Mating components must have a unique locking key to prevent uncertified equipment combinations on the field. 2. All component combinations must meet the one piece bat rules. 3. Manufacturer must demonstrate that the interchangeable bat fails in a

Catchers mask - JO: must be worn with helmet that has double ear flaps, body protector, and shin guards. Adult - Mask only.	3-5A, C	Same as ASA JO, but no mention of ear flaps	3-5, 3-8b	Same as ASA JO with NOCSAE approval stamp	1-7-1
Glove/mitt - may be worn by any defensive player and must meet dimensional requirements.	3-4	Catcher may wear a glove / mitt of any dimension. First baseman can wear a mitt but must meet dimensional requirements	3-7a	Catcher can wear a glove or mitt of any dimension. Defensive fielders can wear either a glove or mitt but meet the dimensional requirements.	1-4-3
Pitcher's Glove - may be one solid color or multicolor as long as one of the colors is not the color of the ball used in the game played.	3-4	Any player's glove May not be the color of the ball. May be tan, brown, gray, black, or any combination thereof. Lacing may not be the color of the ball.	3-7	Any player's glove can be a maximum of two colors not distracting. May not be gray, white or optic yellow.	1-4-2
Helmet - Must be NOCSAE approved with a NOCSAE approved face mask/guard with visible NOCSAE stamp. Chin strip required. No mention of color.	3-5E	All team members must use the same color, with NOCSAE and warning label legible. No mention of a face mask/guard.	3-8a, d	No mention of color. NOCSAE label and warning label must be visible. Face mask/guard must have NOCSAE label permanently attached, "Meets NOCSAE Standards." Chin strap not required.	1-6-6 & 8

Player acting as coach must wear a helmet	3-5E1	A student-athlete in a coaching box is required to wear a batting helmet whenever the ball is live from the first pitch of an inning to the last out of that inning. EFFECT: If an umpire observes a student-athlete in the coaching box without a batting helmet, the umpire shall direct the student-athlete to wear one without penalty. Failure to do so when directed by the umpire shall result in ejection of that student-athlete	Rule 3.8 (new) 4 (also effects 4.3 Base Coach, Note 2.)	Mandatory, if not worn issue warning, next offender and head coach are restricted to the dugout.	3-6-1
Removing helmet intentionally when ball is live is an out. Use discretion as to the intent of the rule concerning player safety.	3-5E	Intentionally removing helmet while ball is live, player is out. No mention of "safety."	3-8-a	If removed intentionally warning issued, next offender and head coach restricted to the dugout.	3-6-1
Helmets worn by the defense must be like in color to the defensive team's hats.	3-5E	If more than one defensive player wears a helmet, must be same color. If pitcher wears helmet, must be a non-glossy finish.	3-8c	Shall have a non-glare outer surface	1-8-4
Jewelry judged dangerous by umpire must be removed. Religious or medical alert bracelets may be worn but must be taped to the body.	3-6F	Wearing of jewelry is not prohibited.	no rule	Players prohibited from wearing jewelry. 1st offense a team warning and jewelry must be removed. Next offender and head coach restricted to dug/out bench area.	3-2-12

Players wearing metal cleats after being warned by the umpire not to do so shall be ejected.	3-6G Effect	Rectangular metal spikes allowed.	3-9	Players are permitted to wear metal cleats.	3-2-11
No rule on metal toe plate.	No rule	Pitching toe plate allowed.	3-9	Metal toe plates are permissible	3-2-11
Competing Teams' uniforms must contrast.	No rule	Competing teams must wear contrasting jerseys.	3-10d	Same as ASA.	No rule
Teams may wear shorts and/or pants as long as they are like in color. They may be mixed.	3-6	May wear shorts or pants but all players on the same team must be attired in the same way. Mixing is not permitted.	3-10g	Same as NCAA	3-2-1
Uniform numbers - example 0 and 00 are not the same number. Players may not wear the same number, whether in the game or not.	3-6D	Players on the same team may not wear the same number. Zero and 00, 1 and 01, 2 and 02, etc., are considered the same number.	3-10d	0 and 00 or 03 and 3 are considered the same number	3-2-2
Prior to the start of the game, coach must verify that players are properly equipped.	No Rule	same as ASA	No Rule	At pre-game meeting head coaches are required to verify to the plate umpire that all players are properly equipped.	3-5-1
Headwear may be mixed and is optional but must be the same color and worn properly	3-6A	Same as ASA, except color need only be the same predominate color. Nothing said about headbands.	3-10c	Same as ASA, except head ban must be one piece and a solid color.	3-2-5
Knee pads	No Rule	If worn must all be the same color	3-10e	same as ASA	No rule

Sleeves and undershirts - May be worn, but If worn by more than one player must be like in color and length.	3-6C	Must be like in color, and a solid color. Style and length may vary.	3-10h	For individual players, uniform sleeve lengths may vary. However, sleeves of each individual player shall be approximately the same length and shall not be ragged, frayed or slit. The color must be school colors or black, white or gray, but all the same color.	3-2-#7
Sleeves and straps of the uniform jersey may be adjusted with or without tie-ups; however, the uniform number must remain visible.	3-6	Securing the sleeves to simulate a sleeveless jersey is considered wearing the uniform improperly.	3-10d	Same as ASA	3-2-#10
Coaches must be neatly attired or dressed in the team uniform colors	4-7B	Coaches must be neatly dressed in professional coaching attire. Base coaches do not have to be identically dressed.	3-10a	If in live ball area, coaches must be attired in school uniform or jersey/coaching shirts with coaching shorts/slacks or warm-up suites in school colors or khaki, black, white or gray. Cut-offs and jeans are prohibited.	3-5-#3
Electronic equipment is not allowed on the playing field. Penalty: ejection.	4-7C5	Non-uniform team personnel (including players) May be outside allowed team areas to video tape and chart pitches, or keep score but are then ineligible for the game and may not deliver information to the dugout. Cell phones and pagers are not allowed on the playing field, but may be used in the	3-6	Electronic communication devices, television monitors and/or replay equipment shall not be used for coaching purposes during the course of the game.	3-2-6; 3-2-7

		dugout for purposes other than team communications			
Players, coaches, and substitutes Rule 4					
Line-up cards should contain all starters and available substitutes. They shall contain first and last names and uniform numbers. Substitutes and eligible roster members may be added any time during the game. If a name or number is incorrect, it can be corrected without penalty.	4-1A 1-2	All eligible subs must be listed otherwise they would be an illegal player. If the name or number is incorrect, it may be corrected before it becomes official. Once it is official it is considered an inaccurate line-up and is handled as an appeal play. If appealed, omitting the first name makes the line-up inaccurate, omitting the last name makes the player ineligible	1-63, 5-5, 5-6B, 8-3d-1c	Same as ASA	3-1-3
First and last name must be listed	4-1A	Same as ASA	5-6	Last name only required	3-1-3
A Fast Pitch game may begin or continue with 8 players. If an available player shows up, they must be inserted into the line-up or become ineligible. If a player is disqualified or injured while on base and there are no available substitutes a forfeit will be declared	4-1D	Must have at least 9 players in the line-up at all times.	8-1a	Must start with at least 9 players but can continue with 8 players. If the player leaving the game is on base, the most recent batter not on base can run for her. Can go back to 9 plays when an available player arrives.	3-1-1; 3-3-8d; 4-3-1g

<p>Players are officially in the game when they are reported to the plate umpire.</p>	<p>4-6-B</p>	<p>Substitutes shall be considered officially in the game when reported to and accepted by the plate umpire, recorded on the official line up card and the substitute is announced to the opposing coach, scorekeepers, the official scorer and the public address announcer. Note: it is the responsibility of both the reporting coach and the plate umpire to ensure the substitution is recorded on the line-up card as stated by the coach.</p>	<p>8-5-1-8</p>	<p>Players are officially in the game when reported to the home plate umpire or when the ball is made live if not reported</p>	<p>3-3-3</p>
<p>A Pitcher can return to pitch in the same inning as long as they have not been removed for being over the limit of charged conferences. Warm up pitches are not allowed.</p>	<p>5-7-5, 6-9</p>	<p>A pitcher is considered in the game when rule 8-5-1-8 has been satisfied and when she throws a warm up pitch or a pitch to the first batter she faces if warm-ups are not applicable.</p>	<p>8-5-2-4</p>	<p>A Pitcher may be removed and return to pitch only once per inning. A pitcher returning in the same half inning will not be granted any warm-up pitches.</p>	<p>3-3-2 Note; 6-2-5 Note 1</p>

An unreported substitute on offense is handled as a protest. After a pitch, legal or illegal, all play stands, with one exception: If the unreported substitute reaches 1B and is discovered before a pitch, legal or illegal, the player is called out and all runners return to the last base touched before the batted ball. Remove the penalty of disqualification from the Substitution Rule.	4-6-C1-9	Handled as an appeal. Penalty if not reported to the plate umpire.	7-1-a4, 8-3C	An appeal or protest not required as an umpire can take action if they notice. A warning will be issued to the coach. Next offender on that team and the head coach will be restricted to the dugout for the remainder of the game.	3-6-7
Starters and substitutes can reenter one time	4-5	Substitutes can not reenter	8-6	same as ASA	3-3-5
Injured player: if the umpire feels they need immediate attention, call the ball dead and award bases that would have been reached.	4-10	Wait until all play has ceased unless the injured player needs to be protected, if so call dead ball.	15-10B36-11-a1-ex2d	The umpire may call "time" if they feel the safety of a player is in jeopardy and use their judgment on where runners should be placed.	10-2-3g 10.2.3 Sit H

An unreported substitute on Defense is handled as a protest. If protested before a pitch, legal or illegal, or a play made there is no penalty. If the unreported substitute on defense makes a play and is protested before the next pitch, legal or illegal, the offense has the opportunity to take the result of the play or have the batter return to bat and assume the ball strike count.. After a pitch all play stands.	4-6-C 7-9	Same as ASA	8-3d2	Play is nullified if appealed before the next pitch even if the defense has left the field.	3-4-2
Illegal pitcher discovered pitching is disqualified and all play stands.	4-6-F-1	Pitcher is ejected. Offense given the option to nullify the play or take result of the play. If a pitch is thrown all play stands	8-3-d2-d	Player restricted to the dugout. If involved with a play the offense has the option to take the result of the play or nullify the play	3-4-3
Flex batting for someone other than the DP is an illegal batter and the player is disqualified and replaced by a legal substitute and the balance of the penalty of an unreported substitute applies.	4-6-F2 EFFECT	Illegal player, same as ASA and follows the penalty of the illegal substitute.	8-3d, 8-2 flex	When discovered called out and restricted to the dugout.	2-57-3; 3-3-6g, 3-4
Flex runs for someone other than the DP, illegal runner and the runner is disqualified and replaced by a legal substitute and all other penalties of an unreported substitute apply.	4-6-F3 EFFECT	Illegal player and follows the penalty for an illegal substitute.	8-3d, 8-2 flex	When discovered called out and restricted to the dugout.	3-3-6g, 3-4

Disqualified or ejected participant; a player can be disqualified or ejected and a coach can only be ejected. Disqualified players can stay in the team area and can coach but not play. If found playing it is a forfeit. An ejected player or coach must leave the playing grounds.	4-8-a&b	Has no disqualified player rule, only ejection. Players may remain in the dugout but can not communicate with opponents or umpires. If they do the game is forfeited. Ejected non- playing personnel must leave the playing field and can not communicate with their team or umpires.	13-1, 13-1d, 13-1C	Has no disqualification only ejections. Player may stay in the dugout. Coaches must leave the vicinity and can have no further contact with their teams. NFHS has a "restricted" penalty which is basically the same as the ASA disqualification.	3-6-#20
An ejected participant discovered participating in the game is grounds for a forfeit.	4-8B	Same as ASA	6-19a9	no mention of penalty	no rule
American disabilities act allows disabled persons to play.	4-2-A-H	No such rule	no rule	No such rule	no rule
The Game Rule 5					
A teams fails to appear, it is a forfeit.	5-4-B	Do not declare a forfeit	6-20-1	Falls under State jurisdiction	4-3-1a
ASA no such rule		When the catcher requests time to speak to the pitcher, base runners may not abandon the vicinity of their bases without it being a charged offensive conference. Note: if either team is charged with a conference, base runners are no longer restricted to the area near their bases.	6-11-2 (new) 2.	Same as ASA	

ASA no such rule	no rule	To make an offensive line up change provided the umpire is informed that the change will be made prior to any consulting with player(s) or team personnel and provided the team is ready to resume play when the umpire has completed recording and announcing the substitution.	6-11-2-1-2a Exception:	Same as ASA	no rule
Team huddles - not covered by rules.	No rule	Same as ASA.	No rule	Team huddles are not permitted on the field while the other team is throwing the ball around between innings.	POE #3
If a team fails to continue to play after the game has begun.	Forfeited game 5 4-d	If after the game has begun, one side refuses to continue to play, Exception: A team's travel exception shall be communicated before the start of the game.	Forfeited Game: Rule 6-19-1-2	Same as ASA	4-3-1-d
Time limits are set for different age groups and different championships. 10U pool play 1 HR 15 Min. 10U elimination play 1 hr and 40 min. 12U - 18U pool play is 1 hr and 40 min. 12U B - 18U B elimination play is 1 hr and 40 min. Exception, no time limit on upper and lower bracket finals and championship or if necessary game.	5-10	No time limits for Championship play		By state association adoption	4-2-3

Run ahead rule is 15 after 3 innings and 8 after 5 innings.	5-9-A1	All games are 8 after 5 innings and can not be set aside for any games except a Tournament Championship game.	6-13	By state association adoption	4-2-3
Tie breaker in all female fast pitch starts in the eighth inning, or after time limit is reached in JO play.	5-11	May be used and is determined by the conference or tournament policy.	6-13	By state association adoption	4-2-6
Tie games shall resume at the exact point were stopped.	5-3-F	Can be considered a regulation tie game. However it can also fall under the halted game rule and continue at the point it was stopped.	6-14-note 2	Can end in a tie unless the state association has adopted otherwise.	4-2-5
If a team refuses to begin or continue a game it is a forfeit after a set time.	5-4-B	Forfeit 5 minutes after umpire declares play at the beginning of the game, or 2 minutes during the game.	6-19a, 1,3	By state association at the beginning of the game or after the umpire declares play ball and the team refuses. Also for persisting in tactics designed to shorten or delay the game.	4-3-1
Forfeit due to an ejection if not obeyed in 1 minute or causes fewer than the number required to play shorthanded.	5-4-G,H	Obeyed in a timely manner and after the 60 second warning or fewer than nine players.	6-19a-6,7	Same as ASA	4-3-1c,f
All umpires have authority to declare a forfeit.	10-1-J5	All umpires must concur.	6-19b-note 1	Plate umpire has sole responsibility.	10-2-2
Pitching Rule 6					

All fielders must be in fair territory and the catcher in the catchers box before the pitch is released.	6-5-A	All fielders must be in fair territory and the catcher in the catcher box from the time the pitcher steps on the pitcher's plate.	10-1d	Same as ASA	6-2-9
Not more than 1 minute or 5 pitches. Extra pitches may be thrown when there is a delay in the game due to the umpire attending to other responsibilities.	6-9	No more than 5 pitches, no mention of time. No additional pitches.	10-19	Same as ASA	6-2-5
Both pitcher's feet must be in contact with the pitcher's plate and within the 24 inch length of the pitcher's plate.	6-1-C2	Both feet in contact with the pitcher's plate with at least 1/2 of the pivot foot on the top surface. Both feet within the 24 inch length of pitcher's plate.	10-2-A1	Pivot foot must be on or partially on the pitcher's plate. The non-pivot foot in contact with or behind the pitcher's plate. Both feet between or partially between the 24 inch length of the pitcher's plate. Once the hands are brought together and are in motion, the pitcher shall not take more than one step and it must be forward, towards the batter and simultaneous with the delivery. Any step backwards shall begin before the hands come together.	6-1-2-a-b
The Pitcher shall hold the ball in both hands for not less than one second and not more than 10 seconds before releasing the pitch.	6-1-E	Hands must come together in view of the plate umpire for not more than 5 seconds.	10-2-C	The pitcher must bring the hands together in front of the body for not less than one second and not more than 10 seconds; cannot just slap the hand with the glove.	6-1-1C 6-4-2

The pitch starts when the hands separate after coming together.	6-2	Same as ASA	10-3	The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of the windup after the hands have come together.	6-1-2A
The Pitcher must not make 2 revolutions of the arm. May not make another revolution after releasing the ball.	6-3-D & K	Once the pitcher's arm begins the clockwise motion that will result in the release of the pitch, no more than 1 1/2 revolutions of the pitching motion may occur. May not make another revolution after releasing the pitch.	10-6-A&E	The pitcher may not make more than 1½ clockwise revolutions of the arm in the windmill pitch. The ball does not have to be released the first time past the hip.	6-1-4D
The Pitcher may not throw behind their back or through their legs and the ball must be delivered on the throwing side of the body.	6-3F	Legal to throw behind their back	10-4,5,6	Same as ASA	6-1-3C

<p>ASA Women's and all JO: The step must be forward and toward the batter within the 24 in length of the pitcher's plate.</p>	<p>6-3-I</p>	<p>It is legal to slide the pivot foot forward or across the pitcher's plate provided contact with the pitcher's plate is maintained. Exception: physical contact with the pitcher's plate may be lost if the following apply: 1. The pivot foot is considered to be pushing off from the pitcher's plate when the pitcher, while still in contact with the pitcher's plate, turns, twists or bends her pivot foot. 2. This is legal if, the pivot foot has not reduced the distance to home plate. 3. The pivot foot must remain in contact with the ground, however rocking onto either the toe or heel is allowed.</p>	<p>10-4-3</p>	<p>Pivot foot must remain within the 24" width of the pitchers plate during the drag.</p>	<p>FP 6-2-C</p>
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<p>The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "Play Ball." Effect: a ball called on the batter.</p>	<p>6-3-O</p>	<p>The pitcher must be on the pitcher's plate with in 10 seconds after receiving the ball or the umpire saying play ball. Once both the batter is in the box and the pitcher is on the pitchers plate they have no more than 10 to bring her hands together. The pitcher then has no more than 5 seconds to begin their motion.</p>	<p>10-18</p>	<p>Same as ASA</p>	<p>6-2-3 penalty</p>
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If the ball slips from the pitcher's hand during the delivery the ball remains live and it is a ball on the batter.	6-11	If the batter does not have the opportunity to hit the ball, a ball is awarded to the batter and the defensive player may retrieve the ball immediately. If the batter has a reasonable opportunity to hit the ball and the defensive team retrieves it is obstruction.	10-7-B	Not an automatic ball if the batter has the opportunity to swing at it.	6-2-6
The Catcher must return the ball to the pitcher unless it is the third strike, a put out, attempted put out, or with runners on base.	6-7-B	Same as ASA with the exception on any pitch contacted except a foul tip. Eject the catcher on the second offense.	10-16 11-3-B5	Same as ASA with the exception with runners on, the throw to another player other than the pitcher, must be to make a play on a runner.	6-3-2
On an illegal pitch, if the batter hits the ball and reaches first base and all other runners advance at least one base the Illegal pitch is cancelled.	6-8-Effect B	Same as ASA	10-8-Effect 1	If the batter hits the ball or becomes a base runner the coach has the option of the result of the play or the penalty.	6-2-3 exception
Ball rotation is mandatory in Championship play. Ball stays in play until it goes out of play or is deemed unplayable by the plate umpire. At the beginning of each inning and after both balls have been in play, the pitcher has the choice of either ball.	Umpire Manual Ball Rotation	Pitcher can request a different ball at any time.	10-12-B	Same as ASA	4-1-4

The Pitcher may not wear any item on the pitching hand, wrist, forearm, elbow or thigh, which in the umpire's judgment is distracting to the batter.	6-6-B	Same as ASA with the following exception: The pitcher's fingers, hand, wrist, forearm, or elbow may be taped for injury providing the tape is neutral color.	10-13-C	The pitcher shall not wear tape on the contact points of the pitching hand or fingers.	6-2-2
An approved manufactured drying agent that is included on the list published by the ASA, may be used by the pitcher. The resin must be left on the ground and the approved drying agent in the pitcher's pocket. Effect: If any other substance is found in the pitcher's pocket the pitcher shall be ejected.	6-6-A	Same as ASA with the following exception: the pitcher is responsible for removing the resin bag each half inning as she leaves the field.	10-13-B	Same as ASA	6-2-2
ASA has no such rule		A player shall not intentionally cover the Pitcher's plate EFFECT: A ball shall be awarded to the batter. A coach can not intentionally cover the Pitcher's plate EFFECT: A warning will be issued to the offending coach and a second offense will result in an ejection of the offending coach.	10-20 A, B	Same as ASA	
At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five pitches.	6-9	A player other than the pitcher of record throws a warm up pitch. EFFECT: For the first violation, the umpire shall issue a warning to the offending coach. Subsequent violation by the	10-19-3	Same as ASA	6-2-5

		same team shall result in the ejection of the head coach			
The Batter Rule 7					
The on-deck batter must be the next batter and be in the on deck circle	7-1a	any offensive player: and the on deck circle does not have to occupied	1-81, 11-1	same as NCAA	1-1-6
When a batter actively hinders a catcher while in the catchers box	7-6Q	Batter interference while in the box has to be intentional	9-8b	same as ASA	8-2-6
Batter must take their position in the batter's box within 10 seconds as directed by the umpire	7-3-B	Same as ASA.	11-2-A	Batter has 10 seconds. Now same as ASA	7-3-1
In JO play, the batter must remain in the batter's box with at least one foot between pitches, with some listed exceptions.	7-3-C exceptions	No mention	No rule	No mention	No rule
If a batter enters the batter's box with an altered bat, the batter will be called out and Ejected for the game and the tournament. If batter reaches base, all runners return and any outs stand.	7-6-B	Batter is out and ejected. If discovered while on base and prior to the next pitch, runners return to the last base occupied unless their advance was due to a non-contacted pitched ball or ball four.	3-2a-15, 11-21-b & d	No mention on an altered bat only illegal bat. In NFHS an altered bat is treated as an illegal bat. There is an out and a warning, next offender and head coach are restricted to the bench.	7-4-1, 3-6-1
Using a bat already removed from the game. If altered or illegal use the same penalty.	7-6-B	Batter is out and the batter and head coach are ejected.	3-2-E	Same as ASA	7-4-1, 3-6-1

If the next batter uses an altered bat and before the next pitch, legal or illegal, the previous batter is penalized. If after a pitch the current batter is penalized.	7-6-C	Either before or after a pitch the current batter and the previous batter (if on base) are called out.	3-2D effect & 3-2E	Same as ASA	7-4-1
If the batter prevents the ball from entering the strike zone by any action other than hitting the ball, the ball is dead and a strike on the batter.	7-4-L	Dead ball "No Pitch" unless swung at.	10-10-E, 11-16-B4	Same as ASA	2-56-1 7-2-1h
When the batter hits the ball a second time in fair territory the batter is out. Exception: if the bat is in the batter's hand and the batter is in the batter's box, they are not out. If the batter drops the bat and the ball hits the bat the batter is not	7-6-K exception 1, 2	Same as ASA.	9-9-a1 & 2	Same as ASA with the exception of a foul ball. If the batter intentional drops the bat so as to hit the ball a second time in foul territory and stops it from coming back into fair territory.	7-4-11 and Exception
The batter can not step out of the batter's box and run back into the box to hit the pitch. If contact is made with the pitch the batter is out.	7-6-F	No mention of stepping out of the batter's box.	no rule	No mention of stepping out of the batter's box.	No rule

No ASA Rule		When a bat is thrown into fair or foul territory, whether intentional or not, and it endangers a participant who is NOT making a play on the ball. EFFECT: For the first violation, the team is warned. For each subsequent violation by the same team, the offended coach is given the option of the result of the play or the batter shall be declared out and the base runners returned to the last base occupied at the time of the pitch.	11-8-5 Effect:	Same as ASA	
ASA no such rule		A checked swing is ruled when the batter attempts to contact any pitch not in the strike zone but successfully aborts her attempt. If the batter is attempting to avoid being hit by a pitch rather than attempting to contact it, checked swing does not apply.	11-13-2 (new)	A checked swing is the restraining action taken by a batter to stop an attempted hit/slap/bunt.	2-11
Asking for help is always up to the plate umpire as to whether they go for help or not	Manual	If the catcher asks for help on a check swing called a ball the plate umpire must ask for help but if any other defensive player or coach ask the umpire has the opportunity to ask for help or not.	11-13C	Same as ASA	10-1-4

Batter-Runner and Runner Rule 8					
If a thrown ball hit the batter-runner on any body part outside the 3' running lane this would be interference.	8-2e	If either foot is completely outside the 3' lane and in contact with the ground it is interference and they are out regardless of where the ball hits them.	12-2d2	same as NCAA	8-2-5
It is interference if a batter runner interferes with a thrown ball while outside the batter's box. It no longer has to be intentional.	8-2F3	The interference must be intentional by the batter while out of the box	8-9E	Same as NCAA	8-2-6
The batter runner stepping back toward home plate to avoid a tag is a dead ball and runners are returned to the last base touched at the time of the infraction.	8-2-H	Same as ASA except the runners return to the last base touched at the time of the pitch	12-3-K	Same as ASA	8-2-8
The use of the double base is as follows: Required for all play. Any play on the batter runner at 1B, the runner uses the colored portion and the fielder the white portion. Exceptions for errant throws and play being made from foul territory on 1st base. Once the batter-runner reaches 1B then they may use any portion of the color or white base.	8-2-M1-9 2-3-H2	Double base not used.	no rule	Use of a double base is at the discretion of the state association. The runner must use the white portion of the base when returning to 1B, on pick offs, and when tagging up.	1-2-1Note 8-6-6 and 8-6-10

A runner may not interfere with a thrown ball causing interference. It no longer has to be intentional	8-7J3	This interference has to be intentional	9-13-C	Same as ASA	8-6-10d
To Interfere with a deflected batted ball it must be Intentional	8-7J-4	Same as ASA	12-9-7	Does not need to be intentional	8-6-1A
Runners can slide and or jump over fielders to avoid a tag.	8-8	Same as ASA	9-13-F note	Runners can jump, hurdle, or leap a fielder only if the fielder is off their feet on the ground. If the fielder is standing, stooping, or crouched a runner may not leap over them.	8-6-10 Note
A ball that becomes lodged in a players uniform remains live	8-4H	The ball is live until the umpire judges it is no longer playable	9-6C	Same as ASA	5-1-h
When the ball is dead a runner can not return to touch any missed base once they have advanced to the next awarded base	8-5G	When the ball is dead a runner can not return to touch any missed base once they have touched the final base of an award	7-1a-2f	same as NCAA	F2-1-3b2
Runners may return to touch a missed base or one left too soon if they have advanced, touched, and are a base beyond the missed base or the base left too soon. Runners can not return to touch a base after touching a base beyond the base awarded.	8-5-G &G2	Runners may not return if they are standing on a base beyond the base they missed and time is called by the umpire, or the ball becomes dead.	7-1-D3, 12-19-E3, & 4	Same as NCAA	8-4-3G exception 2

When a spectator reaches into the field of play and interferes with a fielder's opportunity to catch a fly ball the batter is out and runners awarded the base the umpire thought they would have reached had there been no interference.	8-2-N	The ball is dead. The umpire shall award the offended team the appropriate compensation that in their opinion would have resulted had the interference not taken place.	9-14	same as NCAA.	8-4-L
When the batter runner over runs 1B, once they start moving toward 1B they can not advance to 2b and can not stop. If they turn right, they can not go to 2B. If they make a movement back to the infield in any direction except directly to 2B, they must return non-stop to 1B.	8-7-T	Once they start moving to 1B and until they touch 1B they may go to 1B or 2B as long as they remain within the extended base path. Once they commit beyond the extended base path they are committed to that base.	12-18-B	Same as ASA.	8-7-2
When a runner is moving toward a base and the ball goes into the 8 ft circle they may continue to move to that base or stop once and move toward either base	8-7-T-1	If the runner is moving when the ball goes into possession of the pitcher in the circle she may stop and go back but if she keeps moving towards a base they can not stop.	12-18-B	Same as ASA.	8-7-2
If runners switch bases after a conference each runner on an improper base will be called out and the head coach ejected. An appeal is not required, it can be called when noticed by the umpire.	8-7-Y	Same as ASA with the following exception: It is an appeal play after the ball is put back in play. The appeal must be made before the end of the half inning.	12-8-E	Same as ASA with the following exception: if the umpire deems the act deliberate, players and coaches could be ejected.	8-3-6 10-2-3F
Runners are out when they	8-7-U	Runners are out when they	12-3-F	Same as ASA.	8-6-22

leave their base and enter the team area or leave the field of play.		obviously head toward their position or dugout or leave the field of play.			
Courtesy runners for pitchers and catchers are allowed in JO play.	8-10	No courtesy runners.	no rule	Same as ASA.	8-9
If a blocked ball due to offensive equipment prevents the defense from making an out the runner being played on is called out.	8-5-G3	The runner closest to home is called out.	9-3-A	Same as ASA.	8-6-15
If the batter interferes with the catcher while a runner is advancing home, the ball is dead, the batter is out and runners return to the last base touched at the time of the interference.	7-6-P	With two outs the batter is out, otherwise the runner is out.	9-8-B Effect exception 1	Same as ASA.	7-3-5
Interference by a batter after being called out or after swinging at third strike is interference by a retired player. The runner closest to home is also out.	8-7-P	Runner being played on is also out.	9-8-B Effect exception 2	Same as ASA.	8-2-6
If a runner interferes with a fielder preventing the catch of a routine fly ball, both the batter and the runner are out.	8-7-J	Same as ASA	9-13-A4e	Runner only is out and the batter is awarded 1B.	8-6-10A

If a runner interferes with a fielder's ability to catch a routine foul fly ball the batter and the runner are out	8-7-L Exception	The runner is out and a foul ball on the batter.	N9-13-a5	Same as NCAA.	8-6-14
Home run out of the park no mention of offensive team members touching the runner before touching the plate	No Rule	Offensive team members other than base coaches and other runners shall not touch the batter runner until after they have touched home plate. First time results in a warning and the second time the runner is out	9-5-C	Same as ASA.	No Rule
If the catcher obstructs the batter from hitting the ball on a squeeze play or steal of home the batter is awarded 1B, the runner on 3B is awarded home and all other runners are awarded one base if forced.	8-1-D4	The batter is awarded 1B and all other runners are awarded one base regardless if forced or not.	9-18-A EFFECT B	Same as ASA.	8-1-1E
When a fielder not in possession of the ball or in the act of fielding a batted ball impedes the progress of a runner or batter runner, it is obstruction.	8-5-B	Same as ASA except that "about to receive a thrown ball" still applies.	9-18-B	Same as ASA.	8-4-3B
A fake tag that in the opinion of the umpire impedes a runner's progress is obstruction.	1	Same as ASA.	N1-42	Any fake tag is always obstruction.	2-22

If an obstructed runner deliberately crashes into a fielder the ball is dead and the obstructed runner is safe due to the obstruction, but may be ejected.	8-7-Q	Same as ASA.	12-12-A	If the contact is malicious the contact supersedes obstruction and the runner is out and ejected.	8-16-14
There are no additional base awards if obstruction is committed by the same player.	No Rule	If a fielder obstructs a runner rounding or returning to a base, or intentionally positions themselves in the runner's line of vision, the umpire shall issue a warning. A subsequent violation by the same player shall result in a one base award.	9-18-C2	Same as ASA.	No rule
A fielder shall not take a position in the batter's line of vision or with deliberate intent to act in a manner to distract the batter. The offender will be ejected.	6-5-B	If a fielder is in the batter's line of vision or acts in a manner to distract her, award a ball on the batter and advance each runner one base. Warn the player and notify the coach. Subsequent violation by the same player will result in an ejection.	9-18-B6	Results in an illegal pitch	6-2-8
On a pitched ball that eludes the catcher and is retrieved with detached equipment there is no penalty if runners are not advancing, if there is no apparent play or advantaged gained.	8-5-F Effect 1-5	Same as ASA	9-18-C	Always award one base even if there is no apparent play.	8-4-3F
Dead ball appeals must be made by an infielder.	8-7-13	Any coach or fielder may make a dead ball appeal.	7-1-B2a	Same as NCAA.	2-1-1

Dead ball appeal on a ball that goes out of play may be made once all runners have legally advanced, and can be made before a new ball is put in play.	8-7-1 EFFECT 3 A	Cannot be made until the umpire has put a new ball in play.	7-B-2C	Same as ASA	2-1-3B