

## Reglas de softball

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May 31. 2010 Game ELEMENTS softball regulation. The following elements are used for this sport: a jug plate, a home plate, 3 bases, a ball, a bat and demarcation lines. School players may or may not wear gloves. Step. The game mainly develops in space within two lines (missing lines) that form a straight angle to each other. An 18.30-metre square will be built inside it. Sideways. On each of the turntables of this will be located bases, which will play the role of temporary shelters for the players of the attacking team. One of these bases is a pentagonal figure (home) and will be placed on top, which make up the two missing lines. The circle of the jug will be located in the center of this square with its center of 14 meters, for men and 12 meters, for women. PLAYERS AND REPLACEMENTS. The team consists of 9 fielders: 1) pitcher 2) receiver 3) 1st base 4) 2nd base 5) 3rd base 6) short receiver 7) left gardener 8) Center Gardener 9) Right Gardener. There are no restrictions on change. THE DURATION AND DEFINITION OF THE MEETING. The regular game will consist of 7 (seven) innings. In one record two teams bat and defend once each. The game was won by the team that scores the most races. THE IDEA OF THE GAME. The attacking team will try to hit the ball far enough to be able to advance by stepping on all bases in order, they are up home to score a run. The defense team will try to eliminate the batter by taking the balloon, or runners, touching them with the ball before they reach the bases. Race. The race will score every time the runner legally steps on the 1st, 2nd, 3rd and home before the three entry outs are completed. THAT'S A GOOD BALL. (UDAR) I don't go It's a legal step stated by the referee when: 1) He passes on his knees, under the armpits of the dough and over the house. 2) Dough abanicates and fails. 3) The dough produces the missing ball with less than two good ones. BAD BALL. I DON'T MIND. A step that runs outside the aforementioned marks and the dough does not try to hit it. THE BALL'S GONE. Legally batted the ball but: 1) it is sent directly out of foul lines. 2) Stops on foul land between home and 1st or home and 3rd. This is the voice with which the referee declares the player in an offside position. Cases. From the test: 1) The ball taken from the air. 2) Third good ball taken from the air by the receiver. 3) Batting the ball that touches the test. Of the runners: 1) The ball, taken by the defender, is in contact with the base before the runner reaches 1st base. 2) Touched with the ball in the hands of the base, or any other defensive player before he reaches the base. 3) Does not return to base when the ball is taken through the air by any defensive player. 4) You are not in contact with the base during launch. 5) Leave the base ball to leave the pitcher's hand. 6) Deliberately defies the trajectory of the ball played. BACK TO THE BASES. All runners must return to the base they occupied when: 1) the ball is taken out of the air. At Risk 2) When the referee declares the ball missing. No risk. Are you sure. This is the voice with which the referee gives a position in which the runner has just entered before or at the same time as the ball. OTHER CONCEPTS AND DEFINITIONS. Base on balls: After 4 pitches outside the strike zone, the batter wins 1st base. If there's another runner on the next straight base he's pushed first base promotion and so on if with other runners if there aren't free bases. Double play: Two offensive players are eliminated as a result of continuous action. Obstacle: This is the act of a lawyer who does not own the ball or in the act of obtaining it and prevents the forward from advancing. Bunt: It's a batting ball that doesn't make hitting hard, it's about trying to make it roll smoothly inside the square. Base steal: It's the act of a runner trying to advance, risking one base to another the moment the ball leaves the pitcher's hand without waiting for his teammate's batting. Forced game: This is an action by which, with the ball at stake, the player must advance in danger because the next teammate advances to his position. GENERAL RULES RULES OF CONDUCT, UNIFORMS AND zualta 1.quota: All players enrolled in each team and their respective managers and/or assistant managers must comply with the fee, in order and on time set by the League, if they do not comply with this provision, will be outside the League during the sporting season in which this violation occurs. 2. The league fee is not on returns after the start of the season, and the team has participated in at least one game. 3. Uniforms: Teams are responsible for purchasing their uniforms, but these forms must have the League logo printed on the front of the jersey. 4. The team manager is responsible for the fact that all his players appear on the pitch properly in uniform, in accordance with the rules and regulations set by the League (shirt inside trousers and with the League logo on the front, trousers with a strap, cap and boots or shoes without iron cleats); Participation even in the league members' game will not be allowed unless it is properly shaped, after the date set by the league expires. This is in order to maintain a good image, presentation and good organizational quality of the League. 5. Managers must explain the rules and regulations to their players, so all players will be held accountable for their knowledge and compliance at any time. 6. Team Utencilles: Every team will Their respective sports utensils such as basic play, 2 bats, mask, alignment book, annotation books, pen and balls, so the two teams facing each other have to wear these sports props all the time. 7. If the home team does not have bases, the home team will lose this privilege during all games that take place on that day. 8.All players of both teams must stay in their dogs (bank) during the development of the game. 9. Any physical aggression or just an attempt at aggression by any player to another or to Ampalla will be enough for the player to be thrown out for a minimum of five games or finals. 10. If a player after being expelled from the game attacks his opponents or Amfalla with inappropriate words or phrases, the team may be singeding forfeiture if the amfalla thinks so. 11. The League does not allow bets, whether it be cash, drinks or any kind; If you are aware of any bets made involving any member of the league, this or that member may be excluded from the League for life. 12. A player may participate in the team only for the entire season unless, for any reason, requests a change of equipment from the Board of Directors and is not approved by the Board of Directors. 13. A change of player team can only be requested once during the same season. All managers should have their own alignment and annotation notebook available at any time, at any possible check. 15. There will be no interest, favouritism or antagonism between directors, managers, teams or Ampallas. ALIGNMENT RULES 1. Managers are responsible for delivering their team's list (all players' list) until the end of the date set by the League. In each team must have at least fourteen players (14) and an unlimited maximum. 2. The regular series starts 04/27/19 and ends 08/17/19. At the end of the series the four teams that have won most games will be the ones that will advance to the semifinal series. 3. The final line-up of all teams must be delivered by 18 May (5/18/19) and this line-up will be posted on the league page for the public (www.livinfante.com). 4. After the start of the season, teams have until May 25 (5/25/19) to make any exchange of players; Changes must be made and approved by the League Council. 5. Before, during or after the start of the game, words that any member of the League deems offensive or rude are not allowed. Failure to do so would result in severe disciplinary sanctions or expulsion from the League. 6. The semi-final series will be held among four teams that have reached the top positions in the regular series (most games won) and matches will develop as follows: First place with fourth and second place with third; The best of the five (5) games will be played. That is, the team that wins 3 games will advance to the final series. 7. In the semifinal series the home teams will be the ones that achieved the best record in the regular series (more games won). If a draw occurs, then this privilege will be given to a team that has fewer games, but if they also have the same number of games played, a coin will be thrown into the air to determine the home club team (Rules of the game #2) 8. The final series will take place between two teams that win three games in the semifinal series. The home team will be the one who qualified first (Winning 3 games in the semifinal series). If the two qualify at the same time, the coin will be tossed into the air to determine the home club (rules of the game #2). In this series, the team that will become the champion of the season, will win three games (3) out of five (5). 9. In order for a player to participate in the semi-final and/or final series, he must participate in at least twelve games (12) in the regular series; The pitcher must play in eight regular games (8) to advance to the semifinals and/or final series where they can play in any position. RULES OF THE GAME 1. The two teams that face each other are responsible for conditioning the ground, so if the home team is not cooperating in this regard, it will lose that right. 2. If a situation was presented in which the home club team was not specified, it would have been determined by tossing a coin into the air. 3. Before the game starts managers and Ampalla must agree on any changes that are necessary for the basic rules. 4. If you need to start the game with the ball (1) and kick (1) it will be done in a general agreement between the managers of the two teams and Ampalla. 5. To start the game it is necessary that the home club team have at least nine players (9) and the other team at least eight (8). 6. The team must include nine players in the game, but can include up to eleven (11) in the game, if desired, by which it must follow the rules that apply to this situation. 7. Managers are the only persons who can discuss the game, if another player carries this foul he will be punished for one game or two, as defined by the Disciplinary Committee and the Board; Note: Any player in the field (Infield) can require or appeal the game to be discussed by his manager, but if it is Outfield jugador who claims that the game this appeal will be zero. 8. Player ejected from the game has five (5) Leave the Bank; If he fails to do so, he will be taken to the Disciplinary Committee. 9. In cases where the udinator is expelled from the game for the second time during the same season (2nd), he will be taken to the Disciplinary Committee, where they must be sanctioned. 10. Any player who is eliminated from the game for a third time (3rd) during the same season will be automatically excluded from the League and re-enter in the future must be approved by the Board. 11. Each player must have a photo ID and be prepared to present it to the opposite manager. Shift Ampalla and/or any board member if necessary. 12. Runners must stay on the bases until the pitcher drops the ball to the receiver. This means that there are no major thefts, and so if the runner is surprised beyond, he will be considered. 13. Bad shot on base: When a bad shot occurs on the base (mostly from the responder) he or the runners may try to propel one or more bases into danger, this or those runners should be stepping onto the bases or repising it before advancing. 14. Pisa and Run: there is only pisa and runs for the most advanced runner, if there is more than one based other should stay in them, tread and run will work after the ball is inside the glove, that is after the line of batting or puff cut. Other than that it will automatically be out. The runner can perform a tread and works based on or repising it at the risk of reaching one or more bases. Note: The bad shot rule will not apply to other runners in this case, so they must stay at their base. 15. Two managers must submit their line-up to Ampalla before the game, and must include in Ampalla a designated batsman (BD/DH), a batter or an additional player (JE/EH) and indicate whether they will use the courtesy of a runner. At the end of the game, this alignment card will be assembled by a board member, as it will serve to keep each player in the game. 16. If the team is detected using a player who is not in its official line-up delivered to the Board of Directors, the team will lose the game by forfeiture. 17. If a player enters the game (defensively) and later has to bat there will be no need to announce a replacement, but if the latter is not involved in the game, before entering the batting box changes should be announced, other words will be. 18. The use of shoes containing the iron hook (Cleats) is not allowed, the player must change it, otherwise he will not be able to participate in the game. 19. If a player is surprised by using a bat is considered illegal, all players who have used it will, and all the team running, as a result of using this bat will be voided. The game will continue to evolve after using that bat eliminated in the same record as illegality of this. NOTES: Illegal bat of any bat that was not delivered to Vicente Infante league teams. 20. Forfeiture: At the beginning of the game, the home club team must have at least nine players (9). If at least this team is completed and it's time to start the game, the forfeit will be sung correctly. 21. If a team starts a game with eight players (8), it can include only two more players (position players) before eight players are in the full round, but will not be able to add a designated batsman (DH), or a batter or an additional player (EH-JE). In addition, if before all three outs are sing to them, this team will not be able to complete all nine players, it will lose by forfeit. 22. If no team that encounters it has at least nine players at the beginning of the game, a double penalty will be sung; One for each team, as long as there is land available and prescica at least one board member. 23. The team can read more than one forfeiture on the same day, if this double forfeit meeting will be sung twice: The first game at that time should start, and the second will be sung in 30 minutes. 24. The receiver can lock the plate only when he has the ball in the glove, otherwise the runner must have a free path to the plate; also the runner should not rush to the plate to try to knock the ball down the receiver. In both cases or violations Ampalla will sing or not, depending on the incident. 25. Amfalla is the only person authorized to hold back the game because of rain, darkness or any other incidents that occur, and only the President of the League can convince Ampalla to continue playing. 26. Discussion of plays and/or substitutions can only be done by the team manager. Disciplinary sanctions may be applied to players who do not comply with this rule. 27. The regular game consists of seven innings (7), but after the end of the fourth inning (4) the game is official and will therefore be considered regular. 28. If the game is tied (only the regular season) after completing and suspending the fourth inning, it will start as new when the Directive schedules. In the series of semi-finals and finals it is necessary to complete all seven or more positions until the winner is determined. That is, the game should continue, when possible, in the same situation in which it was suspended. 29. In the regular series, if the game is suspended after the completion of the fourth inning by the team that had the most runs when the number three out was made to finish that fourth inning, it will be the winner (if the home team wins by suspending the game, only 3 outs of the team on the road in the fourth inning will be needed). If the fifth inning was completed The game is suspended, obviously the one with most races at the time will be the winner. 30. Polite Runner: This is the manager's choice if you use a kindly runner, but for that you must be the last player who has been out; In addition, you must consider the following requirements: (a) Only a courtesy runner can use 3 times during the game. b) The politeness of the runner must be declared manager and must enter the

base before the pitcher takes the first step towards the hitter (zero ball and zero kick). If the canbio is performed after the dough has at least one step, since the amphalla sings play, the runner is officially not throwing to the base. c) If the courtesy of a runner is used in the first record without being out it should be the last batsman placed on the roster delivered to Ampalla. d) No courtesy runner can be pulled out of base he takes the bat in turn, he will just sing and move to bat next in the batting order. 31. If a player leaves the game for any reason and the team has no replacement player, every time he has to bat the absent player will be sung. 32. Automatic 2-Base Advance (Bad Shot): When the ball enters any of the dogouts from a bad shot, the runner (s) will advance two bases automatically starting at the last base he stepped on, including any infield or field shots. The runner (s) will advance 2 bases, and if the thrown ball passes through the fence or is built into it, between objects, shrubs or a person. Note: If 2 runners were put together between 2 bases the only forward runner would advance to 2 bases and whoever follows it would only advance to one base. 33. Obstacle: When a player in defence is in the same direction as the runner, and does not own the ball, or does not chase the ball, or does not retreat the ball, it will be seen as an obstacle, so that the runner will be given the base to which he headed. Similarly, if the catcher prevents the batter from contacting the ball thrown by the pitcher (this will be seen as an obstacle or interference), in which case the batsman will be automatically awarded the base and runners advance to another position 34. When the runner is forced to advance and the third base runner scores that the race will not be valid if it is the third of the entrance, so this rule applies in the case of double ball play, provided it is done, forcing up the runner first. 35. The time when you have to start the game at 4:45 p.m. and at 5:15 p.m. the first confiscation will sing, as long as the field is available, and at least one team has 9 or more players and the second confiscation will sing at 5.45pm. 36. Ploys listed in the game calendar, teams on the first line are those who play play #6 (Land and Natural Grass) first name visiting the team and the second name of the home team (home team). The teams named in the second line of the game calendar are those who play play #4 (Artificial Grama) and equally the first name of the away team, and the second is the main team. 37. Si that there is no playing field for all teams that need to play: a) Teams that are assigned that play will play first. b) Then if the expectation is possible and the managers come to an agreement, the other 2 teams can play on this play. c) If the first two teams that are supposed to play on this play are not complete, the corresponding penalties (s) will be sung and then the game between the other teams will begin. 38. In the artificial grass Ploys any sweet potato that comes out of the air fence will be considered a home run by any of the field fields, if the ball comes out of the fence but not from the air, then it is considered double. 39. Any cancellation of the game due to rain or otherwise will be determined by the League and will inform managers for a considerable period of time. 40. A protest game may be for illegally replacing or illegally re-entering a player, as well as for the participation of a player who is not part of the team, or for misinterpreting the rules of the game, either Ampalla or either manager. The manager interested in the protest must inform Ampalla, and Ampalla will report it to the opposite manager. Make assessments about what happened and the number of entry and race each team, which means that the rest of the game is played in protest; The leaders will then have to meet with the Directive where possible. At that meeting, views on what had happened would be prepared, and the Assembly would decide by a majority vote as a guideline for the Rules and Statutes. NOTE: A) THE RESULT OF THE PROTEST. The decision made about the protest game should be one of the following: (a) The protest is declared invalid, and the outcome of the game is final. b) When a protest is allowed for misinterpretation of the rule of the game, the game must resume from the moment when the wrong decision was made, with a corrected decision. c) When a protest is allowed for the indistinguishability of a member of the team, the game will be confiscated against the offensive team and awarded to the team by filing a complaint. B) PROTESTS ARE INVALID. No protest can be received or considered if it is based only on a decision related to Ampalla's appreciation, or if the team that puts the protest won the game. Examples of protests that will not be considered are: a) If the ball that was injured has been struck or foul. b) If the runner becomes safe or if he was out. c) If you're resting It was a ball or a kick. d) If the launch was a lag or illegal. (e) Whether the runner has touched the base. (f) If the runner left the base at the beginning of the robe. d) Whether an air robe was caught. h) Regardless of whether the fly ball was a fly infield. (i) Was there an intervention. (j) Was there an obstacle. (k) Regardless of whether the player or the live ball entered the dead ball zone or touched an object or a person in the dead area of the ball. l) Did the ball go over the fence. m) If the field is entitled to continue or resume the game. n) If there is sufficient clarity to continue the game. Any other issue related only to the accuracy of the amfall assessment. 41. After the fourth inning is over, any team that has 10 races above the opponent (Knockout, only a regular series) is considered the winner. 42. After each game, players from both teams should receive a friendly greeting, which is very important for maintaining honesty and good communication between the league members. 43. Double base: A defensive player must use only the white side of the base at all times, otherwise it is seen as interference or obstruction (Not Out) and the batter should step on the yellow side of the base, only in the ball, batted to the field, if there is no game at first base, the runner can step on any part of the base. Once the runner steps on the yellow base he has to go back to the white where he has to stay because if the stay on the yellow part will be out of base so that I could be treated. KUITUT RUSTIS: 1. Pitcher must throw the ball by pulling it under his arm, otherwise it will be considered an illegal throw. 2. The launcher cannot walk before launch, it must stand firmly in the right position and move from point to point, using the lowest or highest possible speed desired, and cannot raise the hand above the shoulder level. 3. Any violation of pitcher rules will result in the dough being added to the ball, and if there are runners in the bases, they will promote another one. 4. To start the game the launcher has the ability to make eight (8) warm-up pitches and start each record with only three pitches (3) allowed. 5. A pitcher can't throw the ball fast, without a batter, being in the batting field and without Ampalla being ready. 6. The third time the conference is held with a launcher, in the same game, it must be replaced from its position, although it can remain in the game, but taking a different position. 7. Pitcher who commits three (3) violations of the rules that he must abide by, in the same game, must be replaced as a pitcher, but can in the game, defending a different position. 8. If the pitcher is replaced from his post by breaking the rules for the third time in the same season, the pitcher will not be able to field again during this season, but will be able to take other positions. 9. The launcher should not take a shot at the base when the starting position and its legs are in contact with the plate or the place of the throw. When a shot at the base comes from a pitching position during an appeal play this appeal is invalid. To appeal the game on the base the pitcher must get out of the throwing position, reverse and throw to the base with his feet from the throwing position. A step forward or sideways is an illegal launch. 10. Launcher is in complete freedom to pull the base the way it wants (under the arm or above) when it comes to attractive games. 11. A pitcher who has not been replaced from his position as a result of a violation during this game can be moved to another position if the manager wishes and re-run as many times as he considers his manager. 12. The manager may use any player who is included in his squad as a pitcher who complies with the league's rules and requirements. Cm. Terminology. Back to the start (LVI) (LVI) 10 reglas de softball. reglas del softball. reglas para un equipo de softball. reglas del juego de softball. 10 reglas basicas de softball. reglas de juego de softball. reglas de un equipo de softball. 8 reglas de softball

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