

Porter County Girls Softball Association (PCGSA)
2019 Season Rules
(Last Revised 4/17/2019)

Foreward

The PCGSA is a fast pitch softball leagues, which adheres to the rules of the most recent **National Softball Association** Rulebook, unless specifically addressed to the contrary in this document. Certain NSA are restated in these PCGSA rules for emphasis; however, not all NSA rules are restated. Please **READ** and **UNDERSTAND** the NSA rulebook. The PCGSA rules apply to local league play only.

The layout of the PCGSA rules coincide with the sanctions laid out in the National Softball Association Rulebook. The following identifies the formatting used throughout this document:

- NSA rules that are restated appear as underlined text.
- **New rules for 2019 are in red**
- General Rules apply to all ages. Age division specific rules apply only to that particular age group and are identified as such.

General Rules

Uniforms/Equipment-Rule 3:

- Players are to wear a uniform consistent in appearance with all members of their team. However, if a team is borrowing a player from another team, her uniforms may be that of her original team.
- No player is allowed to use metal Spikes in 6u-12u. Only rubber (Soft or hard) cleats are permitted. If there is a question on the legality of a particular pair of shoes, the league UIC will make final decision.
- Metal Spikes will be allowed in 14u and 18u.
- The catcher must wear a mask with helmet and throat protector, a chest protector, and shin guards.
- All offensive players must wear a batting helmet with a facemask while on the field of play. Batting helmets may be removed once in the dugout. Players who consistently or willfully violate this rule may be removed from the game for unsporting behavior.
- It is the responsibility of the coaches to make sure all equipment is legal and is used in a safe manner.
- No Jewelry shall be worn during competition. If jewelry must be worn due to religious convictions, the medallion must be taped to the body and must not be unsafe to another player. The last part will be an umpire's judgment. Barrettes are not considered

jewelry as long as they are not deemed unsafe to another player. Medical alert bracelets or necklaces are acceptable as long as they don't pose a risk to any player.

- During the regular season, teams **MUST** borrow players from teams of the younger age division to give the team enough players to play the allowed number defensively. (8u-12u 10 players, 14u and 18u 9 players) Borrowing from younger age group can play any position. When borrowed from same age division, they shall not pitch, catch or play first base. All borrowed players shall be placed in the bottom of the batting order. The intent of this rule is to allow teams to borrow to avoid a forfeit. If a team is suspected of circumventing the intent of this rule, the manager may be brought in front of the PCGSA for explanation. If PCGSA board finds this rule was intentionally circumvented, punishment, up to but not limited to, suspension from PCGSA, forfeiture of game(s) that ineligible players were playing. If there is more than 10 players were used due to borrowed players, the opposing team may protest, but shall be made known to the umpire and to PCGSA President before the umpires leave the field.
- The Pitcher or Pitcher's helper **Must** wear facemask in all divisions. It is highly recommended that all girls consider wearing face mask while on the field to avoid serious injury.
- **14u and 18u may borrow up to 10 players.**

Field

- Preparation of the field is the responsibility of the home team.
- Appropriate markings shall be drawn for the batter's box, foul lines, on deck circle, and the pitchers circle (16" diameter).
- 6u and 8u additional lines shall be marked.
- An orange safety base is highly recommended for all age groups. If double base is used, it shall be considered once base. If there is a close play at first base, defensive team shall use the white base and runner shall use the orange base. Exception: If an errant throw pulls the defensive team toward the orange base, then they shall use the orange and the runner shall use the white base.
- If the field is not playable, the home team is required to give notice to the visiting team and the umpires at least 1 hour prior to the start of the regularly scheduled game. If no notice is given to the umpires and they arrive on site, they shall be paid fully for the game.
- The Bench and dugout are for players and coaches only. Parents and visitors shall remain in the stands, while players remain in dugout.

Players

- **6u shall have a minimum of 7 players and 8u-18u shall have a minimum of eight players on each team are required for an official softball game.** If a team cannot field the minimum players, 15 minutes after scheduled start time, the game shall be forfeited. (6u will not have standings this year so it does not apply to them)
- An injured player may leave the game and return once. If the player leaves a second time, she is done for the remainder of that game.

- There is no out given to an opening in the batting order created by an injured player. The injured player shall be skipped in the line-up. If the player returns, she shall return to her previous batting position.
- Games cannot begin with an opening in the order. Players arriving late are to be added at the bottom of the order.
- Forfeited games can still be played with the agreement that the outcome of the game has already been decided.
- After starting a game with a continuous batting order, if a player must leave or is injured and can no longer participate in the game, no out shall be given to the opening created in the lineup. The opening in the batting line-up is skipped. During all-star tournament play (no continuous batting order), a substitute must be used. **If no substitute is available, then there is an out when the batter comes up. Note: a defensive team cannot walk a batter to get to the opening of the line up. If a walk occurs, the opening will be skipped. (This is for All Star only!)**

Scoring-

- The home team shall serve as the official score book. The home team's scorekeeper and visiting team's scorekeeper shall confer between innings to verify the score.

The Game - Rule 5

- Games shall start within 15 minutes of the scheduled start time or when the umpire deems that game can start (Should a previous game run longer or due to weather delay). The team responsible for any further delay will forfeit the game.
- In the event of extreme heat, there shall be a mandatory 10 minute break every 30 minutes when the heat index reaches 100 degrees.
- No new inning may start after the time limit, but the game may extend past the time limit to complete an inning in progress. An inning starts when third out of the bottom of the previous half inning is made.
- Regular Season games will be played until a winner has been decided or until the time limit runs out.
- Games ending in a tie shall be declared a tie
- For tournament games, the game must be played until a winner is determined. Even if the time limit is exceeded.

Suspended game

- An unfinished or "suspended" regular season game not reaching regulation is the responsibility of the two coaches to reschedule and finish the game. If the game had not reached regulation, the game shall resume from the point it was suspended. If the game had reached regulation, it shall be considered a complete game and no make-up shall be allowed.
- An unfinished or "suspended" tournament game shall be rescheduled by the tournament director and shall resume at the point the game was suspended.

Batting:

- A Continuous batting order will be used in all divisions. All players present and eligible to play in the game shall be in the batting line-up. Borrowed players must bat at the end of the batting line-up.
- The batter's feet must remain in the batter's box when batting. The batters box lines constitute being inside of the box.
- Batting orders are provided to each team's coaches prior to the game. A copy should also be given to the umpire before each game (when requested). The home team's book is the "official book" for the score and the correct batting line-up for both teams.
- On deck batters are allowed in all divisions. However, the on deck batter, as well as all offensive players on the field, must wear a helmet with a facemask. A chin strap is required in the 6u division and also highly recommended in all other divisions.

Pitching – Rule 8.00:

- Pitching distances are: 6u – 35 Feet, 8u – 35 Feet, 10u – 35 Feet, 12u – 40 Feet, 14u/18u – 43 Feet.
- A pitcher will be allowed no more than five (5) pitches between innings and may not take any longer

than one (1) minute to do so. In an effort to maintain game flow, a coach may warm up a pitcher.

- The pitcher is only allowed one (1) step which must be forward toward the batter. The pitcher is not allowed to take a step backward off the rubber. Please refer to the **NSA rules book** for all rules pertaining to the pitching motion.

Umpires – Rule 9.00:

- Umpires shall be at least 14 years old unless previously approved by the Umpire-in-Chief.
- The use of NSA Certified Umpires is encouraged. NSA Certified umpires shall also have priority for getting scheduled for games throughout the season. Non-certified umpires shall be scheduled after certified umpires.
- It is recommended that all umpires used throughout the league attend the annual clinic(s).
- If a certified umpire and a non-certified umpire are working a game together, the certified umpire shall be the plate umpire and umpire-in-chief of the game.
- The home team is responsible for providing an umpire with all the necessary equipment.

- If no certified NSA Umpire is used, or another organization's umpire is used, the game shall still be legal, but all National Softball Association rules shall prevail, not those of the other organization.
- If a certified umpire is working with a "volunteer" umpire (one sought out from the crowd by the home team), the certified umpire may overrule a call by the "volunteer" umpire only if it contradicts the rules. No appeal must be sought in this case. The "volunteer" umpire must be approved by both teams. If no "volunteer" can be decided on, only the certified umpire shall umpire the game.

Roster Changes:

- Prior to the start of the season, roster changes are to be provided to the PCGSA president. A copy must also be submitted online through the Babe Ruth Data Center.
- Once the season begins, roster changes must be submitted in writing to the PCGSA President and approved by the board of directors. The President may approve verbal requests and then seek approval by the board of directors later.

1. Unsportsmanlike Conduct:

- Any unsportsmanlike conduct by players, coaches, managers, and/or fans will not be tolerated. In addition to the steps taken below, the offense may also be reviewed by the PCGSA Board of Directors and further consequences may be issued as deemed necessary by the Board of Directors. The following actions will be taken to resolve unsporting behavior – although steps may be skipped depending on the severity of the behavior:

1. Managers and coaches will be warned about any misconduct by players, coaches, and fans.
2. Managers and/or the offending party will be ejected.
3. Forfeiture of the game will result.
4. Removal from the league.
 - Tobacco and alcohol are not permitted at ANY Babe Ruth sanctioned functions.
 - Artificial noise makers may be silenced by the umpire.
 - A thrown bat, if deemed to be a violent act, will result in the offender being ejected. If a thrown bat interferes with a fair or foul ball, the batter-runner can be called out for interference. This is a judgment call by the umpire and cannot be appealed.
 - Ejection/suspension policy. The PCGSA board has instituted a 3 strikes policy in regards to ejections.

o Strike1 if a player / fan / coach is ejected from a game , they will be banned from the next game of the team in which they were involved.

o Strike2–1 game suspension from PCGSA and issue must be brought to PCGSA board which may impose additional sanctions against player/fan/coach. Host site may impose their own penalties against player/fan/coach.

o Strike3–will result in minimum 1 year ban from PCGSA from date of ejection. The offender must get reinstatement from PCGSA board of Directors in form of writing.

▪ All ejections must be brought to the UIC. A league may impose additional infractions they deem necessary to preserve good sportsmanship.

Late Arrival Players:

After the completion of the second inning for all ages, no players shall be added to the line up for any reason. Completion meaning after third out of the bottom of the second inning, it is now too late to add to the line up of current rosters. If said player is on the team roster and shows up before the 3rd out of the second inning, they shall be added to the bottom of the order.

6u Specific Rules

1. Each team will designate one adult to serve as an umpire.
2. The two teams will then decide which adult will work behind the plate and which will work the field. If a decision cannot be reached, a coin flip will decide.
3. A judgment decision of one umpire will not be overridden by the other umpire. Only decisions in conflict with the rules may be overridden by the other umpire.

2. The Playing Field / Equipment

1. **50' between bases (See figure 1).**
2. **35' to pitcher's plate with 16' diameter pitching circle (See figure 1).**
3. **38' defensive arc from first base line to third base line (See figure 1).**
4. **5' T-ball arc from first base line to third base line (See figure 1).**
5. **An eleven-inch optic yellow ball with red stitching is required.**
6. **Batting helmet faceguards and chin-straps are required.**

3. The Game / Playing Rules

1. The game shall consist of 6 innings or be constrained by a one hour and fifteen minute time limit.
1. 1st – 3rd Innings: All players will hit from the tee with runs and outs counted. There is no limit to the number of swings the batter has to put the ball in play. . The ball must pass the 5' T-ball arc to be considered a live ball.
2. 4th – 6th Innings: Each team will designate a coach to pitch to their batters (coach-pitcher).

i. The coach-pitcher must avoid contact with the ball and defensive players when the ball is in play. When a batted ball occurs, the *coach-pitcher must leave fair territory immediately* (if possible) without interference. If there is *unintentional* interference by the coach, it will be a dead ball / no pitch. In essence, the play will be a “re-do”. If there is *intentional* interference, it will be a dead ball and the lead runner shall be called out. In- tent is in the umpire’s judgment. PENALTY FOR COACH-PITCHER: Any coach-pitcher can be removed from coach-pitcher or ejected (unsportsmanlike conduct) for the remainder of the game for intentionally interfering with play or not quickly leaving the field of play after a batted ball.

ii. The pitcher-helper (defensive player) must keep at least one foot in the pitcher’s circle and behind the 38’ defensive arc until the ball is hit.

iii. The coach will pitch four pitches. There are no strike outs. If the batter fails to put the ball in play after the fourth pitch (even if fourth pitch is hit foul), the batter will then be allowed to hit the ball from the tee. As in the prior innings, there is no limit to the number of swings the batter has to put the ball in play.

iv. The coach must start the pitch within the circle, but can finish outside the circle.

1. Each team may field 10 players. The tenth player **MUST** be an outfielder. The outfield is defined as behind the baseline running from first to second and second to third.

2. Infielders must be positioned behind the 38’ arc until the ball is hit.
3. Outfielders must be positioned beyond the baselines until the ball is hit.
4. Two defensive coaches may be positioned behind the outfielders or in foul territory 10 feet behind first or third base.
5. There will be no infield fly rule, no walks (including hit by pitch), no lead offs, no bunting, no stealing, and no dropped-third strike.
6. A ball hit into the infield (ball does not go past the baselines) will allow the batter and all base runners to try to advance one base from their last legally touched base at the time of the *pitch* regard- less of overthrows.
7. A ball hit into the outfield (ball goes past the baselines) will allow the batter and all base runners to try to advance two bases from their last legally touched base at the time of the *pitch* regardless of overthrows.
8. All players on the roster will be in the batting order. All players on the roster must play at least two defensive innings.
9. Each team is limited to only 10 batters per inning, regardless of the number of outs. The defensive team may end the inning by getting three outs or bringing the ball to home plate after the 10th batter has put the ball in play. NOTE: Even if the tenth batter is declared out, if there are additional base runners with less than three outs, the inning is not over until the ball is brought to the plate. Any runs scoring before the ball is brought to the plate shall count.

During the regular season, scores will not be kept during the game. For the single-elimination post season tournament, a blind draw will be used to seed the bracket.

8u Specific Rules

1. 60' between bases with 30' baseline half-way hash marks (see figure 2).
2. 35' to pitcher's plate with 16' diameter pitching circle (see figure 2).
3. 38' defensive arc from first base line to third base line (see figure 2).
4. An eleven-inch optic yellow ball with red stitching is required.
5. Batting helmet faceguards are required and chinstraps are strongly suggested.

B. The Game / Playing Rules

1. The game shall consist of 6 innings or be constrained by a one hour and thirty minute time limit.

1st – 2rd Innings: Each team will designate a coach to pitch to their batters (coach-pitcher).

- i. The coach-pitcher must avoid contact with the ball and defensive players when the ball is in play. When a batted ball occurs, the coach-pitcher must leave fair territory immediately (if possible) without interference. If there is unintentional interference with the ball by the coach, it will be a dead ball/no pitch. If there is unintentional interference with a defensive player by the coach, it will be a delayed dead ball with the defensive manager having an option of no pitch or the result of the play. If there is intentional interference, it will be a dead ball and the lead runner shall be called out. Intent is in the umpire's judgment. PENALTY FOR COACH-PITCHER: Any coach-pitcher can be removed from coach-pitcher or ejected (unsportsmanlike conduct) for the remainder of the game for intentionally interfering with play or not quickly leaving the field of play after a batted ball.
- ii. The coach-pitcher **must** release the ball before stepping out of the circle. If the coach-pitcher steps out of the circle before the ball is released "No Pitch" shall be called.
- iii. The pitcher-helper (defensive player) must take a position behind the defensive arc and can have either foot or both feet in the circle but may not be any farther than both feet within the player's step from the circle at the time of the ball being hit (must be within one stride from the circle) . PENALTY: delayed dead ball if player makes play on batted ball...umpire may enforce illegal pitch rule with batter being allowed another pitch instead of ball being charged since there are no walks.
- iv. The coach will pitch five pitches (unless the fifth is hit foul). Only swinging strikes and foul balls will be counted for purposes of striking out. The batter will be out on a third strike only if swinging and missing. Pitches not swung at will be called balls, but will

count against the five pitch count. The batter will not be called out on a foul ball (unless caught by a defensive player).

3th – 6th Innings: Girl pitch.

- i. Looking strikes and swinging strikes will be called by the umpire and will count.
- ii. Hit batters will not take first base. However after the batter is hit, the coach-pitcher will pitch to the batter for her remaining turn at bat. All rules, listed in part IV below will be in effect.
- iii. There is no limit to the number of batters the pitcher can hit in an inning or game.
- iv. After four called balls, the coach will come in to pitch with the following stipulations:
 1. Looking strikes will not be called.
 2. The strike count from the girl pitcher will remain against the batter. Swinging strikes will be counted and added to the previous count for the purposes of striking out.
 3. The coach will throw a maximum of three pitches (unless the last pitch is hit foul). The batter will not be called out on a foul ball (unless caught by a defensive player).
 4. If the batter does not strike out nor does she put the ball in play in the allotted number of coach pitches, she will be called out.
 5. In an effort to move the game along, the offensive team may opt to position their coach-pitcher in the pitcher's circle during girl pitch for two purposes: 1) to assist in retrieving thrown-backs ball from the catcher, and, 2) to be readily available to coach-pitch after four called balls. The coach pitcher must stand behind the girl pitcher and remain in the circle. While the coach-pitcher is on the field, the interference rule written in 8u (1)(a)(i) applies.
2. Each team may field 10 players. The tenth player MUST be an outfielder. The outfield is defined as behind the baseline running from first to second and second to third.
3. Outfielders must be positioned beyond the baselines until the ball is hit.
4. Infielders must be positioned behind the 38' arc until the ball is hit.
5. Two defensive coaches may be positioned behind the outfielders or in foul territory 10 feet behind first or third base.
6. There will be no infield fly rule, no walks (including hit by pitch), no bunting, no stealing, and no dropped-third strike. Slap-hitting is allowed. However, the batter must clearly strike at the ball to put the ball into play. This is an umpire's judgment. Penalty for bunting is dead ball and strike on the batter. If this is the 3rd strike or the fifth pitch, the batter is out.
7. "Dead ball" will be called when the ball is held by any defensive player stopping the lead runner or no further play is being made. This is a judgment call by the umpire.
8. "Dead ball" will be called when the pitchers-helper carries and/or controls the ball with both feet in the pitcher's circle (intentional or unintentional). EXCEPTION: when any batted ball (line drive, pop fly, or ground ball) is fielded by the pitchers-helper with one or two feet in the circle, the pitchers- helper can make an initial play on a runner unless no runners are attempting to run the bases.

9. All players on the roster will be in the batting order with free defensive substitutions.
10. Runners may leave the base when the pitch **reaches the batter** (anticipating a hit ball) but must return if the ball is not put into play. Runners may be called out for leaving the base early or hesitation.
11. Overthrows to any base, as well as to the pitcher's circle, on a play where the ball was batted into play will result in the runner being allowed to try to obtain a maximum of two (2) bases - the base the runner was running to at the time the throw was made and the following base. After the first overthrow, if a subsequent overthrow is made, all runners will be allowed to try and obtain additional bases, per the description at the beginning of this paragraph. If the ball remains in play, the runner is at liability to be put out. If the ball goes out of play, no play may be made after the ball is brought back into play. Also, this rule does not apply once "time" has been called. However, on an overthrow to 1st base, the runner may advance 1 base and played ruled dead unless an attempt is made to put that runner out, then normal overthrow rules are in effect.
12. Each team is limited to only 5 runs per inning, regardless of outs. Once the 5th run scores, the inning is officially over.
13. Each pitcher is allowed to pitch up to 3 innings per game. One pitch equals one inning.

10u Specific Rules

1. 60' between bases.
2. 35' to pitcher's plate with 16' diameter pitching circle.
3. Foul lines, batter's box, and base coach boxes per Babe Ruth Rule Book.
4. An eleven-inch optic yellow ball with red stitching is required.
5. Batting helmet faceguards are required and chin straps are strongly suggested.

B. The Game / Playing Rules

1. The game shall consist of 6 innings or be constrained by a one hour and thirty minute time limit.
2. Each team may field 10 players. The tenth player MUST be an outfielder. The outfield is defined as behind the baseline running from first to second and second to third.
3. There will be no dropped-third strike.
4. The infield fly rule is in effect.
5. Bunting is allowed.
6. Runners may leadoff after the release of the pitch.
7. The runner will be allowed to steal after the ball is released from the pitcher's hand. The runner will only be allowed to steal one base per pitch regardless of the number of overthrows. The runners' position is dictated by the base the runner occupied *at the time of the pitch*, NOT where the runner was when the overthrow was made. Batter-

runner may not steal after a walk. Base runners can steal after a walk (really only applies to girl on 2nd with no runner on 1st).

8. Runners may steal home.
9. The batter will walk after four called balls.
10. Pitchers may pitch up to three innings per game. One pitch equals, one inning.
11. Overthrows to any base, as well as to the pitcher's circle, on a play where the ball was batted into play will result in the runner being allowed to try to obtain a maximum of two (2) bases - the base the runner was running to at the time the throw was made and the following base. After the first overthrow, if a subsequent overthrow is made, all runners will be allowed to try and obtain two additional bases, per the description at the beginning of this paragraph. If the ball goes out of play, no play may be made after the ball is brought back into play. Also, this rule does not apply once "time" has been called.
12. The ball is dead when the pitcher controls the ball in the pitcher's circle. If base runners were attempting to obtain the next base when the ball reached the circle, the runner shall be allowed to continue to the next base.
13. Games are designated by the 10-run "slaughter rule" once the game becomes a regulation game.
14. Each team is limited to only 5 runs per inning, regardless of outs. Once the 5th run scores, the inning is officially over.

Pitchers are to be removed upon hitting three (3) batters directly without hitting the ground in the same inning. NOTE: Batter still takes her base even if the ball bounced and still hits the batter. The pitcher may return in the next inning. There is no limit to the number of innings the pitcher may return.

12u Specific Rules

1. The game shall consist of 6 innings or be constrained by a one hour and thirty minute time limit.
2. Each team may field 10 players. The tenth player MUST be an outfielder. The outfield is defined as behind the baseline running from first to second and second to third.
3. Games are designated by the 10-run "slaughter rule" once the game becomes a regulation game.
4. Runners may lead off or steal upon the release of the ball from the pitcher's hand.
5. Dropped third strike is applicable. If the ball hits the ground on the third strike and then is caught by the catcher, the ball is considered to have been dropped and the batter may advance.
6. Infield fly is applicable.
7. Each team is limited to only 5 runs per inning, regardless of outs. Once the 5th run scores, the inning is officially over.
8. Pitchers are allowed a maximum of 3 innings per game. One pitch equals one inning.

9. The rest of the rules shall be governed by the prevailing National Softball Association Rulebook unless specified otherwise in the above general rules.

14u and 18u Specific Rules

1. Games will consist of 7 innings.
2. Game is limited to two hours. No new inning may start after this limit.
3. Dropped third strike is applicable
4. Infield fly is applicable.
5. Games are designated by the 10-run “slaughter rule” once the game becomes a regulation game.
6. The prevailing National Softball Association Rulebook shall govern the rest of the rules unless specified otherwise in the above general rules.

Post Season- All Team specific Rules

Seeding- All team tournament will be based on seeding format as follows:

- 1. Number of wins**
- 2. Number of games played**
- 3. Head to Head**
- 4. Blind draw**
 - Time limit still applies for all age groups, no new inning may start after time has expired. However, a game cannot end in a tie, if the game is tied at the end of the time limit, the game will proceed until a winner has been determined.
 - 8u/10u/12u pitching rules still applies from the regular season rules.
 - Home team will be decided by the team having the highest seed.
 - If the game is called due to weather or darkness before becoming a regulation game, it is the responsibility of the home field to reschedule the game as soon as possible and the game will resume from the point where it left off. If the game has reached regulation, the game shall be considered complete.
 - The host field is responsible for setting up the field, providing two regulation softballs, and for providing two umpires, regardless if the host field is designated as the “home team” during the game.
 - Only players that are on a regular season roster are eligible to play. This includes borrowed players.
 - Teams may only borrow from younger divisions. Borrowed players may not pitch, catch, or play first and must be added to the bottom of the batting order
 - Continuous batting order still applies.

Post Season – ALL-STAR Tournament Specific Rules

1. With the exception of the rules listed below, ALL state tournament rules will apply.
2. Seeding for the all-star tournament will be based on a blind draw.
3. Subject to board approval, leagues may send a second team in a single age bracket to the all-star tournament. In a given age bracket, any second teams will be seeded after all “first” teams in the same order as the “first” teams. Priority will be given to leagues with the most teams in an age group.
4. The time limit still applies for all ages. No new inning may start after this limit. However, a game cannot end in a tie. If the game is tied at the end of the time limit, the game will proceed until a winner has been determined.
5. A coin flip by the umpire will determine home team. The team winning the toss will have the option of being home or visitor.
6. If the game is called due to weather or darkness before becoming a regulation game, it is the responsibility of the host field to reschedule the game as soon as possible and the game will resume from the point where it left off. If the game has reached regulation, the game shall be considered complete.
7. The host field is responsible for setting up the field, providing two regulation softballs, and for providing two umpires.
8. Host site will provide an “official” score keeper for each game. This will be the “official” record of the game. Besides scoring the game, the score keeper will be required to track pitcher innings. During the tournament, the official record will be made available to any manager upon request. It is also recommended that each host site display a “public” bracket for all coaches and fans to see.
9. Only players that are on a regular season roster are eligible to play. This includes borrowed players.
10. Teams may only borrow from younger divisions. Borrowed players may not pitch, catch, or play first and must be added to the bottom of the batting order
11. Each all-star team will consist of no more than 15 players.
12. [8u/10u/12u] The starting lineup will consist of 9 players for all age divisions and teams may elect to add an Extra Hitter (EH) to the batting order. If a team elects to use the EH, it cannot be eliminated during the game.
13. [10u/12u/] Continuous batting order does not apply. Substitutes will be used instead.
14. [10u/12u] When entered, a substitute will bat in the replaced player’s position in the lineup. Starters may re-enter once and must occupy the same position in the batting order. Substitutes withdrawn may not re-enter. EXCEPTION: A player may re-enter to replace an injured or ejected player providing no other substitutes are available. The re-entered player must be selected by the opposing manager. The player who was injured or ejected cannot re-enter the game.
15. Courtesy Runner – The pitcher and/or catcher may have a courtesy runner run for them every time they are up to bat. Each courtesy runner used must be a player who is not in the game at the time. Each courtesy runner may only pinch run once per inning.

16. [10u] Full out stealing is allowed (play by 12u rules). There is NO drop third strike. There is infield fly rule.
17. [8u] The entire game will be coach pitch (no girl pitching).
18. Unlimited pitching for 10u/12u.

Definitions

- [10u All Stars / 12u / 14u/18u] The batter may continue past 1st base upon receiving a walk if the batter/base runner does not stop or hesitate at 1st base. A continual motion by the batter-runner allows the runner to advance toward second base. This rule applies only when the pitcher has the ball in the circle. If the pitcher does not have possession of the ball inside of the circle, the batter-runner may advance past first and/or return to first at their discretion.

Hesitation:

- When the live ball is returned to the pitcher while in the pitcher's circle, all runners must immediately advance to the next base or return to the previous base with liability to be put out. If the runner(s) fail to advance or return immediately, they shall be declared out.

Base Path:

- The base runner shall be declared out when she runs more than three (3) feet away from a direct line between bases to avoid being tagged, unless her action is to avoid interference with a fielder fielding a batted ball. The base runner may run more than three feet outside the direct line between bases if no play is being made on her.

Overthrows:

- A runner may, without liability to be put out, advance two bases when a thrown ball goes into the stands, into a bench, over or under or through a field fence, on a slanting part of the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. The awarding of bases is done from the time of the throw, not the time the ball left the field. In short, the runner shall get the base they were trying to advance to and the next base.

Courtesy Runner:

- A courtesy runner will be allowed to replace an injured base runner. The injured player will be allowed to re-enter the game one time, provided she occupies the same position in the batting line-up. A

. In all instances, the courtesy runner shall be the player who made the last out. This is during regular season play only.

Sliding:

- Base runners do not have to slide. If failing to slide results in interference with the defensive player who is attempting to make a play, at the umpire's discretion, the base runner may be called out.

First Base Turn:

- It does not matter which way the runner turns after obtaining 1st base, but rather if the runner makes an attempt to advance to 2nd base. If the runner attempts to advance to 2nd base, the runner may be put out. If the runner initiates an attempt and then terminates the attempt, the runner may still be put out. courtesy runner may also replace the pitcher or catcher if the pitcher or catcher is on base, regardless of how many outs .

Infield Fly:

- If there are less than two outs with 1st and 2nd; or 1st, 2nd, and 3rd bases occupied and the ball is hit in the air, and IN THE UMPIRE'S JUDGEMENT an infielder can catch the ball with ordinary effort, an infield fly shall be called. The batter is immediately called out and runners may tag-up and advance at their own risk if the ball is caught, or may advance without tagging up if the ball isn't caught. In either case, the force is removed.

Regulation Game

- For the purposes of the 10-run slaughter rule, a game is considered to be a regulation game once 4 1/2 innings have been completed if the home team is ahead by ten runs or 5 innings completed if the visiting team is ahead by ten runs. This applies to 7-inning games.
- A game that reaches its time limit is also considered a regulation game.

Miscellaneous

Standings

- [8u/10u/12u/16u] For the purposes of seeding the post season all-team tournament bracket, wins/losses will be tracked all regular season games.

- During the regular season, league directors will have 7 days from the date of a game to enter its score on the PCGSA web site. Any games not scored within this timeframe will be scored as a forfeit.

o Each league will name their teams using the following convention:

Where: AAuLn

AA - age group (i.e., 6, 8, 10, 12, 16)

L - league letter (i.e., "B" – Boone Grove, "K" – Kouts, "L" – LaWana, "M" – Morgan,

Rec, "WV" - Westville)

Example:

"S" – South Central, "V" – Valparaiso, "W" – Washington, "R"-Liberty n - team number within the age group.

Boone Grove has two 8u teams, three 10u teams, one 12u team, and one 16u team:
They are identified as: 8uB1, 8uB2,

10uB1, 10uB2, 10uB3, 12uB1,
16uB1

- Each team roster must contain the following information:

- o League name(i.e.,Washington Township) and team name(i.e.,10uW1) o Manager name with home phone,cell phone,and e-mail.
- o Coach names with one phone number and e-mail.
- o Player names with date of birth and age as of last 12/31.

