

**2019 Slow Pitch vs. Fast Pitch Rule Differences**

<b>Slow Pitch Rule</b>	<b>Fast Pitch Rule</b>
<b>Rule 1 Definitions</b>	<b>Rule 1 Definitions</b>
<b>Bunt</b> Not legal in SP...out	Is legal in FP, except if foul on the third strike....out
<b>Catchers Box:</b> The catcher must remain in the box until the pitched ball is 1) Batted, 2) Touches the ground, the plate, or the batter, 3) Reaches the catchers box	The catcher must remain in the box until the pitch is released
<b>Chopped ball:</b> A chopped ball occurs when the batter strikes downward with a chopping motion of the bat	No such rule in Fast pitch
<b>Courtesy Runner:</b> Adult SP, Masters, Senior SP and ADA players	Can be used in all Fast Pitch and in Fast pitch with a ADA
<b>Crow Hop</b> is not used in SP	Illegal in FP. It is a re-start of the pitch.
<b>Designated Player (DP)</b> Not used in SP	Player who is on the line-up card in the teams batting order but not on the defensive line-up.
<b>Extra Player (EP)</b> (An optional player's) in SP	Used in JO Pool Play only.
<b>Flex</b> Not used in SP, except when using ADA rule	Player listed on the line-up card in the 10th spot and can play any defensive position and may enter the game on offense only in the DP position.
<b>Foul Tip</b> is now in effect for SP with stealing	Used in FP
<b>Leaping</b> Not allowed in SP	An act by the pitcher when both feet become airborne on the initial move and push from the pitcher's plate
<b>Pivot Foot</b> is the foot that the pitcher must keep in contact with the pitcher's plate until the ball is released	Is the foot which must remain in contact with the pitcher's plate prior to pushing off.
<b>Quick Pitch</b> ....is an illegal pitch	<b>Quick Pitch</b> ....is a No Pitch
<b>Stealing:</b> Is the act of a runner attempting to advance during a pitch. Runners can advance once the pitched ball reaches the front edge of Home Plate	Runners may advance once the pitched ball leaves the pitchers hand.
<b>Strike Zone:</b> When the batter assumes a natural stance adjacent to home plate, the strike zone is that space over any part of home plate between the batter's <i>back shoulder and the front knee</i> .	...between the batters arm pits and the top of the knees.
<b>Rule 2 Playing Field SP</b>	<b>Rule 2 Playing Field FP</b>
<b>Fence distances:</b> 1) women min 265' max 300' 2) men min 300' max 315' 3) co-ed min 275' max 300' 4) women 16" min 200' max 250' 5) men 16" min 250' max 300' 6) JO G10U/12U min 175' max 200' 7) G14U /18U min 225' max 250' 8) B10U min 200' max 225' 9) B12U min 225' max 250, 10) B14/16/18U min 275' max 300'	1) Women's min 200' max 250' 2) Men's min 225' max 275' 3) G10U min 150' max 175' 4) G12/14U min 175' max 200, 5) 16/18/18gold U min 200' max 225' 6) B10U min 150' max175' 7) B12/14U min 175' max 200' 8) B16U min 200' max 225' 9) B18U min 225' max 250' Men's Modified max 325'
<b>Pitching Distance:</b> 1) Women's, Men's, and Co-ed 50' 2) 16" men's and women's 38' 3) JO G 10U 40', 12U 46', 14/16/18U 50' 4) JO B 10U 40', 12U 46', 14/16/18U 50'	Women's and 18U Gold, 18U A/B, 16U A/B and 14U A/B 43", Men's 46', JO Girls 10U 35', 12/14/ 40', 16/18U 43', Boys JO 10U 35', 12U 40', 14/16/18U 46'
<b>Bases:</b> All Adult SP - 70', Women's 16" - 55', Men's 16" - 60', JO Girls 10/12U - 60', 14/16/18U - 65', JO Boys 12/14U - 60', 14/16/18U - 65'	All Fast Pitch is 60'
<b>Batter's box:</b> 16" only is 4 feet by 8 feet	<b>Batter's box:</b> 3 feet by 7 feet
<b>Catcher's box:</b> 10 feet deep by 8' 5" wide (10' 5" for 16" SP)	<b>Catcher's box:</b> 7' deep by 8' 5" wide
<b>Home Plate</b> ...Senior SP uses 2 Home Plates	<b>Home Plate</b> ....All use 1 Home Plate
<b>Rule 3 Equipment SP</b>	<b>Rule 3 Equipment FP</b>
<b>Bats:</b> SP bats must bear the 2000, 2004 or 2013 ASA Certification mark	<b>Bats:</b> FP bats must bear the 2000 or 2004 ASA Certification marks. Bats with 2013 ASA Certification Mark are allowed in Men's, JO Boys and Men's Modified.
<b>Balls:</b> SP uses 10" 11" 12" 14" and 16" diameter .440 or .520 max core and .470 max core for 16" (The 52/300 is the only ball allowed in Men's SP, Co-ed, Men's Masters and JO Girls and JO Boys 10 and 12U play. Seniors may use the 44/375 ball) A molded 11" and 12" ball with facsimile red stitches may be used.	FP uses only 11 and 12 inch diameter balls core is .470 max
<b>Catchers mask:</b> JO Slow Pitch must wear an approved batter's helmet with ear flaps, the catchers helmet and mask, or an approved plastic face mask/guard with the catchers helmet. A throat protector is optional	<b>Adult</b> must wear a mask with a throat protector. Helmets are optional. Can not wear a plastic face mask/guard. JO must wear a mask with a throat protector and an approved helmet with ear flaps.

Shin Guard and Chest protector: Not required for SP		Both are required for JO FP	
Batting Helmets: Must be worn by JO offensive players and players acting as coaches. Must have ear flaps and be NOCSAE approved. Not required but permissible for adults		All offensive players must wear double ear flap NOCSAE approved helmets. JO offensive players must wear NOCSAE approved helmets face mask / guard.	
Headwear: Ball caps, visors of mixed team colors are optional. All headgear must be worn properly.		Adult males must properly wear alike ball caps. <b>Adult female caps and visors are optional, may be mixed in style and should be a team color or black, white, gray or beige.</b>	
Shoes: JO, Co-ed, and seniors can not wear metal, hard plastic, or polyurethane spikes		Exception: 18 U A/B, 18 Gold, 16 U A/B and 14U A/B can wear metal cleats	
Uniforms: Alike in style and color (exception: Men's D and E/Rec, Women's Open, Women's C and D, Coed C and D SP - matching shirts only)		Alike in style and color	
<i>Rule 4 Players, Coaches, Substitutes (SP)</i>		<i>Rule 4 Players, Coaches, Substitutes (FP)</i>	
Section 1C Players: A team shall consist of the following: Ten Players, Ten players with an EP, Senior (50-55-60) 10 defensive with 1 or 2 Extra Players, Senior ( 65-70-75) 11 defensive players and 1 or 2 Extra Players, Co-ed 10 players 5 and 5, Co-ed with an Extra Players 12 players 6 and 6.		9 players or 10, 9 defensive players with a DP	
Section 4C 3c and d: Seniors can have any legal number of players up to the number of roster present in the batting order. The shorthanded rule will be in effect. 65-Over Division may use 10 or 11 defensive players at tournament director's discretion.		No such rule in Fast Pitch	
Section 1C [3]: Co-Ed penalty for using wrong gender number on defense in infield or outfield		No such penalty in FP	
Section 1D Shorthanded: Start or finish with as few as 9		Same as SP, JO Pool Play may continue to play until they cannot field 8 defenders.	
Section 2: ...ADA Rule...10,11, or 12 players can be used		9 or 10 players can be used	
Section 3 DP: Not used in SP		An option in FP that must be noted on the line up prior to the start of the game.	
Section 4 EP: Optional and must be known prior to the start of the game		<b>Optional in JO Pool Play only, placed anywhere in the line-up and play any defensive position.</b>	
<i>Rule 5: The Game (SP)</i>		<i>Rule 5: The Game (FP)</i>	
Section 5 Scoring runs: One run shall be scored each time a runner touches first, second, third, and home. Exception: Men's (except E-Rec), Women's, Masters and Seniors do not have to run the bases on over the fence home runs or Four Base Awards.		In all Fast Pitch games, players must touch all bases.	
Section 8 Home Run Rule: SP has home run limits for Adult Men (except E-Rec), Women, Master and Senior levels of play.		No such regulations	
Section 9C: Men's Seniors SP Only - restricts number of runs allowed per inning except for 7th inning, last inning of time limit or any extra innings.		No such rule	
Section 9 Run Ahead Rule: Men's SP (except Class A, B and Seniors) 20 after 3 innings, 15 after 4 innings, 10 after 5 innings of play. Class A, B, and Seniors: 20 after 4 innoings and 15 after 5 innings. 16" SP: 12 after 4 innings and 10 after 5 innings.		Men's Fast Pitch (only) 15 after 3 innings, 12 after 4 innings, and 7 after 5 innings Women's and JO Fast Pitch: 15 after 3, 12 after 4 and 8 after 5. Modified: 15 after 3 innings, 12 after 4 innings and 10 after 3 innings.	
Section 10 Time Limits: Where applicable in JO SP, time limits will be 1 hour and 10 minutes.		Where applicable in JO FP, time limits will be 1 hour 40 minutes and finish the inning. Then play one more complete inning, or 1/2 inning if home team is ahead.	
Section 11 Tie Breaker Rule: No such rule in SP except Seniors and after 7 they will play the tie breaker rule		Women's and Men's 40 and Over and 45 and Over after completing 7 innings and JO Girls after completing 7 innings or 1 hour and 40 minutes in pool play.	
<i>Rule 6 Pitching Regulations (SP)</i>		<i>Rule 6 Pitching Regulations (FP)</i>	
Section 1 Preliminaries: Both feet on the ground with one or both feet on the pitcher's plate (Seniors up to 10 feet behind the pitcher's plate). 16" the pivot foot must be in contact with the pitcher's plate through out the delivery.		The pitcher must have the ball in the glove or the hand to take the pitching position. Both feet must be on the ground within the 24" length of the pitcher's plate. Male an JO BOYS both feet on the pitcher's plate or one foot on the pitcher's plate. Female both feet on the pitcher's plate.	

Must come to a complete stop in front of the body and the front of the body must face the batter, and maintain this position for at least 1 second. The pitcher can not simulate a legal pitch while not in contact with the pitcher's plate.		Male and JO Boys may take a backward step before, simultaneous with or after hands are brought together. FP and Modified must bring the hands together for not less than 1 second and more than 10 seconds before the release.	
Nothing on taking a signal		Must take a signal or simulate taking a signal while on the pitcher's plate with hands separated.	
16" can attempt a pick off		No pick off allowed	
Senior Slow Pitch has a strike mat		No such rule	
Section 2 Starting the pitch: The pitch start when the pitcher makes any motion with the ball after the required stop.		The pitch starts when the hands are separated after they come together.	
Section 3 Legal Delivery: The delivery must be a continuous motion.		Can not put the hands together after they have separated.	
The pitcher must deliver the ball toward Home Plate on the first forward swing of the pitching arm past the hip with an underhand motion. The palm maybe over or under the ball		The Pitcher must not make more than two revolutions of the arm on the windmill pitch. Delivery must be underhanded with the hand below the hip and the wrist not farther from the body than the elbow.	
Pitch released with moderate speed		No regulation in the speed	
Delivery with an arc of not less than 6' and not more than 10'		No regulation on the arc	
Pivot foot must remain in contact with the pitcher's plate until the release of the ball		The pitcher must push off with the pivot foot but the release does not have to be prior to the push. Male and JO Boys may leap OK with toes down. Female and JO must push and drag only	
Must pitch within 10 seconds of receiving the ball back form the catcher or the umpire says play ball		Pitcher has 20 seconds	
Ball that bounces before HP is dead		Can not deliberately drop or bounce the ball to prevent the batter for hitting the ball. If the ball does bounce it remains live. Cannot be a called strike.	
A step may or may not be taken.....		A step must be taken and be between the 24" pitcher's plate in Women's and JO Girls. Men and JO Boys do not have to stay in between the 24" pitcher's plate	
Section 5 Foreign Substance/Protective Wraps: The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm of the pitching arm.		May not wear anything, in the umpire's judgment, on the pitching hand, wrist, forearm, elbow, or thigh that is distracting to the batter. The pitcher may now use an approved drying agent in addition to powdered Resin. The Resin is to be kept on the ground and the drying agent in the pitcher's pocket.	
Section 6 Catcher: Must remain in the catcher's box until the ball is batted or touches the plate, ground or reaches the catchers box.		Section 6 Catcher: must remain in the box until the ball is released.	
Section 7 Quick pitch: Not allowed! It would be judged an illegal pitch.		Referred to as a NO pitch in FP	
Section 8 Warm up pitches: Not more than 1 minute or 3 pitches.		Not more than 1 minute or 5 pitches	
No regulation on throwing to a base		Can not throw to a base with the foot in contact with the pitcher's plate or during a live ball.	
Section 9 No Pitch: If the ball slips out of the pitcher's hand during the delivery or the back swing. The ball is dead and all action on that pitch is canceled.		Section 11 Dropped Ball: If the ball slips from the hand during the delivery it is a ball on the batter and the ball remains live. Runners can advance at their own risk.	
Rule 7 Batting (SP)		Rule 7 Batting (FP)	
Section 1A: Must use On-Deck Circle closest to their bench area.		Section 1A, EXCEPTION: On Deck Circle - Men's and Women's Fast Pitch, Men's Modified and all JO Classifications may use either on-deck circle as long as it is behind the batter.	
Section 2 Batting order: No DP is used		When the Flex bats for the DP they remain in the batting order until the DP or their substitute enters the game.	
Section 3B: Batting Position - Adult SP and Boys 14U, 16U & 18U will start with a 1 ball and 1 strike count. Seniors, JO Girls and Boys 10U, 12U and 14U do not.		Not in Fast Pitch	
Section 3E Batting position: The batter shall not step directly in front of the catcher to the other batter's box while the pitcher is in the position to pitch or anytime thereafter prior to the release of the pitch.		Can not step across to the other box while the pitcher is taking the signal.	

Section 4 A and B A strike is called by the umpire: For each ball entering the strike zone before touching the ground and the batter does not swing. It is not a strike if the ball hits the ground or the plate and then the batter swings at it. SP with stealing for each ball entering the strike zone.		Any ball entering the strike zone or swung at after bouncing	
C: A strike is called for each legally swung at ball and missed by the batter. Without stealing the ball is dead.		Ball is live	
Foul tip ball is dead in SP without stealing, live in the game with stealing and 16"		Ball is live	
A strike is called for each foul ball including the third strike		for each foul ball with less than 2 strikes	
A strike is called when any part of the batter's person or clothing is hit with a batted ball while in the box		only with less than 2 strikes	
Section 5 A ball is called on the batter: For each legally pitched ball which does not enter the strike zone and the batter does not swing, touches the ground before reaching home plate, or touches home plate. Any ball swung at after hitting the ground before HP or touches HP is a ball. The ball is dead.		Any ball that does not enter the strike zone not swung at or touch the ground before reaching home plate or touches home plate and not swung at. The ball remains live.	
For each illegally pitched ball not swung at : The ball is dead and runners may not advance. SP with Stealing the ball is live unless it hits the ground prior to reaching HP		For each illegally pitched ball not swung at or swung at and missed is a Dead Ball and runners are entitled to advance one base without liability to be put out.	
If the ball hit the batter outside the strike zone Ball is dead and runners may not advance		Ball is dead and the batter is awarded 1B and all runners one base if forced.	
Section 6, The Batter is out: when a batter bunts or chops the ball		If the batter bunts the ball foul after the second strike, if it is caught the ball remains live	
16" SP if the batter intentionally hits a ball that first strikes the ground in order to prevent a pick off attempt		Batter in Fast Pitch is not out and the ball is live	
After a third strike including a foul ball that is hit after two strikes		When a called or swinging strike is caught by the catcher	
NO rule on dropped third strike		When the batter has three strikes and/or if there are fewer than two outs and first base is occupied.	
<i>Rule 7 Batting Position</i> (Adult SP except Seniors and Masters) the batter shall enter the batter's box with a 1 ball and 1 strike count.		<i>Rule 7 Batting Position</i> not in effect for FP	
<b>Section 3B JO Boys 14U, 16U, 18U will start with a 1-1 count.</b> <b>Rule 8 Batter-Runner and Runner SP</b>		<b>Not used in Fast Pitch</b> <b>Rule 8 Batter-Runner and Runner FP</b>	
Section 1B The batter becomes a batter-runner: There is no dropped third strike rule in SP		When the catcher fails to catch the third strike before the ball touches the ground and there are less than 2 outs and 1B is not occupied and anytime there are 2 outs.	
Section 1C: When four balls have been called by the umpire. The batter is awarded 1B. The ball is dead and runners may not advance unless forced. Exception SP with stealing and the ball does not hit the ground before reaching HP or hits HP or the batter. The Batter-Runner may only advance to 1B unless a play is made on another runner or an errant throw.		The ball is live unless blocked.	
<b>Section 1C[3]: A batter may be intentionally walked by simply notifying the plate umpire to award first base without pitching any pitches.</b>		<b>An intentional walks in Fast Pitch requires four pitches to be judged as balls.</b>	
1D 4 Catcher's obstruction has no bunt or squeeze in SP		On a swing or attempted bunt, the catcher or any other fielder prevents the batter from striking the ball, touch their bat with a runner on third base trying to score by means of a squeeze. The ball is dead and the runner on 3B is awarded Home. All other runners advance if forced.	
1F: A pitched ball not swung at nor called a strike, touches the batter or any part of their clothing the ball is dead.		The ball is dead and the batter is awarded 1B provided there is an attempt to avoid being hit.	
Section 2A Batter-Runner is out: If the catcher drops a third strike the ball is dead and the batter is out. The Ball is live in SP w/ stealing.		When the catcher drops the third strike and is legally put out prior to reaching 1B with less than 2 outs, and 1B occupied at the time of the pitch or with two outs	
Section 2D: The batter-runner is not out when they enter the dugout on a home run or 4 base award when they are not required to run the bases. The ball is dead.		The batter-runner is out when they fail to advance to 1B and enters the team area after a batted fair ball, base on balls, hit batter, or dropped third strike. They must run the bases on Home runs and 4 base awards.	

<b>Section 2F: SP bats 10 batter's or 11 when using the EP</b>		<b>JO FP Pool Play - nine players will bat or teams may bat up to and including all roster players.</b>	
<b>Section 3F6</b> A batter can not interfere with a dropped third strike in SP		<b>The batter-runner is out when they interfere with a dropped third strike.</b>	
<b>Section 2L:</b> The batter-runner is out for excessive over the fence home runs		<b>There are no penalties for the number of HR</b>	
<b>Section 2M 8</b> No pick offs except in 16" and SP with stealing. When there are pick offs the runner can return to the colored portion or white portion of the base		<b>The runner can return to the colored or white portion of the base during a pick off attempt</b>	
<b>Section 3I</b> Touching bases in legal order: Awarded bases do not have to be touched in legal order in Adult Men, Women's and Masters SP on home runs or 4 base awards.		<b>All awarded bases or home runs the bases must be touched in legal order.</b>	
<b>Section 4A</b> Runners are entitled to advance with liability to be put out in SP with stealing when the ball reaches home plate.		<b>When the ball leaves the pitchers hand</b>	
<b>Section 4G:</b> JO SP no stealing allowed		<b>Base stealing is allowed in all divisions of play</b>	
<b>Section 4L:</b> 16" runners may lead off at the risk of being picked off		<b>No runners may lead off in any game of FP</b>	
<b>Section 5A</b> Runners are entitled without liability to be put out: When forced to vacate a base because the batter-runner was awarded a base on balls. The ball is dead except in 16" and SP with stealing		<b>The ball remains live. Any runner affected may advance one base and may advance farther with liability to be put out</b>	
<b>Section 5C</b> When a pitched ball goes out of play the ball is dead and runners can not advance. Exception SP with stealing.		<b>The ball is dead and the runners are entitled to advance one base without liability to be put out.</b>	
<b>Section 5E</b> On an illegal pitch not hit the ball is dead and no runners can advance. The ball is live in SP w/ stealing.		<b>Runners can advance one base without liability to be put out providing the coach does not take the result of the play.</b>	
<b>Section 6E</b> A runner must return to their base: If a pitched ball hits a batter the ball is dead and no one can advance.		<b>Same as SP except the Batter is awarded 1B and runners may advance if forced.</b>	
<b>Section 6F:</b> No umpire interference with a catcher's throw except in SP with stealing and 16" SP.		<b>This is a delayed dead ball and if the runner is out the ball remains live. If the runner is safe the ball is dead and runner is returned to the base occupied at the time of the interference.</b>	
<b>Section 6G:</b> When stealing is not allowed, Runners must return to their base after each pitch		<b>Runners may steal on any pitched ball.</b>	
<b>Section 6H:</b> SP with stealing runners may advance after the ball reaches home plate		<b>Runners may advance when the ball leaves the pitchers hand</b>	
<b>Section 7R &amp; s</b> The runner is out: if they fail to keep in contact with the base until the ball is batted, touches the ground or reaches home plate. Exception is 16" when the runner can leave the base when the ball is out in play.		<b>The runner is out when the runner fails to keep contact with the base until the ball leaves the pitchers hand</b>	
<b>Section 7T</b> Look Back rule: Does not exists in SP.		<b>Requires the runners to return or advance in several different situations.</b>	
<b>Section 9</b> All Adult Slow Pitch, except Seniors can use a courtesy runner once per inning. Seniors can use unlimited courtesy runners per inning. A courtesy runner on base will be removed to bat and the original runner will be called out. No 2nd courtesy runner is permitted.		<b>All Fast Pitch can use courtesy runners for the pitcher and catcher only</b>	
<b>Section 9D</b> Senior Slow Pitch:			
1) Defensive players must touch the original HP and runners must the second HP		<b>Not applicable in FP</b>	
2) Must touch the second HP to score		<b>Not applicable in FP</b>	
3) Runners tagged by a defensive player will not be out		<b>Not applicable in FP</b>	
4) Defense must touch the original HP for an out		<b>Not applicable in FP</b>	
5) If a runner touches the original HP the runner is out and the ball remains live		<b>Not applicable in FP</b>	
6) Once the runner passes a commitment line they can not return to 3B		<b>Not applicable in FP</b>	
7) If the runner continues down the regular fouled line and interferes the runner will be call out and the ball is dead		<b>Not applicable in FP</b>	
<b>Section 10</b> Courtesy Runners: Not allowed in JO. Adult SP may use 1 per inning. Seniors Men & Women unlimited per inning, Masters Women 35Over, Men 40 & 45 Over use one per inning.		<b>All Fast Pitch can use a courtesy runner for the Pitcher and Catcher. Seniors and Masters one per inning.</b>	