

2011 ASA/NCAA/NFHS Rule Differences

ASA Rule	REF	NCAA Rule	REF	NFHS Rule	REF
Rule 1: Definitions					
Charged Conference:					
Definition of a Charged Conference: When a team representative requests a suspension of play or delays the game for the purpose of delivering a message to another team member, unless the pitcher is removed from the pitching position.	1	One charged conference per inning. One additional conference is permissible to change pitchers that have not pitched that inning.	6-11a	A charged conference is when the coach or dugout/bench personnel requests and is granted a time-out to meet with offensive or defensive personnel. Each team, when on defense, may be granted not more than three charged conferences without penalty during a seven inning game to permit coaches or their representatives to confer with a defensive player or players.	2-14-1; 3-7-1
Bunt Attempt:					
A pitched ball that is intentionally tapped with the bat, slowly, within the infield.	1	A legally batted ball not swung at but intentionally tapped with the bat.	1-18	A bunt is a legally batted ball not swung at but intentionally tapped with the bat. An attempted bunt is any non-swinging movement of the bat intended to tap the ball into play. Holding the bat in the strike zone is considered a bunt attempt. In order to take a pitch, the bat must be withdrawn – pulled backward and away from the ball.	2-8-1 2-8-2
Strike zone					
Arm pits and top of the knees any part of the ball	1	The area over home plate between the bottom of the batter's sternum and the top of her knees. The top of the ball must be in the horizontal plain and either side of the ball in the vertical plain of the strike zone...	11-3a	same as ASA	2-56-3

Catch and carry					
A catch and carry is a ball caught in live ball territory and carried into dead ball territory. A ball caught or touched by a fielder that is in dead ball territory is a dead ball	1	Same as ASA same except a ball touched by a player while in dead ball territory is considered a catch and carry	6-9b, 12-13 note 3	same as ASA	8-4-3f
Catch					
To be a catch a fielder must have both feet back in live ball territory or one in live ball territory and one in the air	1	Same as ASA	9-1c	must reestablish and have both feet in live territory to be a catch	5-1-1i(d)
Pitching Lane					
ASA no rule		The Pitcher's Lane: The area to which the pitcher is restricted when pitching.	1.93, 2.15, 2.19, 10.4.1, Appendix A	NFHS no rule	
Covering the Pitcher's Plate/Pitcher's Lane					
The pitcher must take one step forward towards the batter and must remain within the 24 inch length of the pitching plate	6-3-l	A team representative or player shall not intentionally cover the pitcher's plate nor erase the line of the pitcher's lane. EFFECT: For a first violation in a game, a ball shall be awarded to the batter. Subsequent violation by the same team shall result in the violator(s) being ejected.	10.20	The pitcher can take no more than one forward step towards the batter and must remain within or partially within the 24 inch length of the pitching plate	6-2 NOTE

Rule 2: The Playing Field					
The Double Base					
Half of the base is white (over fair territory) and half of the base (over foul territory) is a contrasting color	2-1H	The double base is not allowed.	2-4	By state association adoption, a double first base is permitted. The base shall be a one or two-piece unit, 15 inches by 30 inches. The base in foul territory shall be a color other than white.	1-2-1 Note
The base is 15X30 inches and both sides of the double base shall be equal thickness. (5" max)	2-3H NEW	The double base is not allowed	2-4	By state association adoption, a double first base is permitted. The base shall be a one or two-piece unit, 15 inches by 30 inches. The base in foul territory shall be a color other than white.	1-2-1 Note
Erasing the lines of the Batter's Box					
Erasing the lines carries no penalty in ASA	No rule	Strike on the batter if the offense intentionally removes the lines and ball if the defense does the same. Coaches who remove any line shall receive a warning then an ejection on the second offense.	2-15-2 EFFECT, 11-2c	Same as NCAA with the exception that after an occurrence a team warning is issued and the next violation is a ball / strike and the offender and coach restricted to the dugout.	3-6-17

Rule 3: Equipment					
All players on a team shall properly wear uniforms that are like in color and style. Sleeves or straps of the uniform top may be adjusted with or without tie-ups, to the comfort of the players, provided uniform numbers remain visible. If because of the blood rule a change is required and the uniform part does not match, the player will not be penalized. All protective equipment should be worn properly. If a player is requested to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will not be allowed to play. Shoes not allowed is an ejection not just not allowed to play	3-6 Uniform	All equipment used in intercollegiate competition should be commonly available to the general public through retailers. Institutions are responsible for ensuring that the equipment used in competition meets the prescribed industry standards of safety and legality. Coaches are responsible for ensuring that their players are legally equipped and properly attired to reflect a positive image of the game. Uniforms, accessories and equipment (including batting gloves that must be worn, carried in the hands or put out of sight in pockets) must be worn properly and as designed. Exception: Sunglasses may be worn as desired. Defective equipment must be repaired or replaced immediately.	3-1-1	All equipment shall be worn properly and as designed by the manufacturer. Any equipment judged by the umpire to be potentially dangerous is illegal.	1-8-5

Official Bat

The official bat for ASA Championship Play must meet all ASA specifications and requirements of Rule 3, Section 1 and: 1) The official bat shall be free of burs, dents, cracks, sharp edges and audible rattles and show no signs of excessive wear. The official bat shall be marked OFFICIAL SOFTBALL by the manufacturer, be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at it's largest part, including any tolerance expansion. The official bat shall be smooth and round to 0.050 inches in diameter and bear either the ASA 2000 Certification Mark or the ASA 2004 Certification Mark and must not be listed on the ASA Non Approved Bat List. And 2) must be included on the list of approved bat models published by the ASA or 3) must in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested , would comply with the ASA Bat Performance Standard.	3-1A	Shall be marked OFFICIAL SOFTBALL by the manufacturer. Shall bear the permanent ASA 2004 certification seal and not be listed on the Non-Approved bat list on the NCAA Web Site, (NCAA.org)	3-2A[15]	All bats shall meet the 2004 ASA bat performance Standard, bear either the 2000 or 2004 ASA certification mark and not be listed on the ASA Non-Approved bat list as found on www.asasoftball.org .	1-5-4
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Ball white or optic yellow with ASA logo	3-3A	NO certification mark requirement and must be optic yellow	3-1	NFHS certification mark white or yellow can be used	1-3-3; 1-3-8
Only softballs which bear an ASA approved certification mark signifying compliance with the Ball COR and Ball Compression limitations then in effect, and which satisfy all other applicable provisions of Rule 3, Section 3 will be allowed for use in ASA Championship Play.	3-3A	Effective July 2009, the maximum dynamic stiffness: 7500 pounds.	Effective July 2009, the maximum dynamic stiffness: 7500 pounds.	Effective January 1, 2010, the dynamic stiffness of softballs shall not exceed 7,500 pounds/inch when tested under current proposed ASTM test methods.	1-3-3

Safety Knob

The knob shall have a diameter of at least 1.6 inches with no sharp edges. The knob will be permanently attached to the bat and may be taped with safety tape.	3-1B	Shall have a safety knob of a minimum of 1/4 inch protruding at a 90 degree angle from the handle. It may be molded, lathed, welded or permanently fastened. A "flare" or "cone" grip attached to the bat will be considered altered. The knob may be taped or marked for identification as long as there is no violation of this section.	3-2-1-8-2	Knob shall be securely fastened. Devices, attachments or wrappings that cause handle to become flush with knob are not permitted	1-5-2
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Bat Handle

The region of the bat from the knob, not including the knob, to the start of taper where the diameter increases. The handle will include a safety grip.	3-1C	The handle is the area between the knob and taper which is covered by the grip. It shall have a safety grip of cork, tape (not smooth, plastic tape) or composition material (commercially manufactured bat grip)	3-2-1-8-3	The bat handle must be round or oval.	1-1
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Safety Grip

The safety grip can be made of cork, tape or other synthetic material and must be permanently attached and cover the handle region of the bat. No bare metal may be exposed in the area covered by the safety grip. It shall not be less than 10 inches and not more than 15 inches. Any attachment such as a molded finger grip, flare cone, or choke up device must be attached to the grip with safety tape. Resin, pine tar, or spray substances are permissible to the safety grip only.	3-1D NEW	The safety grip shall not be less than 10 inches (25.0cm) long and shall not extend more than 15 inches (40.0cm) from the knob. Resin, pine tar or spray substances placed on the safety grip to enhance the grip are permissible on the grip only. It may not exceed two layers. If taped, it must be a continuous spiral, but need not be a solid layer.	3-2-1-8-3	The bat shall have a safety grip of cork, tape or composition material. The grip shall extend a minimum of 10 inches, but not more than 15 inches from the handle end of the bat. Slippery tape or similar material shall be prohibited.	1-5-2
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Taper					
The transition area between the handle and the barrel. The taper shall have a generally conical shape. It starts where the barrel decreases in size and ends where the handle diameter becomes constant. The taper shall be free of burs, dents, cracks, sharp edges, and audible rattles and show no signs of excessive wear.	3-1E	The taper is the transition area which consists of the narrower handle and the wider barrel portion of the bat. Its length and material can vary and the taper has the fewest rule specifications.	3-2-1-8-4	No reference to the taper in NFHS Rules.	
Barrel					
The region of the bat from the end of the taper to the end cap, not including the end cap. The barrel region shall be round within 0.050 inches.	3-1F	The barrel is the intended contact area for the pitch and shall be round and smooth. If the barrel end has a knurled finish, the maximum surface roughness shall not be more than 250 micro-inches if measured by a philmometer or 4/1000th if measured by a spectrograph.	3-2-1-8-5	No reference to the barrel in NFHS Rules.	
End Cap					
The cap placed at the barrel end of the bat. The End Cap shall be permanently affixed to the bat to prevent alterations to the interior of the bat. It shall be affixed so that it cannot be removed by anyone other than the manufacturer without damaging or destroying the end cap or the barrel.	3-1G	The End Cap is a rubber, vinyl, plastic or other approved material insert firmly secured and permanently affixed so that it cannot be removed by anyone other than the manufacturer, without destroying it. A bat made of one piece construction may not have an End Cap.	3-2-1-8-6	No reference to the End Cap in NFHS Rules.	

Altered Bat					
<p>An ASA official bat's characteristics shall remain fixed at the time of manufacture and may not be altered in any way other than specifically provided for in (Rule 3, Section 1) or as specifically approved by the ASA.</p> <p>Approved bats shall be considered altered if they are rolled, shaved, repainted, weighted or modified to change their characteristics from that provided by the manufacturer. Identifying the bat by means of laser marking, engraving, or painting the name or number of the player will not make the bat an altered bat.</p>	<p>3-1H NEW</p>	<p>Bats deemed inappropriate (altered, illegal or non-approved) (pre-game or during play) shall be removed from the team's possession and secured from either team for the duration of the game.</p>	<p>3-2-4</p>	<p>Bats that are broken, cracked, dented, altered or deface the ball are illegal.</p>	<p>1-5-8</p>

Warm Up Bat Attachments					
<p>Warm up - Only attachments listed on ASA Web site permitted</p>	<p>3-2E</p>	<p>Attachments to a bat (such as sleeves, donuts and fans) are not allowed in the on deck circle.</p>	<p>3-3</p>	<p>All attachments used must be commercially manufactured specifically for a softball bat, and securely fastened</p>	<p>1-5-9</p>

ASA Non-Approved Ball List					
<p>The ball must have an ASA approved Certification Mark and not appear on the ASA Non Approved Ball List</p>	<p>3-3A</p>	<p>No rule</p>		<p>No Rule</p>	

GLOVE/MITT					
Glove/mitt - may be worn by any defensive player and must meet dimensional requirements.	3-4	Catcher may wear a glove / mitt of any dimension. First baseman can wear a mitt but must meet dimensional requirements	3-7a	Catcher can wear a glove or mitt of any dimension. Defensive fielders can wear either a glove or mitt but meet the dimensional requirements.	1-4-3
Pitcher's Glove - may be one solid color or multicolor as long as one of the colors is not the color of the ball used in the game played.	3-4	Any player's glove 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	Any player's glove can be a maximum of two colors not distracting. May not be gray, white or optic yellow.	1-4-2
CATCHER'S EQUIPMENT, FACE MASK/GUARDS, AND HELMETS.					
Catchers mask - JO: must be worn with helmet that has double ear flaps, body protector, and shin guards. Adult - Mask only.	3-5C	Same as ASA JO, but multiple ear flap requirement	3-5, 3-8b	Same as ASA JO with NOCSAE approval stamp	1-7-1
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 An offensive player may wear a helmet with a commercially manufactured protective mask attached. The face mask should meet the NOCSAE standard for the mask and helmet combination and must be permanently attached by the manufacturer. In addition any defensive player may wear a face mask, whether the mask is attached to a helmet or not.	3-8-1 3-8-5	Same as ASA exception: Chin strap not required.	1-6-1
Player acting as coach must wear a helmet	3-5E	A student-athlete in a coaching box is required to wear a batting helmet whenever the ball is live from the first pitch of an inning to the last out of that inning. EFFECT: If an umpire observes a student-athlete in the coaching box without a batting helmet, the umpire shall direct the student-athlete to wear one without penalty. Failure to do so when directed by the umpire shall result in ejection of that student-athlete	3-8-1	Mandatory, if not worn issue warning, next offender and head coach are restricted to the dugout.	1-6-1
Removing helmet intentionally when ball is live is an out. Use discretion as to the intent of the rule concerning player safety.	3-5-EFFECT	Intentionally removing helmet while ball is live, player is out. No mention of "safety."	3-8-1-EFFECT	If removed intentionally warning issued, next offender and head coach restricted to the dugout.	1-6-6 & 1-8-5
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.	3-8-3	Shall have a non-glare outer surface	2-8-4

JEWELRY					
exposed Jewelry judged dangerous by umpire must be removed and may not be worn during the game. 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
If judged to be dangerous by the umpire must be removed and may not be worn in the game.	3-6F	Wearing jewelry or hair adornments is not prohibited.	No Rule	Added an exception to permit hard unadorned devices such as bobby pins, barrettes and hair clips, no longer than two inches to be worn in a players hair.	3-2-12 NEW
SHOES					
Junior Olympic Fast Pitch Boys and Girls 18U A/B Gold and 16U A/B classifications of play may wear metal cleats.	3-6G	Metal toe plates and metal cleats are permitted.	3-9	Metal toe plates and metal cleats are permitted.	3-2-11- NOTE
UNIFORMS					
The wearing of jewelry, which is judged by the umpire to dangerous, must be removed and may not be worn during the game.	3-6F	No restriction		Added an exception to permit hard, unadorned devices, such as bobby pins, barrettes and hair clips, no longer than 2 inches, to be worn in a player's hair.	3-2-12 NEW
All players on a team shall properly wear uniforms that are like in color and style.	3-6	Competing teams must wear contrasting jerseys.	3-10-4	Uniforms of all team members should be the same color and style.	3-2-1
All players pants may be long, short or mixed in style, as long as they are like in color.	3-6B	The uniform may consist of pants or shorts, but all players on the same team must be attired the same way.	3-10-7	State associations may, on an individual basis, permit a player to participate while wearing a different style uniform for religious reasons.	3-2-1
Uniform numbers - Players may not wear the same number, whether in the game or not. Numbers 0 and 00 are not considered the same number.	3-6D	Players on the same team shall not wear the same number. 0 and 00 are considered the same number.	3-10-4, AR 3- 10-4-1	No players on the same team may wear identical numbers, (0 and 00) are considered the same number	3-2-2
Junior Olympic Fast Pitch Boys and Girls 18U A/B, Gold and 16U A/B classifications may wear metal cleats.	3-6G	No age or classification restriction	3-9	Shoes are required equipment. Soft or hard rubber or rectangular metal spikes are permitted.	3-2-11
Warming sleeves on bats are now approved.	3-7	Not allowed.	3-2-5, A.R. 3-2-5, Ruling.	Materials inside the bat or treatments/devices used to alter the bat specifications and/or enhance performance are prohibited and render the bat illegal.	1-5-5

RULE 4: PLAYERS, COACHES, SUBSTITUTES.					
No penalty on the Head Coach	4-6C	No penalty on the Head Coach.	8-3-3 Appendix B	Added a new penalty of a team warning and then restriction to the dugout/bench area for a head coach who submits a lineup card that must be subsequently corrected with a proper name/number or substitutes added.	3-1-3 Penalty NEW
Replaces the words, when reaches base safely with "when they complete their turn at bat and are discovered".	4-6C [3]	Offending player is called out, any advance or score nullified, the next batter is the player whose name follows that of the offending player, the line-up card is corrected.	8-3-2-D [1-4]	Illegal substitute called out, restricted to the bench for the remainder of the game.	3-4-2 [a d] penalty
A coach is responsible for the teams actions on the field and will represent the team in communications with the umpire and opposing team.	4-7A	The head coach is the person employed or appointed by an institution to be responsible for the softball team. The head coach is accountable for: Ensuring that all players are legally and safely equipped and properly attired.	4-4-1-3	Prior to the start of the game at the pregame conference, a head coach shall be responsible for verifying to the plate umpire that all his/her players are legally equipped, and that the players and equipment are in compliance with all NFHS rules.	3-5-1
No electronic equipment to include cell phones, pagers, etc is allowed to be worn or carried on the playing field.	4-7C [5]	Cell phones and pagers are not allowed on the playing field, but may be used in the dugout for purposes other than team communications	3-6-1 to 3-6-7 EFFECT	Electronic communication devices, television monitors and/or replay equipment shall not be used for coaching purposes during the course of the game.	3-6-11
Remove the penalty of disqualification from the Substitution Rule for the unreported substitute. If the unreported substitute is an illegal player eject the player.	4-6C	There is no disqualification unless the unreported player is an illegal player, in which case the illegal player is ejected.	8-3-3 and 8-3-4	Players and substitutes shall not enter the game unreported. The umpire shall issue a warning to the team involved and the next offender will be restricted to the bench for the remainder of the game.	3-6-7 Penalty

Rule 5: The Game					
A teams fails to appear on the field, or being on the field, refuses to begin a game for which it is scheduled or assigned within the time set for forfeitures by the organization that team represents, it is a forfeit.	5-4B	A forfeited game shall be declared by the umpire crew in favor of the team not at fault	6-19-1-1-2-3 Note, and 6-20	A game shall be forfeited to the offended team by the umpire.	4-3-1 [a-h] 4-3-2
When after completion of seven innings of play or one hour and forty minutes in JO pool play, the score is tied, the tie-breaker rule WILL be played to determine the winner.	5-11	If, after the completion of at least seven innings of play, the score is tied, the tie-breaker rule MAY be played to determine a winning team.	6-15	If a regulation called game has a tie score when ended as in 4-2-2, it is a tie game unless the state association has any prescribed game ending procedures.	4-2-5
Rule 6: Pitching					
Both pitcher's feet must be in contact with the pitcher's plate and within the 24 inch width of the pitcher's plate.	6-1 [a-e]	Both feet must be on the ground in contact with the pitcher's plate and a portion of the pivot foot must be on or above the top surface of the pitcher's plate.	10-2-1-1	Prior to the start of the pitch the pitcher shall take a position with the pivot foot on or partially on top of the pitcher's plate and the non-pivot foot in contact with the pitcher's plate. Both feet must be on the ground and within the 24 inch width of the pitcher's plate. Any step backward shall begin before the hands come together. The step backward may end before or after the hands come together.	6-1 FP [a-f] 6-2B
At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five pitches.	6-9	Between half innings and during pitching changes, warm-up pitches shall be limited to: Pitching from the pitcher's circle to home plate for no more than five continuous pitches or four pitches and one throw to first base or any combination that is limited to five throw from the pitcher in a continuous manner.	6-5-6-1	At the beginning of each half-inning or when a pitcher relieves another, not more than one minute may be used to deliver not more than five pitches to the catcher or other teammate.	6-2-5
The Pitcher may not throw behind their back or through their legs and the ball must be delivered on the throwing side of the body.	6-3F	The deliver phase of the pitch begins when the hands separate and ends with the release of the pitch.	10-6 [1-5]	The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.	6-3C
An approved manufactured drying agent that is included on the list published by the ASA, may be used by the pitcher. The resin must be left on the ground and the approved drying agent in the pitcher's pocket. Effect: If any other substance is found in the pitcher's pocket the pitcher shall be ejected.	6-6A	Gorilla Grip is allowed. It can only be worn on the Pitcher's wrist.	10-13 [1-2]	The pitcher shall not at any time during the game be allowed to use tape or other foreign substance on the ball or contact points of the pitching hand or fingers; nor shall any player apply a foreign substance to the ball.	6-2-2

Rule 7: Batting					
When a batter actively hinders a catcher while in the catchers box	7-6P	If a runner is advancing to home plate and there are fewer than two outs, the runner, instead of the batter is out. The ball is dead.	11-22-2 EFFECT: Exception s. 11-23-4	The batter interferes with the catcher's fielding or throwing by leaning over home plate, by stepping out of the batter's box, by making any movement which hinders action at home after the pitch reaches the catcher or the catcher's attempt to play on a runner, or by failing to make a reasonable effort to vacate the congested area when there is a throw to home and there is time for the batter to move away.	7-4-4
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.	7-4M	The batter, with two strikes, is hit by a pitch in the strike zone, makes no attempt to avoid a pitch in the strike zone or obviously tries to get hit by a pitch in the strike zone.	11-24-17 EFFECT	The batter shall not permit a pitched ball to touch her.	7-3-2
Rule 8: Batter-Runner and Runner					
If a thrown ball hit the batter-runner on any body part outside the 3' running lane this would be interference.	8-2E	If either foot is completely outside the 3' lane and in contact with the ground it is interference and they are out regardless of where the ball hits them.	12-2-4-2	If she runs outside the three-foot lane and in the judgment of the umpire interferes with a fielder taking a throw at first base.	8-2-5
The "Look Back" rule shall be in effect for all runners when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher's circle.	8-7T	The batter-runner, after overrunning first base, must immediately return nonstop to first base or, if she does not retouch first base must make an attempt to advance to second.	12-21-6-5	A batter-runner who overruns first base toward right field, turns left immediately stops, must return non-stop to first or attempt to advance to second base.	8-7-4-b

When 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.	8-7Y	After proper appeal, when after a conference, base runners switch positions on the bases they occupied, the ball has been put back in play, and before the end of the half inning. Each runner is declared out and ejected, in addition the Head Coach shall be ejected for unsportsmanlike conduct.	12-10-5 EFFECT	Must be properly appealed.	10-2-3F 3- 6-13C
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On a swing or attempted bunt, the catcher or any other fielder prevents a batter from hitting the ball, touch the batter or their bat with a runner on third base trying to score on a squeeze play or a steal. The ball is dead, The runner shall be awarded home plate and the batter shall be awarded first base on the obstruction. All other runners shall advance if forced.	8-1D[4] EFFECT	On a pitch that has not reached home plate, a fielder shall not prevent the batter from having a reasonable opportunity to contact the pitch. The ball is dead and the batter and all runners are awarded one base forced or not.	9-4-2-7	The catcher or any other fielder shall not: On a swing or attempted bunt, touch the batter or her bat with a runner on third base trying to score by means of a squeeze play or steal. The runner would be awarded the base on the attempted steal or squeeze. The batter shall also be awarded first base on the obstruction and the ball is dead.	8-3E [2] PENALTY
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Rule 10 UMPIRES

There will be no protest on any decision involving accuracy of judgment.	10-3 [a] c]	On a decision regarding a checked swing, when asked by the catcher, the plate umpire must seek a decision from the appropriate base umpire when the pitch is called a ball. On a decision regarding a pick-off when asked by either coach, the base umpire must confer with his or her partner.	15-9-1-1 15-9-1-2	The umpire making the decision may ask another umpire for information before making the final decision. The use of videotape by game officials is prohibited.	10-1-4 NOTE
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Umpire Uniform

The approved navy ball bag(s) with ASA letters to be worn with the navy or Fechheimer gray slacks, or the gray ball bag(s) with the ASA letter may be worn with the Fechheimer gray slacks.	10-5D NEW	Navy blue pants and navy blue ball bag	15-1-1-1	NFHS does not specify the color of the ball bag	10.4.2
The plate umpire must wear a black or silver mask, with black or tan padding and black throat protector.	10-5H NEW	The plate umpire shall wear a black or nickle-color mask with natural or black padding.	15-1-2	Mask color is not specified	10.4.1

NO Rule governing concussions		No rule governing concussion.		Changed the guidelines and procedures for identifying and removing a player who exhibits signs, symptoms and/or behaviors consistent with concussion	3-3-9 10- 2-3K NEW
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