



PSA SOFTBALL

OFFICIAL RULES

VERSION: 2023-8-1 RM

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Article I. GENERAL RULES

Section 1.01 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The USA Softball (formerly Amateur Softball Association or ASA) rules will be the prevailing rule book except where superseded by these PSA Girls' Fast Pitch Softball Rules. USA Softball rules can be found at:

https://www.teamusa.org/-/media/USA_Softball/Documents/2022/Rulebook/2022USASoftballRulebook.pdf

- (a) All PSA regular season and playoff games are governed by these rules.
- (b) Coaches must play within the rules of this document. Coaches cannot agree to eliminate or add rules that are not contained in this document. PSA reserves the right to amend these rules as necessary.
- (c) Matters related to rosters, coaches, and rules will be governed by the PSA rules and umpire discretion.
- (d) This is the only official rule set for PSA Softball. The Rule Matrix is merely a quick reference guide. This document supersedes any other rules previously used by PSA.

Section 1.02 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.

Section 1.03 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 of 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.
- (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.

Article II. TEAMS AND TEAM STRUCTURE

Section 2.01 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.
- (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. Each rostered player must pay the registration fee.
- (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 2nd game. If a player is showing unpaid in PSA's registration system prior to the 2nd 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 2nd game. The players listed on this roster will be the only roster accepted for the duration of the season.

Section 2.02 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 th Grade – Kid Pitch
6 th Grade – Kid Pitch
7th & 8th Grade – Kid Pitch
9th thru 12 th – Kid Pitch

Section 2.03 Players and Eligibility

- (a) 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).
- (b) Only players who are registered for the current season and are listed on the official roster in the PSA Sports Management System (DaySmart) are eligible to participate in games, no exceptions.
 - (i) **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.*
 - (ii) **SELECT TEAMS:** *Select/travel 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.*
 - (iii) **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 agree 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

Section 2.04 GUEST PLAYERS: BORROWING OF PLAYERS TO AVOID FORFEIT

- (a) **KINDER – 8TH GRADE:** Players may be borrowed from another team within the same league (PSA Softball only) to avoid a forfeit. Players may play up an age division with approval from the PSA Softball Manager or Softball Board. Borrowed players must be declared at the pre-game plate meeting with the umpire and are not allowed to 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.

- (b) **HIGH SCHOOL LEAGUE:** Players may be borrowed from another team within the same league (PSA Softball only) to avoid a forfeit. Players may play up an age division with approval from the PSA Softball Manager or Softball Board. 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.
- (c) Games cannot be protested for any reason relating to the borrowing of players.

Section 2.05 ILLEGAL PLAYERS

- (a) An illegal player is defined as someone who is not listed on the current season's roster in the PSA Sports Management System (DaySmart).
- (b) 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.
- (c) 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.
- (d) Borrowed players as described in Section 2.04 above are excluded from being an illegal player on a team roster.

Section 2.06 Mandatory Player Participation Individual Game:

- (a) 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.
- (b) For leagues 5th grade and older, the individual game rule is waived for the starting pitcher, only if she pitches the complete game.
- (c) For leagues 7th grade and older, the individual game rule is waived for pitchers and catchers.

Section 2.07 Coaches

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

- (i) *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.*
 - (ii) *All coaches must be wearing their PSA badges during a regular season or playoff game. Badges should be visible at all times.*
 - (iii) *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.*
 - (iv) *The Head Coach must be at least 18 years old.*
 - (v) *Base coaches under the age of 18 must wear a helmet.*
 - (vi) *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.*
- (b) PSA and/or the Softball Board shall be the final authority on all matters of eligibility regarding coaches.
 - (c) 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.

Section 2.08 Field Coaches (Except T-ball & Modified T-ball Leagues)

- (a) 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.
- (b) Coaches cannot sit on buckets in the playing area.
- (c) Any field coaches who shout out umpire calls (i.e. call a ball foul or in play), may be ejected from the game.

Article III. SOFTBALL EQUIPMENT AND UNIFORMS

Section 3.01 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: Tee 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 5 new game balls to be used when they are the designated home team.

(i) *Teams are expected to provide an additional 5 new game balls for the season.*

(e) Helmets are mandatory for players who are acting as 1st and 3rd base coaches.

Section 3.02 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 are strongly recommended for batting during any game or practice. Chin straps are not required but PSA highly recommends wearing them for safety reasons.
- (e) Fielding masks are strongly recommended at all times on defense.
- (f) 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.
- (g) 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.

Section 3.03 PSA Issued Equipment

- (a) When available, 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.

Section 3.04 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.

Article IV. SPECIAL PROVISIONS FOR GAMES

Section 4.01 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, or officials based on 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) Cancellations will be updated on the PSA Website on 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

Section 4.02 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. Umpires will contact the PSA Softball manager in the event of a second delay to determine if the game should be cancelled or rescheduled.
- (c) PSA tries to reschedule games within 7-12 days from the date of cancellation

Section 4.03 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.

Section 4.04 Home Team Responsibilities

- (a) The designated Home Team:
 - (i) *Will reside in the first base dugout.*
 - (ii) *Will provide the PSA issued game ball to the umpire prior to the start of the game*
 - (iii) *Will provide a playable back-up ball*
 - (iv) *Will keep the official scorebook (except T-ball leagues)*
 - (v) *Will enter the game score through Coaches Tools (except T-ball leagues)*
- (b) Visiting Team will reside in the third base dugout.

Section 4.05 Blood Rule

- (a) 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:
 - (i) *Stop the game and allow treatment if the injured player would affect the continuation of the game.*
 - (ii) *Immediately call a coach, trainer or other authorized person to the injured player.*
 - (iii) *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.*

Article V. SOFTBALL RULES & REGULATIONS - GENERAL

Section 5.01 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.

Section 5.02 League Standings

- (a) T-Ball: Scores and standings are not kept for T-ball Leagues. Each player will receive a Participation Award.
- (b) 1st through High School 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.
- (c) Tiebreakers: If two teams have the same winning percentage at the end of the season, the tiebreakers are as follows:
 - (i) *Head-to-head record*
 - (ii) *Head-to-head run differential*
 - (iii) *Overall runs allowed*
 - (iv) *Overall runs differential*
 - (v) *Coin flip*
 - (vi) **EXCEPTION:** *If each of the teams who are tied have not played each other's teams, then the tiebreaker is a coin flip.*
 - 1) Runs scored are not used in any tiebreaker.
- (d) There will be a Single Elimination post-season tournament. Tournament brackets and seeding for the post-season tournament will be determined by PSA and/or the Softball Board. The brackets may vary from the league/division standings of regular season due to competitive balancing. PSA and 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.

Section 5.03 Pre-Game Warmups

- (a) Coaches are to have all players ready to go on time at the start of the game, including catchers.
- (b) Pitchers are allowed 3 warm-up pitches with their coach. The catchers do not get warm-up pitches.
- (c) Warm-up throwing should take place parallel to the fence.
- (d) Live batting practice with softballs, baseballs, safety softballs, rubber balls etc. is prohibited.

- (e) Teams may hit whiffle balls, soft foam balls, and other restricted-flight balls in the warm-up areas.
- (f) If you are not sure if your warmup balls are ok, check with your League Coordinator.
- (g) Balls should not be hit or thrown towards the pedestrian walkways.
- (h) Balls should not be hit or thrown into the fences.
- (i) Batting sticks are prohibited.
- (j) Neither team can warm up on the infield before a game. This includes taking infield or pitching practice.
- (k) For the first game of the day, teams may warm up in the regular outfield grass on the field.
- (l) The grassy areas adjacent to the dugouts are reserved for teams who are currently playing.
- (m) Umpires and PSA Officials may intervene if they see an unsafe situation.

Section 5.04 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 Grade Kid Pitch	12 Inch softball
6 th Grade Kid Pitch	12 Inch softball
7th & 8th Grade Kid Pitch	12 Inch softball
9 th thru 12 th Grade Kid Pitch	12 Inch softball

Section 5.05 Field Dimensions

League	Base Path	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	35 feet	8-foot radius
4th Grade MKP	60 feet	35 feet	8-foot radius
5th Grade Kid Pitch	60 feet	35 feet	8-foot radius
6 th Grade Kid Pitch	60 feet	40 feet	8-foot radius
7th & 8th Grade Kid Pitch	60 feet	43 feet	8-foot radius
9 th thru 12th Grade Kid Pitch (HS)	60 feet	43 feet	8-foot radius

- (a) 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.

Section 5.06 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) Once an inning has begun, it will be completed unless a team is unable to tie or take the lead due to the run rules.
- (d) Regular season only: no new inning will be started with 5 minutes or less remaining on the clock.
- (e) Post season only: games will be played until time is completed. Any inning started will be completed unless a team is unable to tie or take the lead due to the run rules.
- (f) Teams should be ready to take the field immediately after the preceding game is over.
- (g) 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.

Section 5.07 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 th /6 th Grade	80 minutes	7 innings	Tournaments only
7 th /8 th Grade	80 minutes	7 innings	Tournaments only
9 th thru 12 th Grade (HS)	80 minutes	7 innings	Tournaments only

- (a) 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.

Section 5.08 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 th /6 th Grade	5 runs	N/A
7 th /8 th Grade	7 runs	N/A
9 th thru 12 th Grade (HS)	7 runs	N/A

- (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.
- (b) A new inning or ½ inning starts immediately after the final out.

Section 5.09 Tie Games – Regular Season Games

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

Section 5.10 Tie Games – Tournament Games

- (a) If 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.).
- (b) 1st-4th 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.

Section 5.11 Abbreviated Games

- (a) 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.
 - (i) *PreK thru 4th Grade: 3 complete innings*
 - (ii) *5th thru 12 Grade: 4 complete innings*

Section 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.

Section 5.13 Delay of Game

- (a) 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.

- (b) One defensive time out shall be allowed per each ½ inning with a maximum of 3 defensive time outs per game. Each timeout is a maximum of one minute.
- (c) One offensive timeout is allowed per each ½ inning. This includes any time the coach calls the batter out of the box, or when the coach leaves the coaching box.

Section 5.14 Forfeiture of Game

- (a) 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.
- (b) 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.
- (c) Notification of Forfeiture: Coaches must notify the PSA Softball manager or a league coordinator/board member of any anticipated forfeit 48 hours before the game. Failure to do so will result in a \$75 fee. The fee must be paid before the next scheduled game.
- (d) Recording a Forfeited Game: All forfeits will be scored as 7-0 in favor of the non-forfeiting team.
- (e) Minimum Players:
 - (i) *Play will not continue with less than 7 players. (Exception: Tee Ball has no minimum player requirement.)*
 - (ii) *If a team plays with 7 players, the 8th spot in the batting order is an automatic out.*

Section 5.15 Protests and Protest Committee

- (a) FILING: No protest based on an official's judgment call will be allowed.
- (b) The PSA Softball Sports Manager, League Coordinator or another Softball Board member must be notified of the protest immediately after the game involved.
- (c) A \$100.00 fee must be presented to PSA within 48 hours of the protest. The fee will only be returned if protest is successful.
- (d) The Softball Board will meet as soon as is reasonably possible to discuss the protest and determine any action to be taken if needed.
- (e) The decision of the Softball Board is final. There will be no appeals.
- (f) 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.**

Article VI. Offensive Play
 Section 6.01 Batting Rules

League	Bunting	Stealing	Walks	Dropped 3 rd 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 th /6 th Grade	Yes	Yes	Yes	Batter is out	Yes
7 th / 8th Grade	Yes	Yes	Yes	Yes*	Yes
9 th thru 12 th Grade (HS)	Yes	Yes	Yes	Yes*	Yes

- (a) *The batter will run to 1st base on a dropped 3rd strike. The catcher must either tag the batter or throw the batter out at first base to secure the out.
- (b) *A batter who fails to run to first and in the umpire’s judgement, concedes the out by returning or attempting to return to their dugout shall be called out regardless of the defensive actions.

Section 6.02 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 st thru 12 th Grades	1 on-deck batter is allowed

- (a) 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.
- (b) On-deck batters shall occupy the on-deck circle behind the batter. Unless instructed otherwise by the umpire for safety reasons. For example, if the batter is in the righthand batter's box, the 3rd base on-deck circle shall be used.

Section 6.03 Hit Batter

- (a) 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.
- (b) 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 1st 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.
- (c) 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 3rd strike, then the batter is out.

Section 6.04 Strike Zone

- (a) The strike zone is from the armpits to the knees. Coaches are not permitted to argue balls and strikes.
- (b) There will be ZERO tolerance for arguing balls and strikes.

Section 6.05 Continuous Batting Order

- (a) All players present for a game shall be in the batting order with each player taking a regular turn at bat.
- (b) Exception to this rule is any player who meets all of the following criteria:
 - (i) *The player has a physical condition which does not permit her to bat.*
 - (ii) *A physician provides in writing a waiver stating why the player cannot bat.*
 - (iii) *A copy of the signed physician waiver is on file at PSA before any game is played.*
 - (iv) *Under this rule, no team will be penalized in any way for fielding a player who meets all the above criteria.*
- (c) Players who arrive after the start of the game will be entered at the end of the batting order.

Section 6.06 Substitute or "Pinch" Runners (applicable to all age groups/leagues)

- (a) There are two scenarios in which a substitute or "pinch" runner will be allowed:
- (b) 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.

- (c) Pitcher and Catcher: Allowed only for the pitcher or catcher who played in the prior inning. 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 pitcher or catcher. There is no out requirement to use a pinch runner.

Section 6.07 Malicious Contact Rule

- (a) A base runner may slide into the base at 2nd, 3rd, or home, OR 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.
- (b) If a base runner intentionally runs into a spectator, coach, assistant coach, player, umpire, or fielder (whether the fielder has the ball or not), she will be called out and may be ejected from the game.

Section 6.08 Throwing Bat Rule (follows USA rule 52)

- (a) 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.
- (b) 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.

Article VII. Defensive Play

Section 7.01 Defensive Positions

- (a) Tee 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.
- (b) 1st through 12th Grade: If a team has 7 players, the 8th 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.
- (c) Exception: There is no minimum number of players required for Kindergarten Mod Tee ball.

Section 7.02 Free Substitution

- (a) Free Substitution is allowed, including pitchers.

Section 7.03 Pitcher Warmups

- (a) 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.

(b) For 3rd and 4th grade: A coach must warm up the pitcher between innings.

Section 7.04 Pitcher Ball Release (USA Rule 6A, Sections 1E change 1/20/20)

(a) 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.

(b) This allows pitchers to take a backward step from the pitcher's plate, before, during or after the hands are brought together.

Section 7.05 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, 1st, 2nd or 3rd base player does NOT have the ball, she cannot "camp" on the base.

Article VIII. 8.0 Umpires

Section 8.01 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 Assignor.

(a) Uniforms and Equipment

(i) *PSA Umpires are to wear a PSA light blue umpire shirt, a navy cap, grey slacks, and black sport shoes. Exception: Kinder-2nd grade umpires are allowed to wear navy shorts since umpires for these age groups are not required to wear gear. Shorts can worn when approved by the Head of Umpires based on the weather conditions.*

(ii) *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.*

(iii) *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.*

Section 8.02 Requirement to Officiate Games

(a) If a game has been forfeited, the umpires are not required to call the game if the teams decide to play the scheduled game "just for fun".

(b) PSA games will follow the umpire grid below:

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

Article IX. Kindergarten (Modified Coach Pitch/Tee Ball) GENERAL RULES

Section 9.01 PSA Modified Coach Pitch/T-Ball Softball is about creating a fun environment for girls to develop the fundamentals of softball and learn to play the game properly.

- (a) The HOME team occupies the 1st base dugout.
- (b) Coaches are responsible for games starting and ending promptly within their assigned field times.
- (c) There are no umpires or officials assigned to T-Ball to manage game time.
- (d) Coaches should exchange batting lineups prior to the start of the game.
- (e) There will be NO official scorekeeping for any games. Coaches should be aware of the number of runs scored or outs recorded to end/start the innings.

Section 9.02 UMPIRING-GAME OFFICIATING

- (a) Umpiring responsibilities will be shared evenly by the teams during the games as explained in Coaches section 14.
- (b) The head coaches are to maintain complete control of the game and must have good knowledge of the rules.
- (c) A meeting between the two head coaches is recommended to fairly resolve any questionable play.
- (d) Play is stopped when one of the two defensive field coaches acting as field umpires has called "time".
- (e) Coaches will stop play immediately upon an injury to any player. Base runners will be awarded only the next base.
- (f) All players on the field will kneel/sit down at their positions during the injury timeout.

Section 9.03 GAME OFFICIATING

- (a) Offensive coach is allowed at home plate to help the batter, retrieve pitched balls and place the ball/tee as needed. The home plate offensive coach is responsible for removing the batting tee after a playable ball is hit.
- (b) Offensive base coaches are allowed at 1st and 3rd base (base coaches are not permitted to touch the players when the ball is in play. Specifically, this means the coach cannot push the player to get him/her moving toward the next base or restrain them from advancing to the next base).
- (c) Two defensive coaches (one on each side of the infield, behind the base paths) are allowed on the playing field but must not interfere with the flow of the game. Defensive coaches can set up the defense prior to each play and shall act as the field umpires.
- (d) Other offensive & defensive coaches shall remain in the dugout
- (e) An adult coach must always be in the dugout when players are present.

Section 9.04 COACH PITCHER

- (a) The Coach Pitcher can pitch in front of the pitching rubber at a comfortable position for the batter inside the pitching circle; it is not required to have one foot on the rubber.
- (b) If the ball is hit during Coach Pitching, the Coach-Pitcher must make his/her way off the field as quickly as possible and/or in a direction that will not affect the play. If the coach pitcher touches a batted ball, obstructs the play of the defense or in any way interferes with the defensive play, the batted ball will be declared a "NO PITCH". The batter will then resume with the same count as before the original pitch and all base runners will return to their point of origin.
- (c) The Coach Pitcher may instruct the batter/runners prior to throwing a pitch but may not instruct the batter once the ball leaves the coach pitcher's hand and may not instruct any runner on a ball put in play.
- (d) The Coach-Pitcher should not instruct any opposing players in any way while on the playing field.

Section 9.05 BATTING

- (a) A batter will be given 3 pitches by the coach-pitcher, whether the batter swings or not (to encourage the players to swing the bat). Exception: A foul ball not legally caught on the last (i.e., 3rd pitch) entitles the batter to one more pitch.
- (b) If the batter does not put the ball in play after 3 pitches, the assisting plate coach will put the ball in play by placing it on the Tee.
- (c) While on the Tee, if the batter does not put the ball in play after 5 attempts/swings off the tee, the batter is out. If the batter hits a foul ball on the last pitch, she continues batting.
- (d) If using a tee, the ball must travel at least 8 feet from the tee in fair territory or it will be considered foul. If the tee is struck or knocked over instead of the ball, it will be considered a foul ball. Prior to the game and refreshed as needed, a designated half circle shall be drawn by a coach in front of home plate from 1st base line to 3rd base line to indicate the 8-foot area.
- (e) Any part of the ball may be hit to place the ball into play.
- (f) After hitting the ball in fair territory, a player may take as many bases as possible until the ball is returned to the pitching circle as determined by the defensive field coaches acting as umpires. The coach umpire will signal "Time" to call play to a halt. If a base runner is not to the base when "Time" is called, the runner will return to the base they were coming from. Leading off of a base is not permitted and runner may not leave base until the ball is hit.
- (g) The batting order shall list all eligible players who have shown up for the game. Each player must bat in the order they are listed before starting over with the top of the batting order. Players showing up late will be added to the bottom of the batting order.

- (h) Throwing the bat is a major safety concern in Softball. If this occurs during the game, once the in-progress play is over and “Time” has been called, the batter should be reminded by an offensive team coach to be aware of the bat release.
- (i) Bunting is not allowed.
- (j) Stealing is not allowed.
- (k) Dropped 3rd Strike is not applicable.
- (l) No infield fly rule in effect.

Section 9.06 FIELDING

- (a) There will be 9 defensive players on the field. For infield play, there is only one player allowed to play each appropriate position. (P, 3B, SS, 2B, 1B). Therefore, there are 5 players allowed within the base-paths at any given time. The remaining 4 players play outfield positions backing up the infield positions. The outfielders cannot be positioned closer than the edge of the outfield grass. No Catcher position will be used in Modified Coach Pitch/T-ball. An individual player may only play in the pitcher position for one inning in any given game.
- (b) Each player must play a minimum of two defensive innings per game (time permitting). No player will be a substitute on the bench for two consecutive innings.
- (c) Coaches should attempt to have all players play an equal number of outfield and infield positions during the season.
- (d) During a game a player may play one inning at either First base or Pitcher. The same player may not play in both positions during the same game.
- (e) The defensive team will have the pitcher positioned three (3) feet to the right or left of the pitching rubber. The defensive pitcher will not be in front of the pitching rubber.
- (f) Infielders will be no closer than 10 feet in front of the baselines (imaginary lines which connect the bases) and outfielders shall be no closer than edge of the outfield grass until the ball is hit.
- (g) The pitcher may not tag out a batter who is running from home plate to 1st base or run with ball to tag 1st base. Pitcher must throw/toss ball to teammate to record out at 1st base.
- (h) Pitcher position can make a play at home plate at any time.
- (i) IT IS NOT ALLOWED TO RUN PLAYERS DOWN EXCEPT IN THE IMMEDIATE AREA WHERE THE BALL IS FIELDED. (Ex: 1st baseman cannot run a player down across the field at 3rd base). This is to encourage learning defensive throw & catch skills.

Section 9.07 STOPPING OF PLAY & OVERTHROWS

- (a) The following two (2) scenarios stop the play by the defense:
 - (i) *The pitcher has control of the ball with both feet inside the pitching circle.*

- (ii) After an attempt to make a play on a runner, the fielder throws the ball to the pitcher, and the ball passes through the plane of the circle while the pitcher is inside the circle.*
- (b) If the runner has not reached the next base when either (1) or (2) has occurred, the runner must return to the previous base.
- (c) On an overthrow to a base which remains in the field of play, a runner may advance to the next base at her own risk. If the defensive team attempts to throw out the runner advancing to the next base after an overthrow occurs and a 2nd overthrow occurs, the runner may advance to the subsequent base at her own risk.
- (d) Under no circumstances may a runner advance more than ONE base on ONE overthrow.
- (e) After an overthrow has occurred, if no subsequent defensive play is attempted on a base runner, a ball delivered back to the pitcher is considered a dead ball.
- (f) An overthrow straight back to the pitcher without any type of defensive play attempted is treated the same as an overthrow to a base IF it is the first overthrow on a given play.

Article X. 1st & 2nd Grade Coach Pitch

Section 10.01 Pitching

- (a) The batting team's adult representative will do the pitching. When the adult representative pitches, there are no walks.
- (b) The Coach Pitcher must start with at least one foot on the pitching rubber.
- (c) If at the umpire's discretion, the adult designated pitcher is actively coaching on the field, then the batter will be declared out and all advancing runners will be returned to their point of origin.
- (d) There are no called strikes if the batter does not swing.
- (e) **1st Grade Only:** A maximum of 6 pitches will be allowed for each batter. If on the 6th pitch and any subsequent pitch, the Batter hits the pitched ball into foul territory, the batter may continue to bat until the ball is either hit into play or the batter swings and misses (strike). The batter has no limit on the number of foul balls. If the batter swings and misses on the 6th or subsequent pitch, the batter is called out regardless of how many strikes have been recorded. If the batter does not swing on the 6th or subsequent pitch, the batter is out.
 - (i) *The batter is not out if she swings at and misses 3 pitches, if it is before the 6th pitch*
- (f) **2nd Grade Only:** If the batter swings at and misses 3 pitches at any time during the at-bat, she is out. A maximum of 6 pitches will be allowed for each batter. If on the 6th pitch and any subsequent pitch, the batter hits the pitched ball into foul territory, the batter may continue to bat until the ball is either hit into play or the batter swings and misses (strike). The batter has no limit on the number of foul balls. If the batter swings and misses on the 6th or subsequent pitch, the batter is called out regardless of how many strikes have been recorded. If the batter does not swing on the 6th or subsequent pitch, the batter is out.
- (g) If the ball is hit during Coach Pitching, the coach-pitcher must make his/her way off the field as quickly as possible and/or in a direction that will not affect the play and remain out of the field of play until "Time" is called by the umpire. If the coach obstructs the play of the defense or in any way interferes with the defensive play, the batted ball will be declared a "NO PITCH". The batter will then resume with the same count as before the original pitch and all base runners will return to their point of origin.
- (h) There will be no advance on a passed ball or if an overthrow occurs when the catcher is returning the ball to the pitcher after a pitch. This is a dead ball situation. **NOTE:** The adult pitcher is to help field the returned pitch. The coach-pitcher may not instruct or direct any opposing players in any way while on the playing field. An offending coach-pitcher will be given one warning, and then removed after a repeated infraction.

Section 10.02 STOPPING OF PLAY

- (a) The following three (3) scenarios STOP the play by the defense:
 - (i) *The pitcher has control of the ball with both feet inside the pitching circle.*
 - (ii) *After an attempt to make a play on the runner, the fielder throws the ball to the pitcher, and the ball passes through the plane of the circle while the pitcher has both feet inside the circle.*
 - (iii) *The Ball is controlled by an Infield defensive player in front of the lead base runner. Lead runner must be stopped to have time called.*
- 1) *If a base runner is in motion when the play is ruled dead, and they HAVE NOT reached the next base, the runner must return to the previous base. The only exception is that each base runner is permitted to advance one base (at risk) when a ball is put in play. (This covers a scenario, for example, where there is a runner on second only and the ball is hit straight back to the pitcher, in the circle, and she does not attempt to make a play. The runner on 2nd, while not being forced to go to third, is allowed to take one base).

Section 10.03 ADVANCE ON AN OVERTHROW

- (a) On an overthrow to a base, a runner may advance to the next base at her own risk. If the defensive team attempts to throw out the runner advancing to the next base after an overthrow occurs and another overthrow occurs, the runner may advance to the subsequent base at her own risk. Under no circumstances can a runner advance more than one base on one overthrow.
- (b) If the defense does not attempt to throw out the runner advancing on an overthrow, the play is stopped. An overthrow to the pitcher is treated the same as an overthrow to a base IF it is the first overthrow on a given play. Otherwise, an overthrow to the pitcher is a dead ball, not an attempt on the play.

Section 10.04 PITCHER POSITION

- (a) The defensive team will have the pitcher positioned three (3) feet to the right or left of the pitcher's plate.
- (b) The defensive pitcher will not be in front of the pitcher's plate.
- (c) Interference committed by the adult representative, such as touching the batted ball or failure to position herself/himself so that the pitcher can play to ball, will result in the batted ball being declared a "NO PITCH".
- (d) The batter will then resume the batter's role with the same count as before the original pitch.

Section 10.05 DEFENSIVE POSTIONS

- (a) Infielders will be no closer than 10 feet in front of the baselines (imaginary lines which connect the bases) and outfielders shall be no closer than 20 feet behind the baselines until the ball is hit.
- (b) A coach from the defensive team can act as a backup catcher in order to speed up the game. The adult backup catcher may not coach or instruct any player for any reason. The adult backup catcher is prohibited from discussing plays or calls with the umpires. The umpire has the discretion to send the parent to the bleachers at any time.

Section 10.06 ADDITIONAL PROVISIONS

- (a) PINCH RUNNERS – Not allowed, except for injury.
- (b) BUNTING - Bunting and Fake Bunting is not allowed. Slapping is allowed.
- (c) Stealing is not allowed.
- (d) Dropped 3rd Strike is not applicable.
- (e) No infield fly rule in effect.

Article XI. 3rd & 4th Grade Modified Kid Pitch

Section 11.01 PITCHING

- (a) The kid-pitcher will pitch to the batter until 4 balls (or 3 strikes) are called by the umpire. If the batter receives a count of 4 balls, an offensive coach will pitch the remaining pitch count to that batter.
- (b) If the pitch count is 4-0, the coach will pitch up to three (3) pitches.
- (c) If the pitch count is 4-1, the coach will pitch up to two (2) pitches.
- (d) If the pitch count is 4-2, the coach will pitch only one (1) pitch.
- (e) If the last pitch results in a foul ball, the batter will continue to bat (there is no limit on the number of foul balls).
- (f) The kid-pitcher can start with one or both feet on the rubber.
- (g) The Coach Pitcher must start with at least one foot on the pitching rubber.
- (h) If the ball is hit during Coach Pitching, the coach-pitcher must make his/her way off the field as quickly as possible and/or in a direction that will not affect the play and remain out of the field of play until "Time" is called by the umpire. If the coach obstructs the play of the defense or in any way interferes with the defensive play, the batted ball will be declared a "NO PITCH". The batter will then resume with the same count as before the original pitch and all base runners will return to their point of origin.
- (i) The coach-pitcher may not instruct or direct any opposing players in any way while on the playing field. An offending coach-pitcher will be given one warning, and then removed after repeated infractions.
 - (i) *Pitching Limits - No player shall pitch more than 3 innings per game. Delivery of one legal pitch shall constitute having pitched one full inning.*
 - (ii) *Penalty for illegal pitch:*
 - 1) Immediate Removal from the Pitcher Position once it has been identified that an illegal pitch has been thrown.
 - 2) If the pitch has not resulted in an out, the pitcher will be removed without penalty.
 - 3) If the pitch has resulted in a ball in play or an out, the batter will be awarded 1st base and the pitcher will be removed.
 - (iii) *Pitcher Warm Ups - Pitchers are allowed one minute or a maximum of 3 warm up pitches. This includes pitching changes in the middle of an inning.*
 - (iv) *Max number of batters hit by pitch before pitcher must be removed is 3*

Section 11.02 STOPPING OF PLAY

- (a) The following two (2) scenarios STOP the play by the defense:
 - (i) *The pitcher has control of the ball with both feet inside the pitching circle.*
 - (ii) *Ball is controlled by an Infield defensive player in front of the lead base runner. Lead runner must be stopped to have time called.*

- (b) A runner in motion when the play is stopped can continue to the next base at her own risk, meaning the Pitcher can still attempt a defensive play if the runner is in motion. If no attempt is made to get her out, she cannot advance past the next base. If an attempt is made to get the advancing runner, the play is live again and the stoppage of play rule resets.

Section 11.03 **ADVANCE ON AN OVERTHROW**

- (a) On an overthrow to a base, a runner may advance to the next base at her own risk. If the defensive team attempts to throw out the runner advancing to the next base after an overthrow occurs and another overthrow occurs, the runner may advance to the subsequent base at her own risk. Under no circumstances can a runner advance more than one base on one overthrow.
- (b) If the defense does not attempt to throw out the runner advancing on an overthrow, the play is stopped. An overthrow to the pitcher is treated the same as an overthrow to a base IF it is the first overthrow on a given play. Otherwise, an overthrow to the pitcher is a dead ball, not an attempt on the play.

Section 11.04 **BACK UP CATCHER –**

- (a) A coach from the defensive team can act as a backup catcher in order to speed up the game. The adult backup catcher may not coach or instruct any player for any reason. The adult backup catcher is prohibited from discussing plays or calls with the umpires. The umpire has the discretion to send the parent to the bleachers at any time.

Section 11.05 **ADDITIONAL PROVISIONS**

- (a) PINCH RUNNERS – See Softball General Rules 6.6**
- (b) BUNTING - Bunting and Fake Bunting is not allowed. Slapping is allowed.**
- (c) Stealing is not allowed.**
- (d) Dropped 3rd Strike is not applicable.**
- (e) No infield fly rule in effect.**

Article XII. 5th & 6th Grade Kid Pitch

Section 12.01 PITCHING

- (a) USA Softball rules – Pitcher can start with one or both feet on the rubber
- (b) Pitching Limits - No limits on individual pitchers
- (c) 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.
- (d) Max number of batters hit by pitch before pitcher must be removed is five (5).
- (e) Starting pitchers are exempt from “Fair-Play” rule until they stop pitching in a given game.

Section 12.02 STOPPING OF PLAY – Umpire discretion

Section 12.03 ADVANCE ON AN OVERTHROW – USA Softball rules

Section 12.04 LOOK-BACK RULE – in effect for all runners when the ball is live

Section 12.05 ADDITIONAL PROVISIONS

- (a) PINCH RUNNERS – See Softball General Rules 6.6**
- (b) BUNTING - Bunting and Fake Bunting are allowed. Slapping is allowed.**
- (c) Stealing:**
 - (i) allowed when pitch crosses the plate*
 - (ii) one base only (5th Grade)*
 - (iii) run at risk on an overthrow (6th Grade)*
- (d) Dropped 3rd Strike batter is out.**
- (e) Infield fly rule in effect.**

Article XIII. 7th & 8th Grade Live Pitch

Section 13.01 PITCHING – USA Softball rules – Pitcher can start with one or both feet on the rubber

- (a) Pitching Limits - No limits on individual pitchers.
- (b) 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.
- (c) Max number of batters hit by pitch before pitcher must be removed is five (5).
- (d) Starting pitchers are exempt from “Fair-Play” rule until they stop pitching in a given game.

Section 13.02 ADVANCE ON AN OVERTHROW – USA Softball rules

Section 13.03 LOOK-BACK RULE – in effect for all runners when the ball is live

Section 13.04 CATCHERS - Starting Catchers are exempt from “Fair-Play” rule

Section 13.05 ADDITIONAL PROVISIONS

- (a) PINCH RUNNERS – See Softball General Rules 6.06**
- (b) BUNTING - Bunting is allowed. Slapping is allowed.**
- (c) Stealing:**
 - (i) allowed when pitch leaves the pitcher’s hand*
 - (ii) run at risk on an overthrow*
- (d) Dropped 3rd Strike is in effect**
- (e) Infield fly rule in effect.**

Article XIV. High School (9th-12th Grade)

Section 14.01 PITCHING – USA Softball Rules – pitcher can start with one or both feet on the rubber

- (a) Pitching Limits - No limits on individual pitchers.
- (b) 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.
- (c) Max number of batters hit by pitch before pitcher must be removed is five (5).
- (d) Starting pitchers are exempt from “Fair-Play” rule until they stop pitching in a given game.

Section 14.02 STOPPING OF PLAY – Umpire discretion

Section 14.03 ADVANCE ON AN OVERTHROW - USA Softball rules

Section 14.04 LOOK-BACK RULE – in effect for all runners when the ball is live

Section 14.05 CATCHERS - Starting Catchers are exempt from “Fair-Play” rule

Section 14.06 BORROWING OF PLAYERS TO AVOID FORFEIT - Players may be borrowed from another team within the same league (PSA Softball) to avoid a forfeit. See Softball General Rules 2.04.

Section 14.07 ADDITIONAL PROVISIONS

(a) PINCH RUNNERS – See Softball General Rules 6.06

(b) BUNTING - Bunting is allowed. Slapping is allowed.

(c) Stealing:

- (i) allowed when pitch leaves the pitcher’s hand*
- (ii) run at risk on an overthrow*

(d) Dropped 3rd Strike is in effect

(e) Infield fly rule in effect.

Article XV. All Star Game (ASG)

Section 15.01 PSA SOFTBALL ALL-STAR GAME (SPRING SEASON ONLY)

Section 15.02 General Information

Section 15.03 3rd Grade through High School.

Section 15.04 The head coach from each team chooses the players they feel have earned a spot on the All-Star roster and will be representing their team for the All-Star game. We encourage coaches to emphasize the importance of not only skill, but other factors which make a player an All-Star, such as the player's character, sportsmanship, commitment level, effort/hard work, attitude, and leadership. Being an All-Star player encompasses several different traits which does not make this decision easy.

- (a) Although it is primarily up to the Head Coach to select their representatives for the All-Star game, we also suggest getting feedback from others such as assistant coaches, team managers, parents and teammates.
- (b) Also teams may have the players take a vote on who they believe will best represent their team!

Section 15.05 Team Formation/Rosters/Coaches

- (a) Roster size and the number of players from each team who will participate in the All-Star game will depend on the number of teams who participated in the league for the season. PSA will match up teams in the best manner possible in order to keep balanced competition.
- (b) The higher ranked team on the roster will provide the "official" head coach. Most coaching representatives are the head coach and the coach who pitches to the girls (for 3rd & 4th grade MKP), but this designation is completely up to each team and their preference.

Section 15.06 Lineup/Positions

- (a) After player names have been submitted, the All-Star coaches will receive these names in order to work together on creating the lineup and position assignments.
- (b) When making the lineup, alternate players by team. For instance, Team 1 batter, Team 2 batter, Team 1 batter, Team 2 batter, etc. Also, the goal is for each girl to play their regular/favorite position in the field for at least 1 inning to prevent the same girls playing in the same positions throughout the game. This provides a great opportunity for the girls to try new positions and also develop an appreciation for positions they do not normally play.
- (c) The pitching position should be alternated by team by inning as well.
- (d) 3rd and 4th grade MKP, it is recommended to have the team's coach pitcher pitch to his/her team's batters. This provides consistency for the girls.

Section 15.07 Game Play

- (a) The regular season league rules will apply for the All-Star game.
- (b) 3rd and 4th grade MKP games, the game time will be 90 minutes instead of the usual 80. PSA umpires will call the games.

Section 15.08 Uniforms

- (a) A custom All-Star t-shirt will be provided for each player and coach. Players are to wear their normal uniform bottoms with the All-Star t-shirt.
- (b) One jersey will be provided for the Head Coach. When available, additional coaches jerseys may be provided.