

2006 ASA/NCAA/NFHS Rule Differences

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EQUIPMENT					
ASA Rule	REF	NCAA Rule	REF	NFHS Rule	REF
Accessories NO RULE		Describes accessories and how to be worn	3	No such rule	
Ball white or optic yellow with ASA logo	3-3A	NO certification mark requirement	3-1	NFHS certification mark	1-3, 1-3-8
Bat Standards - Must be on approved list or have ASA Certification Mark, 2000/2004 or be manufactured before 2000 and in umpire's judgment would comply	3-1A	Must have the 2000 or 2004 ASA Certification Mark and not be on the ASA non-approved bat list (ASA website)	3-2-a15	Must meet the 2004 ASA Bat Performance Standard, no mention of an approval stamp	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
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
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	3-4	Mitt may be worn by catcher and first baseman only	3-7a	Same as ASA	1-4-3
Pitcher's Glove - may be one solid color other than white, gray, or optic yellow. May be multi-color but can not have white, gray or optic yellow as one of the colors.	3-4	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	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	Not required	3-8a	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."	3-8a	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
Metal cleats - not allowed. Remove from the game.	3-6G	Rectangular metal spikes allowed.	3-9	Prohibited. Offender ejected on 1st offense.	3-2-11
No rule on metal toe plate.	no rule	Pitching toe plate allowed.	3-9	Metal toe plates are prohibited.	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	Same as ASA with the exception of 0 and 00. These would be considered the same numbers.	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.	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	Must be same length, 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 personnel allowed to video tape and chart pitches, 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 dugout for purposes other than coaching or scouting.	3-6	Same as ASA except radar information may be shared with the dugout.	3-6-11
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 at any time during the game.	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 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

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 an out is recorded. The team may continue to play shorthanded.	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
Players are officially in the game after a pitch, legal or illegal, or a play made and the substitute has taken their offensive or defensive position.	4-6-B1-2	When reported to the plate umpire and the umpire declares "PLAY"	8-5a3	same as NCAA	3-3-3
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.	5-7-5, 6-9	same as ASA	8-5b	A Pitcher may be removed and return to pitch only once per inning. Warm up pitches are allowed.	3-3-2 note 6-2-5
An unreported substitute on offense is handled as a protest. After a pitch, legal or illegal, disqualified but all play stands, with one exception: If the unreported substitute reaches 1B and before a pitch, legal or illegal, the player is disqualified and called out, all runners return and all outs stand.	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 will be restricted to the dugout for the remainder of the game.	3-6-7
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, and before the defense has left the field, and before the umpires have left the field of play, the unreported substitute is disqualified. The offensive team has the option of taking the result of the play or return the batter to bat assuming ball and strike count and all runners return to the last base occupied prior to the pitch. If after a pitch, the play stands and the unreported substitute is disqualified.	4-6-C 7-9	After making a play but before the next pitch: Offense has the option to nullify the play and repeat the last pitch, or take the result of play, correct line-up. After making a play and after a pitch: All play stands, correct line-up.	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-G1	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 follows the penalty of the illegal substitute.	4-6-G2 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 follows the penalty for an illegal substitute.	4-6-G3 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 grounds and not have contact with the umpires or game participants. If they do it is a forfeit.	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. Ejected non-playing personnel must leave the playing field and can not communicate with their team or umpires. If discovered participating again it is a forfeit.	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,

American disabilities act allows disabled persons to play.	4-2-A-H	No such rule	no rule	No such rule	no rule
A teams fails to appear, it is a forfeit.	5-4-B	Declared no contest	6-20	Falls under State jurisdiction	4-3-1a
A team may have one charged offensive conference per inning. Violation could result in an ejection.	5-7-A	same as ASA	6-11	Same as ASA	3-7-2
Defense may have three charged conferences per seven innings. On the fourth charged conference the pitcher must be removed. In extra inning games, one charged conference per inning is permitted.	5-7-B	One charged conference per inning. One additional conference is permissible to change pitchers that have not pitched that inning.	6-11a	same as ASA	3-7-1
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 #2
Time limits may be established in qualifiers and pool play. If in effect, time limits are 1 hour and 40 minutes. JO 10U has time limit throughout the entire tournament.	5-10	No time limits for Championship play	6-12-C	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
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. A backwards step is legal if started before the hands come together. The step backward may end before or after the hands come together. After the hands are together a step taken must be forward.	6-1-1 6-1-2B
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	Same as ASA with the following words: after releasing the ball the arm cannot continue to rotate past the shoulder.	6-1-4D&E
The pitcher has 20 seconds to release the next pitch after receiving the ball from the catcher.	6-3-M	The pitcher has 10 seconds to release the next pitch after receiving the ball from the catcher.	10-18	Same as ASA	6-4-8
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	Same as ASA	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 before starting warm ups. Once they choose they keep that 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 tapped 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
Resin Bags, can be used and must be powder and applied only to the hands to help dry them.	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
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 20 seconds.	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 disqualified 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 out. If the bat hits the ball, the batter is out.	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.	
A fair ball that ricochets off the outfield fence in fair territory and then the players body or equipment and goes over the fence in fair territory is a home run.	8-5-H EFFECT	Same as ASA	12-2-D	This is a ground rule double.	8.4.3 Sit R
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 side. Runners may use either portion of the base when returning to the base, on pick offs, and while tagging up.	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.	1-2-1 Note 8-6-6 and 8-6-10
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

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 to 1B. If they commit to 2B they must go to 2B.	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-F5	Same as ASA.	8-7-4
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 leave their base and enter the team area or leave the filed of play.	8-7-U	Runners are out when they obviously head toward their position or dugout or leave the filed of play.	12-3-F	Same as ASA.	8-6-22

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.	9-15-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. Every violation by the same player will 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. If one of the three is violated, the batter and runners are awarded one base.	8-5-F7	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