

45

(3) The screen cannot be moved off of a direct line from the rubber to the strike plate

3.0 (f) FIELDER:

- (1) Outfielders must remain behind the 180 foot line (1st white line) until the ball is hit.
- (2) All infielders must remain on the dirt part of the infield until the ball is hit.
- (3) If wind conditions adversely affect flight of the ball and umpire and both managers agree, then only strikes will be called until the wind subsides.

3.0 (g) PITCHER:

- (1) LEGAL PITCH: A pitch that goes OVER THE SCREEN and is LESS than 12 feet high.
- (2) ILLEGAL PITCH: A pitch that is over 12 feet high or not over the screen shall be called ILLEGAL by the umpire and if not swung at is a BALL, but if swung at and missed is a strike. If the ball is hit then play continues as a fair or foul ball.
- (3) WARM-UPS: 5 warm-ups at start of game and then 3 warm-ups between innings.
- (4) PITCHING BOX: EXTENDS BACKWARD 10 FEET X 2 FEET FROM THE FRONT OF THE RUBBER. Pitcher must come to a complete stop with the ball in front of his body. Before starting the pitch the pitcher must have at least one foot in the pitcher's box and the pivot foot must remain in contact with the pitching box until the ball is released. If a step is taken, it may be forward, backward or to the side provided the pivot foot is in contact with the pitching box and is simultaneous with the release of the ball. (SSUSA RULE 6.4/6.5)

3.0 (h) QUICK- PITCH: Pitchers must wait until the batter is "ready" before pitching the ball or "NO PITCH" will be called and the pitch redone.

3.0 (i) PITCHER AS A FIELDER: The pitcher must remain behind the screen until the ball is hit. If not and he touches the ball, the ball is dead and the batter-runner will be awarded 1st base and runners advance if forced.

3.0 (j) WALKED USING A COURTESY RUNNER: If a batter, who is using a courtesy runner from home is walked, the batter does not have to go to first base.