

IPGSA REC C LEVEL RULES FOR ALL AGES

Every Athlete who signs up prior to the cutoff date is placed on a team and can expect to play in each game. Teams play 8-16 games season depending on age.

A champion in the 10U-18U age group is determined by league playoffs for teams qualifying at season's end.

Official USSSA Fast Pitch Softball Rules shall govern all play (www.USSSA.com). In addition, the following rules shall govern the play and conduct of all C level teams.

Coaches need to contact their Area Director (AD) for any team, game, and/or practice issues before contacting the IPGSA Board.

The IPGSA Board of Directors (BOD) has the authority and reserves the right to remove and discipline any coach, parent, athlete, or spectator for unsportsmanlike conduct, harmful and/or abusive language directed towards officials, staff or the opposing team. Discipline by the IPGSA board can result in warnings, suspensions, and expulsion from league activities.

IPGSA's By-Laws require all coaches to attend a yearly Coach's Meeting prior to May 1st to be eligible for the EOS Tourney (date TBD by the BOD) and participation in the RR Tournament (rule 64) (date TBD by the BOD).

Special note: IPGSA uses TSL web page as a record keeping tool for scores which isn't always accurate per IPGSA rules for seeding. Any IPGSA rules regarding ties/scores for EOS play will follow IPGSA rules and not TSL web standings.

Practices

1. Except for area-wide clinics, teams (8 or more players) may not practice prior to March 25th.

2. A team may meet for games or practices no more than 3 times a week.

Participation

3. No player shall participate on a team until her signed registration form and fees have been received. Players may not be registered on more than one team.

4. Coaches must carry copies of Registration Forms (RF) for each team member with emergency info and DOB. If the coach does not have the RF, the game will be played under protest. The coach will have 48 hours to produce the RF for the BOD. The penalty for not being able to produce a registration form will be an automatic forfeit.

5. After team assignment and games start, no player shall change teams unless approved by her area board.

6. Teams will have no more than 18 players.

A team *must have 8 players to play game (****SHARING EXCEPTION**** see explanation below). A team may Pick Up a Player (PUP) from another team in their league to have 12 players for 8U & 10U & 11 players for 12U, 14U & 18U to play a game if:

- The PUP is a registered player from another team in IPGSA & that team is not in a higher age group,
- The PUP meets age requirements and will not be playing up more than one age level,
- The coach has parental consent,
- The PUP can **NOT** pitch in the game,
- Competitive Players can **NOT** play on a rec team,
- Rec players can be picked up for IPGSA's Comp Teams with no limits during league play. The A/B Tournament Rule (#59) for individual players will be enforced.
- PUP must wear their own team's uniform. The coach

MUST identify the player(s) to the ump and opposing coach before the game starts. Failure to do so will result in the player(s) being removed from the game.

h) A player in college that meets the age requirements may return and play for one year as long as they are not playing softball at the college level.

****SHARING EXCEPTION**** IPGSA believes in avoiding forfeits if at all possible as the Rec teams play a limited number of games. IPGSA encourages teams to "Share" players at game time. Coaches have their choice of:
a) having any player(s) play defensively only for the other team while their team is on offense, allowing the player(s) to bat/play with their own team.
b) a coach can send the player(s) over for the entire game and not play with their regular team. Though it is not a rule a coach has to "Share", whatever is agreed upon at game time will stand and the game can **NOT** be protested in regards to "sharing".

7. A background check must be completed on all coaches. By Colorado law, coaches must be Concussion Trained. <http://www.cdc.gov/concussion/headsup/training/headsupconcussion.html>. The completed certificates need to go to the Area Directors. All coaches are encouraged to be certified.

8. Coaches and their teams should be at the playing field at least 30 minutes prior to the start of a game. The **home team** shall take the first base dugout. Failure to comply with the dugout rule will result in a forfeit.

9. Free substitution will be allowed. Any player may re-enter the game in any defensive position after she has been removed. (The intent of the rule is to make it easier for a coach to play all the girls on the team in every game.) 6 outs is considered a full inning of play. Exceptions would include injury, discipline, illness or ejection from the game.

10. All players must play a minimum of 3 innings and bat at least once per game. This rule is based on a full regulation game. The intent is to ensure meaningful participation from all players. When a game does not complete the full number of innings due to darkness, weather, time, the coach should make every effort to have each girl play at least one or two innings. Protests of this rule will only be considered if the game ran the full number of innings.

11. If a batter is unable to take or finish her at bat due to illness or injury, she will be removed from the game until she is ruled able to return by her coach and the home plate umpire. The next batter will assume her count (if any) and complete the at bat. If the player returns to the game, she shall assume her normal place in the batting order.

12. If a runner is unable to finish her stay on the bases due to illness or injury, she shall be removed from the bases until she is ruled able to play by her coach and the home plate umpire. The player furthest from batting and not already on base will run in her place.

13. Coaches removing a player from the game due to illness or injury must notify the opposing coach and the home plate umpire before removing the player. The player will remain removed until she is ruled able to play by her coach and the home plate umpire.

14. Players arriving after the start of the game may enter the game at the next side change after notifying the Ump. They will be placed at the bottom of the batting order.

15. A coach has the right to hold a player out of a game for disciplinary reason. The coach needs to communicate with the athlete's parents. The coach needs to notify the opposing coach and umpire prior to the game.

16. Any player with an open, bleeding wound will be

removed from the game until the wound is cleaned and covered. If there is blood on the clothing, a change of uniform is required before re-entering the game.

Harassment/Sportsmanship

17. Each coach is responsible for controlling the players, parents, and fans of his/her team. Failure to do so shall result in one warning and then a forfeit. All Tobacco, Smoking devices and alcohol are not allowed at practices or games. Use of any Tobacco Product is prohibited which includes "lighting", chewing, smoking, inhaling, vaporizing, ingesting or application of any "Tobacco Product".

18. No Taunting. Cheers must be limited to those that are positive in nature and must not be directed at the opposing player, coaches, or team.

19. Players shall remain on or around the team bench when not on the field. Only 18U players may be base coaches. Helmets are required when coaching a base.

20. Only players, coaches, bat people and the scorekeeper should be allowed on the team bench.

21. If a coach, player or fan is ejected from a game, the umpire should report the incident within 24 hours to the area director. In the event that a coach or fan is ejected from a game, the ejected person(s) must leave the field immediately. In the event that a player is ejected, they must remain on the bench under adult supervision. In addition, any Adults that are ejected must sit out of the complex/field the next scheduled game. Players are only ejected for one game and may return to the next game.

22. If a player, coach or umpire displays inappropriate behavior, the coach(s) observing the behavior shall report the incident to their area director and the league president.

Forfeit/Postponement

23. A team must have 8 players to start or continue a game or they will forfeit (Please reference "Sharing Exception" above before forfeiting). A team will have 10 minutes past the scheduled game time to produce 8 players or forfeit the game. The game will start as soon as both teams have at least 8 players. If a team cannot field and bat 8 players at any time, they will forfeit the game. Intentional forfeits are prohibited and failure to comply will result in probation and/or exclusion from the end of season tournament.

24. Games cannot be postponed except for unplayable field or weather conditions. If a game has not been postponed before game time, both teams are to be present at the field ready to play at game time until a decision is made to postpone the game. The decision whether a field is playable or not is made by the umpire, city, town, and/or field supervisor.

25. If weather conditions prohibit playing a game, the home team coach is responsible for notifying the opposing coach before game time and rescheduling the game with the opposing coach and the area director.

26. IPGSA will use the National Severe Storms Laboratory (NSSL) recommendation of 30 seconds flash to bang time when suspending play due to lightning. Once suspended, all players, coaches, officials and spectators should seek adequate shelter and play may not resume until 30 minutes after the last flash of lightning or sound of thunder. There are no exceptions. The game will be suspended as not completed unless game ending rules take effect (teams have played their age group regulation innings, an hour and a half has expired or run rules after inning apply).

27. Postponed games must be reported to the score reporter within 72 hours of the postponement by the home team. Failure to do so may result in a home team forfeit.

28. An attempt must be made within two weeks to reschedule any postponed or suspended game. Failure to agree upon a site and time to resume the game could result in one or both teams forfeiting the game. Suspended games will resume where they left off (with the same time remaining, inning, score, base runners, outs, batter, etc). Both coaches should clarify the details at the time play is suspended and should confirm the amount of time remaining with the umpire. When play resumes both teams are required to keep the same batting order that they had when play was suspended. Any player(s) that were in the original line up, but not present when play resumes, will be removed from the line up (not automatic out). Any players that were not in the original line up, but are present when play resumes, will be added to the bottom of the lineup. All other rules are in effect including those pertaining to pitching limits for the entire game and pick up players.

29. Any change in game start time requires 24 hour notice to both teams.

30. It is recognized that some very important school events interfere with a team's ability to field players in May and early June. Coaches experiencing this should contact the opposing coach and the age director to determine if rescheduling is possible.

Pitching/Playing

31. A pitcher is considered to have pitched one inning if she pitches one pitch to one batter. Pitchers may pitch non-consecutive innings but may not pitch more innings than those specified for her age group per game.

32. If a batter is hit by a pitch (whether or not the ball strikes her or the ground first) she shall be awarded first base. The Batter DOES NOT have to attempt to get out of the way of a pitched ball.

The Batter CAN NOT move into a pitched ball. If the umpire determines that the Batter moved into the pitch, it will be called a ball or strike as seen by the umpire and play remains LIVE.

33. If a runner is attempting to steal home and the batter does not vacate the batter's box before the runner is within 15 feet of home, the batter will be called out and all runners must return to the base they occupied at the time of the pitch. Home team is responsible for having the 15 foot line.

34. A strikeout is the result of the pitcher getting a third strike charged to a batter. In fast pitch, this usually results in the batter being out. In 14U and 18U anytime first base is unoccupied, or there are two outs, and the third strike is not caught, the batter-runner is entitled to advance. This is considered a dropped third strike. (Rule 3 Sec 58 and Rule 7 Sec 14-D)

34a. The batter-runner is out when; after becoming a batter-runner, she does not attempt to reach first base before all infielders leave the diamond, the half-inning ends, or she gives up by entering the bench/dugout area.

34b. If a batter goes outside the three foot running lane (last half of the distance from home plate to first base) while the ball is being fielded or thrown to first base, she shall be called out. Exception: This infraction is ignored if it is to avoid a fielder who is attempting to field the batted ball or if the act does not interfere with a fielder or a throw.

35. Teams will have 2 minutes to switch sides including warming up the ****pitcher**. Violation of this rule by the team batting will result in the batter being awarded a strike every 20 seconds they are not ready. A violation by the team in the field will result in the batter being granted a ball for every 20 seconds they are not ready. We want to emphasize that the catcher needs to be ready to take the

field as soon as the team finishes their time at bat. Umpires should instruct coaches to have their catchers ready at all times and recommend using the courtesy runner for the catcher only in order to keep the game moving. The umpire will enforce this rule for optimal playing time.

****a) A new pitcher will receive 5 warm up pitches**

****b) A returning pitcher will receive 3 warm up pitches**

36. If, at the instant the home team completes their at bat (3 outs or maximum runs scored), there is any time left on the game clock, another inning must be played (if needed).

a) Game time is 90 minutes

b) **No new innings after 85 minutes**

37. A game which is stopped because time has expired will be considered a completed game even if the full regulation number of innings were not played. The inning in progress will be completed unless the home team is batting and ahead, or one team is winning by more than the maximum run limit per inning, at which point the game is over.

38. No inning shall begin after the expiration of the time limit, except for a tie game.

a) League games CAN end in a tie after ONE extra inning has been played. Only ONE extra inning is allowed.

b) In the case of a tied game, the ONE inning after time expires will NOT have a maximum runs per inning limit.

39. The International Tie-Breaker is not used by IPGSA.

40. A runner may not collide with a defensive player that has possession of the ball at any base unless the runner is sliding. Failure to do so will result in the runner being called out and possibly ejected if the umpire deems the collision was malicious. This is not to imply that the runner must slide, but that she must avoid a collision if there is a play.

a) A runner must stay within the 3 foot base path if avoiding a tag.

b) If a play is not being made on a runner, the 3 foot baseline rule does not apply and the runner cannot be called out for this rule.

41. A defensive player is responsible for avoiding the runner at any base when there is no "play" on the runner. Defensive player must have actual possession of the ball to make a "play". Failure to do so could result in the runner being awarded the next base.

42. Fake tags are not allowed. First offense is a team warning. Second offense and any subsequent violation the player is restricted to the bench for the rest of the game.

43. A batter may be called out if she throws her bat in a careless or angry manner (as determined by the umpire). The Umpire does not have to warn teams on thrown bats.

44. There is no automatic out.

45. Defining the look-back rule: When a base runner is legitimately off base (i.e. moving off a base after a pitch or rounding a base after a hit, walk or dropped third strike), the pitcher is obligated to allow sufficient time for the runner to return. However, once the pitcher has the ball within the 16 foot circle, the runner is obligated to move directly toward the next base or the base last touched without any throwing motion or engagement by the pitcher. The runner may not stand motionless or, after returning to the base, may not move off that base even though the pitcher is standing off the pitcher's plate. Failure of the runner to respond as indicated shall cause the umpire to signal the runner out. The ball shall be declared dead. However, if the ball is not in the 16 foot circle or a fake throw is made, the runners are not governed by this note. Being in the 16 foot circle is defined as both feet within or partially within the line. The feet may touch the line and

extend outside the line. When the pitcher is in the pitcher's circle and a runner(s) is off the base, the pitcher is considered to be playing on the runner(s) when the throwing arm is raised or any forward movement of the body is made toward the runner. Movement of the head is not considered an attempted play.

46. The defensive team will have 3 conferences without penalty for a legal game. If an extra inning is played, one additional visit will be allowed without penalty regardless of how many were used prior. Penalty on the fourth visit regulation or second visit in extra innings will be the removal of that player from the pitching position for the remainder of the game.

47. Penalty for Illegal Pitch: It is a delayed dead ball and should be signaled by the umpire calling the illegal pitch and verbalized so a player can hear the call. The pitch is declared a ball and base runners are awarded one base without liability to be put out if the ball is not hit. If the pitch is hit then the coach will have the option of taking the results of the play or accepting the penalty.

Overthrow Clarification

48. Fields without fences – A thrown ball that passes a line parallel to the baseline extending from the corner or the backstop on the side of the overthrow.

49. Fields with fences – A thrown ball that passes over, through or under the fence.

Clothing/Equipment

50. Players may wear jewelry according to USSSA rules. Players cannot carry combs or other sharp/hard/dangerous items that protrude from a pocket and/or uniform.

51. Batting helmets MUST be worn by all girls. NOCSAE approved batting helmets with extended ear flaps, which cover both ears and temples are mandatory for all batters, on deck batters, base runners, non-adult bat & shaggers, and any offensive player in live ball territory, even if the ball is dead. Batting helmets must have attached face mask/guard and they must be NOCSAE approved.

52. Catchers helmets MUST be worn by all catchers. A catcher's helmet must be worn by any girl warming up a pitcher. A catcher must wear a helmet even when a batter is hitting off the tee.

53. Shorts, jeans, sweat pants, or uniform pants are required for play. Suitable shoes must be worn.

54. The home team will furnish one new ball and one used playable ball as determined by the plate umpire.

Scores

55. The home team is responsible for keeping the official score. Both teams should keep adequate score-keeping to ensure that every girl plays her minimum number of innings. Periodic crosschecking of the score will help insure accuracy. However, it is not an excuse to delay the game.

56. The HOME TEAM Coach is responsible for reporting the game score to the score recorder within 72 hours after the game is played. Failure to do so may result in a forfeit by the home team. Coaches are encouraged to report all of their game scores to ensure standings accuracy.

Protests

57. Protests can only be made relating to player eligibility and rule interpretations, not on umpire judgments. The protesting team shall request "time" from the umpire to announce that they are protesting the game.

Protests must be made prior to the next legal pitch. As soon as the protest is made, **BOTH** scorekeepers will draw a line on the score sheet indicating the inning, count on the batter, and positions of any runners on base, at the time of protest. The scorekeepers will also note the amount of time remaining in the game on the score sheet.

Umpire(s) and the field supervisor (if available) will discuss and rule on the protest. If this procedure takes an excessive amount of time, the game may be shortened accordingly; however, this is not encouraged.

If the team disagrees with the decision made, they must file a written protest to the IPGSA BOD within 48 hours after the game in question. The protest will be heard and acted upon by the BOD. The decision of the BOD is final. All protests must be accompanied with \$75.00. The \$75.00 will be returned if the protest is upheld.

58. If a parent or coach believes a player is too old for the team she is playing on, they may protest that player's eligibility by submitting a written letter with the evidence outlined. At its discretion, the BOD may request a birth certificate from the accused player. All protests must be accompanied with \$75.00. The \$75.00 will be returned if the protest is upheld, the player suspended, and all games the player participated in forfeited.

Developmentally delayed/impaired athletes will be looked at individually. The BOD will help the player be placed at the safest level regardless of age. Coaches will be notified before each game in which such athlete participates.

End-of-Season(EOS) Tourney/Playoffs

59. C level teams or individuals will be allowed to play a maximum of 2 A/B level tournaments in any one season.

60. A girl must have been on the team's roster or area's waiting list before the midpoint of the season to be eligible for post season play. Final rosters must be turned into area directors no later than June 1st.

61. Only 2 players may be picked up for the EOS Tournament (exceptions to this rule may be appealed to the tournament director.) Players may only be picked up for tournament play if they are not already in the tournament. They can only play on ONE team for the duration of the tournament. A team may pick up a player from another team in their area to have 9 (10 for 10 & under) players to play a game. All other pick up player rules apply.

62. A player may play up in age and be registered with one team. Once she is on the roster of that team, she may not be picked up on a team in a lower age bracket even if she meets the age requirements of that age bracket. She may be picked up and play on a team in her registered age bracket ONLY, including the post season tournament.

63. In the event of a two way tie, the tie breaker for determining entrance and/or seeding for the EOS Tournament will be head to head record. If the teams are still tied after looking at head-to-head record, a Pig-Tail (PT) single game at a site determined by the IPGSA with a neutral umpire will serve as tiebreaker. If more than two teams are tied and each of the tied teams played each other an equal number of times, the tiebreaker will be head to head record in these games. In the event that two or more teams are still tied or in the event that the teams involved did not play each other an equal number of times, a single elimination playoff game will be played. For a three way tie, the number 1 seed gets a bye and then plays the winner of a game between the 2 and 3 seeds. For a 4 way tie, the 1 seed plays the 4 seed and the 2 seed plays the 3 seed. The winners then play to earn a spot in the EOS tournament. Seeding for PT games shall be determined by coin flip by the Ump at game time. If a PT Game(s) CAN NOT be played due to weather or an unforeseen circumstance, The BOD will rule in accordance to each

team's participation in the Round Robin and Coach attendance at the Annual Coach's Meeting. Runs allowed, then Runs scored. A coin-flip will be used if all other means have been exhausted.

64. Participate in the **Round Robin Tourney** is required per IPGSA By-Laws to be eligible for the EOS Tournament.

12 & Under Supplemental Rules

1. A base runner may not leave the base until the pitched ball crosses home plate or is hit by a batter. If a runner leaves early, she is out.

2. Stealing home is prohibited on a pitch or throwback to the pitcher. Runners are also prohibited from scoring from third on a passed ball or wild pitch. If any defensive player makes a play on a runner at any base, the third base runner may attempt to advance and score even if it is on or after a pitched ball.

10 & Under Supplemental Rules

1. **Pitching distance will be 30 feet when pitching and 40 feet when the tee is used.** The pitcher must retreat to the back of the pitchers circle but must remain within the circle when the tee is brought out.

2. A tee will be placed for the batter to hit off after she receives four balls. The base of the tee will be turned 180 degrees from the old position so that the flat side of the base aligns flat against the flat side and in front of home plate. (Tee should NOT sit directly on top of home plate).

3. The Player or the Umpire can set the tee height, but ideally, it is better for the player to make the height adjustment. If the umpire sets the height, and it is not correct, it will NOT be reset regardless of player or coach request. It is suggested to teams to incorporate setting tee height at practice according to their hip or leg placement.

4. Practice swings are **NOT ALLOWED before or after the ball has been placed.** Only One Tee Height adjustment is allowed. Once tee height is set, practice swings/line-up are NOT allowed off the tee or in the batter's box. A practice swing outside of the batter's box is allowed. Umps or catchers can place ball on tee while batter is out of the batter box. Batters will stay out of the batter's box to ensure safety of the ump/catcher in cases of accidental bat swings/injuries.

5. Batters will use the same stance to hit off of the tee as when hitting off a pitcher.

The batter will be called out after the following-

- A practice swing in the batter's box or bringing the bat to the ball after initial one time height setting.
- Hitting a foul ball.
- Hitting a ball into fair territory but it doesn't travel past the 15 foot arc.
- Missing the tee.

Note: If the ball is pitched there is no minimum distance the ball must travel.

Note: If the ball doesn't travel the 15 feet, it is a DEAD BALL. All runners return to their base(s). This rule is only when using the tee.

Note: Hits off the tee will only be allowed to advance to 1st base. All runners on base are allowed 1 base only.

6. The tenth defensive player and all outfielders must be positioned **TEN FEET BEHIND** the perimeter of the baselines. They cannot play on or inside the baselines or play behind home plate (there cannot be more than one player in the catcher or pitcher positions).

7. Coaches are NOT allowed on the field (fair territory), the defensive coach has the option of standing behind the

umpire to help get passed balls back to the catcher. **The catcher MUST make the throwback to the pitcher.** The coach behind the plate must **remain silent during the pitch** and can NOT throw back to the pitcher.

8. A play is considered complete when the ball is returned to the infield and is under control by an infielder. It is not required that the ball be returned to the pitcher before time is called. This reduces pass balls to the pitcher or other players and prevents the runner from continuously running around the bases. The umpire calls time when the ball is returned to an infielder and is under control.

Clarification – if the batter hits the ball to an infielder and the infielder has control of the ball, time will be called after the batter reaches first base. If a play is made on the batter and is overthrown, all runners may advance one base, at their own discretion and then time will be called. Existing runners on base may advance one base for an infield hit or continue to run on a ball hit past the infield.

9. Base runners may only advance one base on an over thrown ball. Whether or not a second throw occurs in an attempt to throw or tag the advancing runner out, the runner must remain on that base. A second overthrow does not entitle the runner to continue to advance; **Time is OUT.**

Example: The ball is hit, a player throws the ball to 1st base and makes an overthrow, the runner may advance to 2nd base. If the first baseman then overthrows the ball to 2nd base, the runner CAN NOT advance to 3rd base.

8 & Under Coach Pitch Rules

1. **Participation:** Every effort should be made to play the game. For example, if one team shows up with 4 players and the other team has 12, the teams should be divided and each play with 8. There should never be a game cancelled due to too few players in the 8U division. Depending on weather, coaches can decide before game time to a 75 or 90 minute game. If game time wasn't agreed upon before game time, game time will be 75 minutes.

2. The coach from the team at bat will pitch to the team from a distance of thirty (30) feet. The defensive team's pitcher will stand next to the coach.

In order to keep the game moving, it is required that a defensive coach stand behind the catcher to hold the balls until the current batter has completed their at bat. After the 4 pitched balls, the catcher will throw one of the balls back to the player pitcher so they can practice their positions. The coach will return the other 3 balls to the coach pitcher.

3. Each player will be given a maximum of four (4) pitches to hit. Even if the batter swings at all four (4) pitches she shall not be considered out. If she does not hit one fair after four (4) pitches, the tee will be brought out, the coach will leave fair territory and the batter will be given two swings to place the ball in play. If she cannot put it in play after two swings, she shall be considered out. Putting the ball in play off of the tee is when; the ball travels in fair territory past the fifteen foot arc. (There is no minimum distance a ball must travel when hit off of a pitch.) There is no penalty for a ball accidentally knocked off the tee as in a practice swing. Batters are allowed one practice swing per at bat. **When the batter hits the ball off of the tee, the batter and runners may advance only to the next base.**

4. The batter shall be warned the first time she throws the bat, the second time she shall be called out.

5. If a coach touches a batted ball, the ball is dead immediately and the batter will return to bat again. All previous balls pitched will count against her. Example: if the girl swings at the fourth pitch and it hits the coach, she will return and bat again with three (3) pitches already having been thrown. All base runners will return to previous base they were at.

6. Players must play their assigned positions. Infielders must be inside the infield arc, and outfielders must be outside the arc. The 10th defensive player may be positioned anywhere on the infield or outfield with the exceptions of Pitching and being behind home plate (there cannot be more than one player in the catchers/pitchers position).

7. Full catchers gear must be worn by catchers. Soccer shin guards are acceptable.

8. A batted ball hit into the infield and remaining in the infield will be a single. All forced runners will move up one base only. Other runners will be allowed to advance one base at their own risk.

9. A batted ball hit into the outfield off of the pitcher (past the base line) allows runners to advance at their own risk, as many bases as they can until the ball is called dead. A dead ball is considered when a player has possession of the ball in the infield. If a runner is in between bases when the player has the ball in the infield, the runner may advance to the next base at her own risk but not further.

10. On an overthrow, the maximum amount a girl can progress is one base beyond where the overthrow occurred.