



2024-2025 MINNESOTA STATE HIGH SCHOOL LEAGUE

Adapted Softball Rules Supplement

CI 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 feet (minimum of 30 feet) Pitcher's Plate to Home: 25 feet

- 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 inches 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 inches square).

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

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: Federation Rules
- Art. 2: Federation Rules
- Art. 3: Federation Rules
- Art. 4: Federation Rules
- Art. 5: a. Federation Rules
b. Federation Rules
c. Federation Rules
d. Federation Rules
e. Federation Rules
f. Federation Rules
- Art. 6: Federation Rules

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 5 runs scored by the batting team.

Exceptions:

- a. In the 5th and 6th inning the team behind can score more than 5 runs up to making the difference in score of 9 runs (behind).
- b. In the 7th inning the team behind can score unlimited runs until a tie score is reached.
If the game goes into extra innings, the 5-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
- Art. 4: Put Out - MSHSL Rule

- (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-Federation Rule

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

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.

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 inches in height and in front a minimum of 4 inches in height.

Art. 2: **MSHSL Rule**—Not Applicable

Art. 3: Federation Rule

Art. 4: Federation Rule

Art. 5: Federation Rule

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"

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. 2-10; 12-20 Federation Rule

All Penalties-Federation Rule

All Notes-Federation Rule

Art. 11 Not Applicable

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- "drain pipes"
- 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 7 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 7 players to start a game.
- g. Cannot provide 7 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 1-3: Pitching-Not Applicable

Section 4: Pitching Regulations (S.P.)

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 play 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

Section 1: Position and Batting Order

Art 1a: Each Player -

- a. The batter must stand within the batter's box.
- b. The batter must bat in the order to which his/her name appears on the score sheet.
- d. Situations:

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. No more than two (2) players in the line-up at any one time can bat using a tee. Batters using a tee will be allowed 3 swings to hit the ball into fair territory. Batters needing the use of a tee must be designated prior to the start of the game. Once designated as tee hitters, their designation cannot change for the remainder of that game. Whether a batter hits the tee first or hits the tee at the same time as 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 batting 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 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 base-runners 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."

Art. 2: a. Federation Rule

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

1. 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.
2. Rule 8, Section 9 states there are no provisions for courtesy or substitute runners.
3. One base on an overthrow that goes into a dead ball area.
4. 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.
5. 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.
6. 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.
7. Coaches may call "time out" but keep it to a minimum.
8. If an illegal pitch is called, the ball is dead, and it is called a "ball", even if batter hits the ball.
9. Remind base coaches they cannot touch runners – i.e. to stop them as they go by to next base.

ADAPTED SOFTBALL FLOOR DIAGRAM CI DIVISION 09-2003

