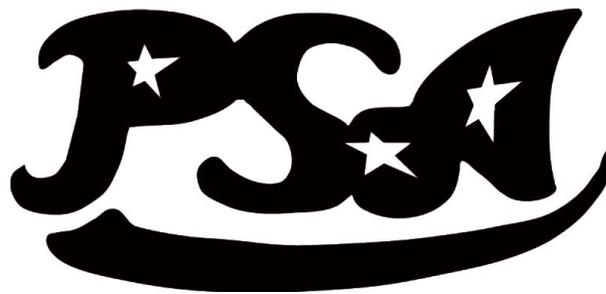


**PSA GIRLS' FAST PITCH  
SOFTBALL RULES  
SPRING 2021**



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# PSA GIRLS' FAST PITCH SOFTBALL RULES, POLICIES & PROCEDURES

## 1.0 GENERAL RULES

### 1.1 Game Rules:

The USA Softball (formerly Amateur Softball Association or ASA) rules will be the prevailing rule book except where superseded by these PSA Girls' Fast Pitch Softball Rules.

All PSA regular season and playoff games are governed by these rules.

Coaches must play within the rules of this document. Coaches cannot agree to eliminate or add rules that are not contained in this document. The PSA Softball Board must take a vote (either in person or via email) regarding any rules changes to be made for the upcoming season.

Matters related to rosters, coaches, and rules will be governed by the PSA rules and umpire discretion.

### 1.2 Code of Conduct:

All coaches, parents, players, and spectators are expected to follow the PSA Code of Conduct. The Head Coach will be held responsible for the conduct of his/her team's assistant coaches, parents, players and spectators. Coaches should use their influence on parents and spectators who exhibit intimidating behavior or verbal abuse toward officials and opposing teams.

An umpire or PSA Official has the right to terminate a game if the game is out of control. The decision by the umpire or PSA Official is final and irreversible. There will be no grounds for protest.

### 1.3 Game Ejections

- a. If a coach, parent, or spectator is ejected from a game, the ejected person shall leave the premises immediately. He/she is allowed to stay in the parking lot but must remain there until the game in which they were ejected has completed.
- b. The ejected coach/player/parent is not allowed to speak to the umpire(s) once the game has ended.
- c. Any coach, player, parent or spectator ejected from a game by an umpire shall be suspended for a minimum of 1 game and may be required to appear before the Softball Board for a review of the matter. This suspension will occur at their team's next game, **regardless if it is a regular season game or a tournament game.**
- d. Ejections CANNOT be appealed. A SUSPENDED COACH, PLAYER, PARENT OR SPECTATOR WILL NOT BE ALLOWED ON THE GROUNDS OF THE PARK until the suspension has been lifted.
- e. Upon review of the occurrence, the Softball Board has the discretion to impose additional suspensions or sanctions upon the coach up to and including permanent removal as a PSA coach.
- f. Umpires will be required to report all ejections immediately to the PSA Softball Assignor and to the PSA Softball Sports Manager.

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- g. PSA may suspend a coach, player, parent, or spectator pending a review by the Softball Board for action or misconduct in which his/her judgment is not in the best interest of the program, does not follow the intent or guidelines of the PSA Policies and Procedures, or this document.
- h. Upon a second ejection by an umpire, the coach, player, parent or spectator will be suspended for the remainder of the season.
- i. The suspended individual will also be required to appear before the Softball Board for a review of his/her eligibility to continue within the PSA Softball Program.
- j. The Softball Board will determine if the coach(es) need to meet with the Board. A coach or parent getting ejected multiple times may lead to the head coach being suspended.

## **2.0 TEAMS AND TEAM STRUCTURE**

### **2.1 Rosters**

- a. Teams may be required to add players from PSA's open registration to their rosters to ensure that all open registration players are assigned to a team.
- b. Open registration players will be assigned in a manner which allows each team to have an equal number of players on the roster, if possible.
- c. Each team is recommended to have a minimum of 13 players unless authorized by the League Coordinator("LC") and the Head Coach.
- d. Plano Sports Authority ("PSA") may add players to open rosters with less than 13 players.
- e. Teams may not "lock" their roster size by paying for the extra spot(s).
- f. There is no maximum roster size as long as each player has paid.
- g. Coaches are required to submit two (2) copies of the batting lineup at the pre-game plate meeting. The roster must include the first name, last initial, and jersey number of each player on the team.
- h. PSA and/or the League Coordinator for each grade level/division will provide the most current roster to the coaches before the first game of their season. If there are players listed on the roster who have not paid their registration fee, coaches are responsible for communicating this to the parents/players and getting the fee paid. This fee is due before the game clock begins at the team's 2<sup>nd</sup> game. If a player is showing unpaid in PSA's registration system prior to the 2<sup>nd</sup> game, the player will be removed from the roster and is no longer eligible to play for the remainder of the season. PSA and/or the League Coordinators will provide the coaches with an updated roster for their team prior to the 2<sup>nd</sup> game. The players listed on this roster will be the only roster accepted for the duration of the season.

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## 2.2 Leagues

Leagues shall be formed of teams with players of like grade levels as follows:

Kindergarten - Modified T-Ball
1st Grade - Coach Pitch
2nd Grade - Coach Pitch
3rd Grade - Modified Kid Pitch
4th Grade – Modified Kid Pitch
5 <sup>th</sup> /6 <sup>th</sup> Grade – Kid Pitch
7th & 8th Grade – Kid Pitch
9th thru 12 <sup>th</sup> – Kid Pitch

## 2.3 Players and Eligibility

PSA has an obligation and the right to place 100% of registered children on a team roster. Players must be attending school in Kindergarten through 12th grade. All teams must play in the grade level of the oldest player on that team (i.e. a 4th grade team with one 5th grade player must play in the 5th grade league).

Only players who are registered for the current season and are listed on the official roster in the PSA Sports Management System (DASH) are eligible to participate in games, no exceptions.

- A. **SELECT PLAYERS:** Girls who play on a select/traveling softball team may play on a PSA rec league team. In leagues where we have more than one division, select players can only play in the higher, more competitive division.
- B. **SELECT TEAMS:** Select/traveling teams must play up at least one level from the select team's age/grade level. A team with 3 or more players who play for a select team is deemed to be a select team. All exceptions to player eligibility and/or assignment requirements will be reviewed by the Softball Board on a case-by-case basis.
- C. **PLAYERS ON 2 TEAMS:** An individual player may play on two separately registered PSA teams with the approval of the League Coordinator under the following guidelines:
  - 1) A player is allowed to play “up” one (1) or two (2) grades/age levels
  - 2) Both Head Coaches must approve and be in agreement that this player can play on both teams
  - 3) The player may not play on two teams who are registered in the same grade level/league
  - 4) The player must pay the registration fees for both teams

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- D. BORROWING OF PLAYERS TO AVOID FORFEIT (KINDER – 8<sup>TH</sup> GRADE): Players may be borrowed from another team within the same league to avoid a forfeit. Borrowed players must be declared at the pre-game plate meeting with the umpire and are *not allowed to play infield or pitch*. Borrowed players must also bat at the bottom of the batting order and should wear the uniform of their actual team, not the uniform of the team who has borrowed her. A team may only borrow enough players to reach a total of 9 players for the game. Teams may not borrow players in the post-season. Borrowing of players is applicable for all age groups/leagues. Games cannot be protested for any reason relating to the borrowing of players.
- E. BORROWING OF PLAYERS TO AVOID FORFEIT (HIGH SCHOOL LEAGUE): Players may be borrowed from another team within the same league to avoid a forfeit. Borrowed players must be declared at the pre-game plate meeting with the umpire and are *allowed to play any position on the field, including pitcher or catcher*. If the borrowed player will be used in the pitching position, she cannot pitch in the first or second inning. Borrowed players must also bat at the bottom of the batting order and should wear the uniform of their actual team, not the uniform of the team who has borrowed her. A team may only borrow enough players to reach a total of 9 players for the game. Teams may not borrow players in the post-season. Borrowing of players is applicable for all age groups/leagues. Games cannot be protested for any reason relating to the borrowing of players.
- F. ILLEGAL PLAYERS  
An illegal player is defined as someone who is not listed on the current season's roster in the PSA Sports Management System (DASH).

The use of an illegal player discovered during a pre-game roster check or while a game is in progress will result in the immediate suspension of the player and the coach for the remainder of that game. The game will continue to be played but without the immediately suspended coach and player.

Playing an illegal player could result in suspension of players and/or coaches for the current season. Periodic roster checks will be made by the officials and/or if requested by the opposing coach. The roster check must be done before the start of the game or for a player who arrives late to the game.

Borrowed players as described in D and E above are excluded from being an illegal player on a team roster.

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## 2.4 Mandatory Player Participation

**Individual Game:** No player may sit out two defensive innings until every player has sat out at least one inning. Players must participate on the field defensively for a complete inning at least every other inning. If a player arrives after the game has begun, any defensive innings that have been played by the team shall be counted as if the player had played defensively in those innings. Player refusal to participate, injury, and discipline (so far as the player's parents and league coordinator are notified) are exceptions to the alternate inning mandatory play rule described above.

For leagues 5<sup>th</sup> grade and older, the individual game rule is waived for the starting pitcher, only if she pitches the complete game.

For leagues 7<sup>th</sup> grade and older, the individual game rule is waived for pitchers and catchers.

## 2.5 Coaches

Adults who meet the following criteria are eligible to be considered coaches in the PSA Softball Program:

- a. All coaches, including assistant coaches, base coaches, and dugout coaches must complete a PSA Coaches' Application (which includes reading and agreeing to the PSA Coaches' Code of Conduct), submit to a background check, and be listed on the team roster in order to be approved by the Softball Board.
- b. All coaches must be wearing their PSA badges during a regular season or playoff game.
- c. No coach or parent will be allowed on the field or in the dugout unless he or she has a picture ID badge from PSA.
- d. The Head Coach must be at least 18 years old.
- e. Base coaches must be at least 16 years old.
- f. The selection of all Coaches (including all Assistant Coaches, Base Coaches, and Dugout Coaches) will be at the discretion of the Softball Board. The Softball Board may revoke a coaching assignment at any time for willful violation of any provisions of PSA Policies and Procedures, the Coach's Contract or Code of Conduct, or any provisions of this document.

The Softball Board shall be the final authority on all matters of eligibility regarding coaches.

PSA suggests each Head Coach shall, prior to the beginning of the season, hold at least one (1) meeting with the players' parents to explain the PSA Girls' Fast Pitch Softball Rules, Policies & Procedures and USA Softball Rules under which the team will be playing.

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## 2.6 Field Coaches (Except T-ball & Modified T-ball Leagues)

There will be **NO** coaches allowed outside of the dugout during the offensive play other than the two specified base coaches who are required to remain in foul territory at first and third base, unless otherwise stated in the league-specific rules. Only one (1) defensive coach may position himself/herself outside of the dugout and must remain adjacent to the dugout at all times. No other defensive coaches are allowed on the field.

### Coaches cannot sit on buckets in the playing area.

Any field coaches who shout out umpire calls (i.e. call a ball foul or in play), may be ejected from the game.

## 3.0 SOFTBALL EQUIPMENT AND UNIFORMS

### 3.1 Softball equipment

- a. Only official softball bats may be used during a game. These bats must be USA Softball or USSSA Softball “stamped” to be official. **For Coach Pitch leagues:** T-ball bats are acceptable.
- b. Batters/runners must wear a protective helmet that meets NOCSAE standards.
- c. In grades 3-12, batters’ helmets must have a facemask attached.
- d. PSA will issue each team new game balls to be used when they are the designated home team.
- e. Helmets are mandatory for players who are acting as 1st and 3rd base coaches.

### 3.2 Player Uniform and Equipment Requirements

- a. Each player will provide her own team uniform including a numbered jersey, cap/visor, shorts/pants, socks, shoes, softball glove, and other necessary equipment items.
- b. All players shall wear shoes with rubber soles or rubber cleats. Metal spikes or cleats are not allowed. Appropriate shoes or cleats are to be furnished by the individual players. If appropriate, non-metal shoes are unavailable, the player is not eligible to play, but will be allowed to remain in the dugout with her team for the remainder of the game. Players wearing metal cleats after being warned by the umpire shall be ejected from the game.
- c. Jewelry and bandannas will not be allowed on the playing field.
- d. Helmets with face masks must be worn for batting during any game or practice. Chin straps are not required but PSA highly recommends wearing them for safety reasons. Face masks are not required on helmets until they reach 3rd Grade and begin Kid Pitch.
- e. If a player attempts to play without proper equipment, she is not allowed to play until proper equipment has been located and applied. If proper equipment has been located, the player may continue play.
- f. Neither a player nor a coach will be ejected from any game due to lack of proper uniform equipment, unless the player and coach have been warned by the umpire and no attempt has been made to rectify the offense during the same game in which the warning occurred.

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## 3.3 PSA Issued Equipment

- a. Each Head Coach will receive a chest protector, catcher's mask, catcher's helmet, and shin guards, all of which shall be returned to PSA at the end of the season.
- b. A security deposit of \$100 at the time the equipment is picked up is required. Immediately following the season, this original deposit will be returned provided all the issued equipment is returned.
- c. Equipment issued by PSA is intended for use in the PSA Softball Program and authorized tournaments only. Equipment shall be properly cared for and shall not be defaced.

## 3.4 Catchers Equipment

- a. Catchers **in all league levels** are required to wear full catchers gear.
- b. Catchers wearing a standard style mask must wear a dangling throat guard. A dangling throat guard is not required when using a hockey style mask.
- c. A team must have a designated Catcher as part of their 10 players. **(Exception: T-ball leagues do not have catchers)**
- d. AT ALL TIMES, the catcher must wear all protective gear while playing defense. The umpire will not allow a game to proceed unless the catcher has ALL the designated catching gear in place.

## 4.0 SPECIAL PROVISIONS FOR GAMES

### 4.1 Game Play Policies

In case of inclement weather, playing conditions shall be determined by the City of Plano or by the Softball Board. Games may be postponed if weather conditions present a serious and/or safety hazard to either players, coaches, officials or the conditions of the playing field. At game time or during play, the head umpire on the field will make the decision. Any league or play-off game which has been postponed shall be played at a later time specified by the PSA Softball Sports Manager and/or Board.

- a. The fields in which PSA uses for its Fall and Spring seasons are owned by the City of Plano and decisions on whether the fields are playable is determined by the City at 3pm, Monday-Friday
- b. On Saturdays and Sundays, fields are checked by PSA Staff or volunteer League Coordinators and every effort is made to update the PSA website 1 hour prior to start of games. Note: because weather conditions vary by location, PSA defers to coaches and parents to use their best judgement regarding safety and weather-related cancellations
- c. Game cancellations will be updated on the PSA Website under the [Cancellations Tab](#)
- d. If the City of Plano keeps fields open for play, PSA officials/referees/umpires have final say AT THE FIELD on whether the playing conditions are safe for continued play

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## 4.2 Lightning

PSA has the following steps in place in case of lightning:

- a. PSA staff, officials, coaches, and parents are to use the My Lightning Tracker App (6-mile radius)
- b. If lightning is visible during a game, the referees/umpires should clear everyone from the field and/or dugouts for 30 minutes. If there is no more lightning, the game can resume. If at any time lightning appears again, the 30-minute clock will begin again.
- c. PSA tries to reschedule games within 7-12 days from the date of cancellation

## 4.3 Game Setting

- a. Only team members and officially designated head coach and assistant coaches shall occupy the dugout during a game.
- b. Batboys/batgirls are not allowed.
- c. All catchers must wear the appropriate catcher's mask, helmet, chest protector, shin guards and throat protector when in the position to receive a pitched ball during practices, games and scrimmages. A catcher will not be allowed to take the field unless properly attired. The Head Coach must ensure conformity to this rule.
- d. All offensive players outside the dugout must wear a batter's helmet.
- e. Only one "on-deck" batter is allowed. **(Exception: T-ball leagues there are no on deck batters)**
- f. The Head Coach or Assistant Coach must provide a batting lineup to the opposing coach and scorekeeper 10 minutes prior to the official game time. Any changes made to the batting lineup should be given to the opposing team's scorekeeper.

## 4.4 Home Team Responsibilities

The designated Home Team:

- a. Will reside in the third base dugout.
- b. Will provide the PSA issued game ball to the umpire prior to the start of the game
- c. Will provide a playable back-up ball
- d. Will keep the official scorebook (except T-ball leagues)
- e. Will enter the game score through Coaches Tools (except T-ball leagues)

Visiting Team will reside in the first base dugout.

## 4.5 Blood Rule

A player, coach or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

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- a. Stop the game and allow treatment if the injured player would affect the continuation of the game.
- b. Immediately call a coach, trainer or other authorized person to the injured player.
- c. Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary. Extra time is not added to game time limit.

## 5.0 SOFTBALL RULES & REGULATIONS - GENERAL

### 5.1 Game Score and Clock (T-ball leagues do not keep score)

- a. On fields which have an electronic scoreboard, the scoreboard clock will be the official game clock. In all other situations the countdown timer in the possession of the umpire will be the official game clock.
- b. Game clock begins at the end of the plate meeting. If an electronic scoreboard is being used, the umpire will signal the scorekeeper when to begin the clock.
- c. If possible, both teams should provide a scorekeeper at each game.
- d. The HOME team scorebook will be the official scorebook. The AWAY team is responsible for communicating with the HOME team scorekeeper on a regular basis during the game, and at the conclusion of the game, to confirm the score is accurate.
- e. The HOME team is responsible for providing/entering the scores to PSA through Coaches Tools.
- f. PSA recommends BOTH teams complete the Official's Evaluation report after each game through Coaches Tools. This helps provide PSA with valuable information for future seasons.

### 5.2 League Standings

Scores and standings are not kept for T-ball Leagues. Each player will receive a Participation Award.

In all other leagues, standings will be determined by the League Coordinator in the following manner:

**League:** Best overall league record

**Division:** Best division record

Standings are based on the teams' winning percentage. It is calculated by dividing the number of wins by the number of games played. In this calculation, a tie is equal to one half of a win.

**Tiebreakers:** If two teams have the same winning percentage at the end of the season, the tiebreakers are as follows:

- 1<sup>st</sup> - Record in head-to-head competition
- 2<sup>nd</sup> - Coin flip by League Coordinator

If more than two teams have the same winning percentage at the end of the season, the tiebreakers are:

- 1<sup>st</sup> – Combined record of the tied teams against each other
- 2<sup>nd</sup> – Coin flip by league coordinator.

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EXCEPTION: If each of the teams who are tied have not played each other's teams, then the tiebreaker is a coin flip.

Runs scored or allowed are not used in any tiebreaker.

NOTE: There will be a Single Elimination post-season tournament. Tournament brackets and seeding for the post-season tournament will be determined by the Softball Board and may vary from the league/division standings of regular season. The Softball Board reserves the right to move a team to a different division or grade level for the post-season tournament based on performance during the regular season.

### 5.3 Pre-Game Warmups

- a. Coaches are to have all players ready to go on time at the start of the game, including catchers.
- b. Home teams should be behind the left field fence, or deep enough in left field so they do not interfere with the game currently playing.
- c. Visitors should warm up behind the right field fence, or deep enough in right field so you don't interfere with the game which is currently taking place.
- d. Pitchers are allowed 3 warm-up pitches with their coach. The catchers do not get warm-up pitches.
- e. Warm-up throwing should take place parallel to the fence.
- f. Live batting practice with softballs, baseballs, safety softballs, rubber balls etc. is prohibited.
- g. Teams may hit whiffle balls, soft foam balls, and other restricted-flight balls in the warm-up areas.
- h. If you are not sure if your warmup balls are ok, check with your League Coordinator.
- i. Balls should not be hit or thrown towards the pedestrian walkways.
- j. Batting sticks are prohibited.
- k. Neither team can warm up on the infield before a game. This includes taking infield or pitching practice.
- l. For the first game of the day, teams may warm up in the regular outfield grass on the field.
- m. The grassy areas adjacent to the dugouts are reserved for teams who are currently playing.
- n. Umpires and PSA Officials may intervene if they see an unsafe situation.

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## 5.4 Ball Size

League	Ball Size
Kindergarten Mod T-Ball	10 Inch "soft" safety ball
1st Grade Coach Pitch	11 Inch "soft" safety ball
2nd Grade Coach Pitch	11 Inch "soft" safety ball
3rd Grade Modified Kid Pitch	11 Inch softball
4th Grade Modified Kid Pitch	11 Inch softball
5th/6th Grade Kid Pitch	12 Inch softball
7th & 8th Grade Kid Pitch	12 Inch softball
9 <sup>th</sup> thru 12 <sup>th</sup> Grade Kid Pitch	12 Inch softball

## 5.5 Field Dimensions

League	Base Paths	Pitcher's Plate	Pitcher's Circle
Kindergarten Mod T-Ball	50 feet	30 feet	8-foot radius
1st Grade Coach-Pitch	60 feet	30 feet	8-foot radius
2nd Grade Coach-Pitch	60 feet	30 feet	8-foot radius
3rd Grade MKP	60 feet	30 feet	8-foot radius
4th Grade MKP	60 feet	35 feet	8-foot radius
5th/6th Grade Kid Pitch	60 feet	40 feet	8-foot radius
7th & 8th Grade Kid Pitch	60 feet	43 feet	8-foot radius
9 <sup>th</sup> thru 12 <sup>th</sup> Grade Kid Pitch (HS)	60 feet	43 feet	8-foot radius

**Pitcher's Circle:** A circle shall be drawn around the pitcher's plate with the plate as the center of the circle. For the younger ages it is used for stoppage of play and for the older ages it is used for the lookback rule.

## 5.6 Time Limit

- a. No new inning shall be started after the specified time limit has expired. Play is considered to begin when the umpire concludes the pre-game meeting with the coaches or declares "PLAY BALL".
- b. The next inning shall be considered as started the instant the last out is made in the preceding inning. An inning in progress when time expires must be completed unless the run differential is greater than the league-specific limit. If at any point after time expires the run differential is greater than the league-specific limit, the game will be declared over. At any point after time expires, and the home team takes the lead in the bottom of the inning, the game is over. An exception to this is if either team has players that have not batted. In that situation the umpire will extend the time until all players have batted at least once.
- c. Teams should be ready to take the field immediately after the preceding game is over.
- d. For the first game of the day, the home team can take the field a few minutes before game time, so the game can begin as scheduled.

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## 5.7 Game Duration

League	Time Limit	Inning Limit	Extra Innings (Tie Games)
Kindergarten Modified T-Ball	60 minutes	5 innings	No
1st Grade – Coach Pitch	70 minutes	6 innings	Tournaments only
2nd Grade – Coach Pitch	70 minutes	6 innings	Tournaments only
3rd Grade – Mod Kid Pitch	80 minutes	7 innings	Tournaments only
4th Grade – Mod Kid Pitch	80 minutes	7 innings	Tournaments only
5 <sup>th</sup> /6 <sup>th</sup> Grade	80 minutes	7 innings	Tournaments only
7 <sup>th</sup> /8 <sup>th</sup> Grade	80 minutes	7 innings	Tournaments only
9 <sup>th</sup> thru 12 <sup>th</sup> Grade (HS)	80 minutes	7 innings	Tournaments only

**T-ball leagues** – If the game time expires before completion of 5 innings, the game shall end after the current batter completes her at bat.

## 5.8 Inning Run Rules

League	Inning Rule	Game Run Rule
Kindergarten -Mod T-Ball	5 runs	N/A
1st Grade – CP	5 runs	N/A
2nd Grade – CP	5 runs	N/A
3rd Grade – MKP	5 runs	N/A
4th Grade - MKP	5 runs	N/A
5 <sup>th</sup> /6 <sup>th</sup> Grade	5 runs	N/A
7 <sup>th</sup> /8 <sup>th</sup> Grade	7 runs	N/A
9 <sup>th</sup> thru 12 <sup>th</sup> Grade (HS)	7 runs	N/A

As soon as the team at bat shall have scored the specified number of runs in any given inning, the team's ½ of the inning shall be ended.

A new inning or ½ inning starts immediately after the final out.

## 5.9 Tie Games – Regular Season Games

Regular season games can end in a tie. There are no extra innings played.

## 5.10 Tie Games – Tournament Games

In the event that the time limit or the regulation number of innings is completed during a tournament game, the game will proceed into the International tiebreaker. In that situation, both teams will get an at bat. Each team will start with a runner on second. The runner on second is the player scheduled to bat last in that respective inning (i.e. if the number five batter is the leadoff batter, the number four batter in the batting order will be placed on second base). Each team then plays to the 3rd out and completes the inning until there is a winner. All other rules remain the same (i.e. pitching rules, run limit rules, foul balls, etc.).

1<sup>st</sup>-4<sup>th</sup> Grade leagues: The adult pitcher will be used exclusively. The offensive coach will pitch a maximum of 2 pitches, except if the final pitch is a foul ball.

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### 5.11 Abbreviated Games

In the event of inclement weather or darkness, a game will be ruled official if the losing team has batted the following minimum complete innings. The score will revert to the last complete inning to determine the winner. If the following full innings have not been completed, the game will be declared a suspended game.

- a. PreK thru 4<sup>th</sup> Grade: 3 complete innings
- b. 5<sup>th</sup> thru 12 Grade: 4 complete innings

### 5.12 Suspended Games

A suspended game will be rescheduled using the following criteria:

- a. The game will resume at the point of interruption, with the same game situation and remaining time.
- b. The umpire will inform both coaches of the remaining time and note the time in the home team's scorebook. The umpire also will sign the scorebook.
- c. The Home team coach will inform the League Coordinator and PSA Softball Manager that a suspended game has occurred and will provide either of them with a copy of the scorebook pages.
- d. The League Coordinator or PSA staff member will re-schedule the suspended game.

### 5.13 Delay of Game

If a coach or player employs, in the judgment of the umpire, any action designed to delay the game for purposes of "running out the game clock", the umpire shall have the authority to suspend the game clock until such delay is concluded. This suspension shall be considered a Judgment Call, and no protest shall be accepted.

- a. One defensive time out shall be allowed per each  $\frac{1}{2}$  inning with a maximum of 3 defensive time outs per game. Each timeout is a maximum of one minute.
- b. One offensive timeout is allowed per each  $\frac{1}{2}$  inning. This includes any time the coach calls the batter out of the box, or when the coach leaves the coaching box.

### 5.14 Forfeiture of Game

**First game of the day:** A forfeit shall be declared in the event of a team not being on the field with the minimum number of 7 players and ready to play within 5 minutes after the scheduled game time.

**Subsequent games:** A forfeit shall be declared in the event of a team not being on the field with the minimum number of 7 players and ready to play within 5 minutes of the last out in the preceding game or at the scheduled game time, whichever is applicable.

Play will not continue with less than 7 players.

# PSA GIRLS' FAST PITCH SOFTBALL RULES, POLICIES & PROCEDURES

If a team plays with 7 players, the 8<sup>th</sup> spot in the batting order is an automatic out.

## 5.15 Protests and Protest Committee

**FILING:** No protest based on an official's judgment call will be allowed.

- a. The PSA Softball Sports Manager, League Coordinator or another Softball Board member must be notified of the protest immediately after the game involved.
- b. A \$100.00 fee must be presented to PSA within 48 hours of the protest. The fee will only be returned if protest is upheld.
- c. The Softball Board will meet as soon as is reasonably possible to discuss the protest and determine any action to be taken if needed.
- d. The decision of the Softball Board is final. There will be no appeals.
- e. During end of season playoffs/tournaments, the time between games does not allow for the normal protest process. The Softball Sports Manager in conjunction with the League Coordinator or other softball Board Members will have the authority to rule on the protest.

## 6.0 Offensive Play

### 6.1 Batting Rules

League	Bunting	Stealing	Walks	Dropped 3 <sup>rd</sup> Strike	Infield Fly Rule
PreK T-Ball	N/A	N/A	N/A	N/A	N/A
Kindergarten -Mod T-Ball	N/A	N/A	N/A	N/A	N/A
1st Grade – CP	No	No	No	Batter is out	No
2nd Grade – CP	No	No	No	Batter is out	No
3rd Grade – MKP	No	No	No	Batter is out	No
4th Grade – MKP	No	No	No	Batter is out	No
5 <sup>th</sup> /6 <sup>th</sup> Grade	Yes	Yes	Yes	Batter is out	Yes
7 <sup>th</sup> / 8th Grade	Yes	Yes	Yes	Yes*	Yes
9 <sup>th</sup> thru 12 <sup>th</sup> Grade (HS)	Yes	Yes	Yes	Yes*	Yes

\*The batter will run to 1<sup>st</sup> base on a dropped 3<sup>rd</sup> strike. The catcher must throw the batter out to secure the out.

# PSA GIRLS' FAST PITCH SOFTBALL RULES, POLICIES & PROCEDURES

## 6.2 On-Deck Batters

League	RULE
PreK T-ball & Kindergarten Modified T-ball	Not allowed. All offensive players except the at-bat player and base runners must be inside the dugout. There is NO on-deck circle.
1 <sup>st</sup> thru 12 <sup>th</sup> Grades	1 on-deck batter is allowed

Coaches are responsible for their on-deck batters and are to make sure they are standing in the on-deck circles for warm-ups. If no on-deck circle is provided, they are to instruct them to practice swing somewhere off to the side where it is not interfering with the current game.

## 6.3 Hit Batter

This rule applies only to Modified Kid Pitch (3rd/4th) and Kid Pitch leagues (5th through 12th) and refers to the entirety of the game, not per inning.

- a. If a batter is hit by a pitch from the kid-pitcher when the batter is in the batter's box, the batter will be awarded 1<sup>st</sup> base. It does not matter how fast or slow the pitch is, or if it hit the ground first, or if the batter tries to get out of the way.
- b. If a pitcher hits 3 batters in one game, the pitcher may not pitch the remainder of the game.
- c. FOR HIGH SCHOOL ONLY: If a pitcher hits 5 batters in one game, the pitcher may not pitch the remainder of the game.

Exception: If the pitch is in the strike zone when it hits the batter, it will be counted as a strike and the batter remains at the plate unless it is the 3<sup>rd</sup> strike, then the batter is out.

## 6.4 Strike Zone

The strike zone is from the armpits to the knees.

## 6.5 Continuous Batting Order

All players present for a game shall be in the batting order with each player taking a regular turn at bat.

An amendment to this rule is any player who meets all of the following criteria is exempted from this rule:

- a. The player has a physical condition which does not permit her to bat.
- b. A physician provides in writing a waiver stating why the player cannot bat.
- c. A copy of the signed physician waiver is on file at PSA before any game is played.
- d. Under this rule, no team will be penalized in any way for fielding a player who meets all the above criteria.

Players who arrive after the start of the game will be entered at the end of the batting order.

## PSA GIRLS' FAST PITCH SOFTBALL RULES, POLICIES & PROCEDURES

### 6.6 Substitute or “Pinch” Runners (applicable to all age groups/leagues)

There are two scenarios in which a substitute or “pinch” runner will be allowed:

- a. Injury: A substitute or “pinch” runner for an injured player will be the player who made the last out. An injured player may return to the game so long as she does not miss an at bat. If an injured player misses her turn at bat, she is ineligible to return to the game.
- b. Catcher: Allowed only for the catcher who played in the prior inning. ONLY after the second out has been recorded, a substitute or “pinch” runner will be allowed for the catcher who is currently on a base. The substitute or “pinch” runner will be the player who made the last out. It is not required for teams to use a substitution runner for their catcher. The purpose is to provide extra time for the catcher to begin putting on their gear and to keep transition time between innings to a minimum.

### 6.7 Malicious Contact Rule

A base runner may slide into the base at 2<sup>nd</sup>, 3<sup>rd</sup>, or home, OR to avoid contact with the defensive player when the defensive player has control of the ball and is attempting to tag the runner. If the base runner fails to do this, she will be called out by the umpire.

If a base runner intentionally runs into a spectator, coach, assistant coach, player, umpire, or fielder (whether or not the fielder has the ball), she will be called out and may be ejected from the game.

### 6.8 Throwing Bat Rule (follows USA rule 52)

When a player throws the bat intentionally in anger, the player should be ejected from the game. Should the bat slip from the batter’s hands, there is no penalty unless the discarded bat prevents the defense from making a play on the ball, and then interference should be ruled. There is no penalty when a player carries a bat to first base or any other base. Should the player use the bat to prevent a defensive player from making a play, then interference should be ruled.

If a bat is thrown with intent which causes a dangerous release of the bat where it comes into contact with the catcher, umpire, or another player, the batter will be called out. There is no penalty for a thrown bat other than what is stated above.

# PSA GIRLS' FAST PITCH SOFTBALL RULES, POLICIES & PROCEDURES

## 7.0 Defensive Play

### 7.1 Defensive Positions

T-ball leagues can field up to 9 defensive players (no catcher) and 1st through 12th grade leagues can field up to 10 defensive players (4 outfielders). A team must field a minimum of 7 players.

Note: If a team has 7 players, the #8 spot in the batting order is an automatic out. If a team has at least 8 players, there are no automatic outs in the lineup. Each team must always have a player at the pitcher and catcher positions.

**Exception:** There is no minimum number of players required for Kindergarten Mod T-ball.

### 7.2 Free Substitution

Free Substitution is allowed, including pitchers.

### 7.3 Pitcher Warmups

Pitchers are allowed one minute or a maximum of 3 warm up pitches. This includes pitching changes in the middle of an inning. Batters must be ready to bat at the first pitch.

For 3<sup>rd</sup> and 4<sup>th</sup> grade: A coach must warm up the pitcher between innings.

### 7.4 Pitcher Ball Release (USA Rule 6A, Sections 1E change 1/20/20)

The pitcher shall bring their hands together for not less than one second and not more than 10 seconds before releasing the ball. A backward step may be taken before, simultaneous with or after the hands are brought together. The pivot foot must remain in contact with the pitcher's plate at all times prior to the forward step.

This allows female pitchers to take a backward step from the pitcher's plate, before, during or after the hands are brought together. This aligns the male and female pitching rule as it relates to stepping back from the pitcher's plate.

### 7.5 Base Obstruction by a Defensive Player

- a. Base obstruction – If a defensive player is standing on a base and this effects the base runner's ability to reach the base, this will be considered "obstruction". If any player puts another player's safety at risk, the player will be called out and ejected from the game
- b. Off the Ball Base Obstruction – If the catcher, 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> base player does NOT have the ball, she cannot "camp" on the base

## 8.0 Umpires

PSA Umpires are required to attend a PSA-specific rules training course (classroom style) and on-field instruction prior to the start of each season. Dates and times for these training sessions will be communicated through PSA or the PSA Softball Assigner.

# PSA GIRLS' FAST PITCH SOFTBALL RULES, POLICIES & PROCEDURES

## 8.1 Uniforms and Equipment

- a. PSA Umpires are to wear a PSA light blue umpire shirt, a navy cap, grey slacks, and black sport shoes. Exception: Kinder-2<sup>nd</sup> grade umpires are allowed to wear navy shorts since umpires for these age groups are not required to wear gear
- b. PSA Umpires are to have available to them or on their person: a clicker, stopwatch/timer, plate brush, and a current set of PSA-specific rules, including the current season PSA Rules Card Matrix.
- c. PSA Umpires are not required to be USA Softball certified, but if they have earned and received certification training through other sanctioned organizations, they are to inform or submit a copy of this certification to the PSA Umpire Assignor or to the PSA Softball Manager so this information can be documented in the PSA umpire database. Any softball umpire certification cards should be in the possession of the umpire for all games in which they are officiating.

## 8.2 Requirement to Officiate Games

- a. If a game has been forfeited, the umpires are not required to call the game if the teams make a decision to play the scheduled game "just for fun".

PSA games will follow the umpire grid below:

Grade Level	Umpires Required
Kinder Mod T-ball	No umpire
1 <sup>st</sup> Grade	Two umpires per game (Field & Plate)
2 <sup>nd</sup> Grade	Two umpires per game (Field & Plate)
3 <sup>rd</sup> -12 <sup>th</sup> Grade	Two umpires per game (Field & Plate)