

Petaluma Girls Softball Association Adapted Rules 2018

This rule sheet is meant to be a supplement to cover situations in games or relating to games that require a rule change deviating from the A.S.A. official rules for fast pitch softball. These changes have been discussed and voted on by the Board of Directors of the Petaluma Girls Softball Association and have been instituted in consideration of the relative youth and inexperience of the players and other limited factors relative to our situation here in Petaluma. Rules not covered here will be interpreted according to Amateur Softball Association fast pitch rules. SAFETY FOR ALL IS A PRIME CONSIDERATION.

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GENERAL BEHAVIOR

Players, Managers and Coaches will conduct themselves in a proper manner at all times. Profanity or other harsh language is not to be permitted at games or practice sessions. Smoking and/or drinking alcoholic beverages are not permitted at games or practice sessions. Manager, coaches, and players should always try their best to project a positive image of Girls Softball.

Association members, including managers and coaches, are responsible for the behavior of their players and parents at games and practice sessions. They will not participate in, nor condone any alcoholic drinking or other illegal conduct, at any team function, whether official or unofficial. This includes parties at private residences. No persons shall use any tobacco/marijuana products and/or smoking products while on the playing fields during games and/or practices.

Failure to comply with the above rules of conduct will result in dismissal from the Association.

A girl who has three unexcused absences may be automatically replaced.

Poor Sportsmanship: If someone or some group affiliated with a team persists in extreme harassment and poor sportsmanship toward the umpire, or players and coaches of the opposing team, after one warning to the manager or person officially in charge, they will be penalized by immediately forfeiting the game to the team that was being harassed. This is a decision made by the Head Umpire. There need never be any reason for players or parents to ever get this upset with the game officials, but in case the situation arises, this is the penalty.

MANAGERS AND COACHES

All managers & coaches must be USA ACE certificated and a cleared background check and any additional USASoftball required education in addition to signing a code of conduct. Managers/coaches must be approved by the board of directors. The minimum age for managers is 21. There is a minimum age of 12 years and up for coaches in any leagues.

Each team will have one official manager. Each manager can have up to three official coaches who will be allowed in the dugout and given team shirts. Each team may have additional coaches, but those coaches have no official status with the team they are associated. Non-official coaches must also be ACE certified and board approved.

In the event an official manager or coach cannot be present at a game, the manager can designate a temporary replacement (an adult at least 21 years of age and has completed the ACE with background check). If replacement is required before or during the game, the League Chairperson and opposing manager must be notified.

The **winning team** is responsible to record the score of the game by 10:00 PM on the night of the game to the PGSA/Teamsnapwebsite.

All managers and coaches are required to wear their ACE card on a lanyard or string during game time.

If they fail to do so, any manager and coach will be asked to leave the dugout and observe the game from the bleachers.

PGSA reserves the rights as the Board of Directors to drop any coach or manager of a team, who does not follow the spirit of the league regarding sportsmanship, rules and procedures. 7/93

ELIGIBILITY TO PLAY

Any girl who is between the ages of 5 and 16 on or before December 31st of playing year immediately prior to playing year is eligible to play.

Daughter(s) of a manager may automatically play on said manager's team.

Players cannot change team during the season even under the above rules. There is no trading of players

TEAM VACANCIES

All team vacancies must be reported immediately to the league chairman. ONLY a new player can be assigned to a team by the League Chairperson .

EQUIPMENT

Only the Equipment Chairperson may purchase equipment in the name of the Petaluma Girls Softball Association. It is the managers responsible to keep track of all equipment during the season. Equipment will be picked-up & signed for by the manager at the beginning of the season and must be turned in at the end of the season. The manager will be billed for any missing equipment, this includes softballs.

The catcher's Mask / Helmet / Throat Protector / Shin Guards must be worn whenever the catcher is in position behind the plate during practice sessions as well as games. 11/88

Shorts may be worn **ONLY** if they wear sliding pants and sliding pads on their legs otherwise regular softball (mid-calf or ankle length) pants at all times during games and practices. Spandex, stretch pants or long johns will not be allowed for safety reasons. Girls will not be allowed to play if they wear them to a game. Sweats and blue jeans are acceptable, either soft-soled shoes or rubber cleats. Metal cleats and sandal-type shoes are illegal.

All offensive players must wear a helmet when base coaching, batting, and base running at practice and games. All helmets must have face guard and chin strap (optional). There will be no penalty if a player calls time out to remove the helmet to adjust while on base.

All players must wear team jerseys and they must be visible while they are in the game. There will be no alteration of any association supplied equipment (jerseys, hats, etc.). If damage occurs girl must replace item.

OFFICIALS

The home team provides the plate umpire and the visiting team the base umpire. If a paid umpire is provided by the Association, it will be the home plate umpire; if the umpire request a base umpire the visiting team will furnish one. This applies to the Tball/ Mini league only

Minimum age of umpires is 13 and must be part of the Junior Umpire and/or NCOA. This applies to the Rookie /Minor/Major league only.

The home plate umpire is required to wear a facemask for all league games.

The home plate umpire is to call the balls and strikes, infield fly, and the plays at third base. The base umpire is to cover the play at first and second base. When there is not a base runner on first or second, the umpire must position himself in foul territory near first base. When there is a base runner, the umpire must stand in the outfield side of the base between first and second.

The home plate umpire is the head umpire. He can reverse a decision upon appeal only. He is to hear and record official protest by managers and he is to make decisions regarding calling the game because of darkness, rain, etc. Home plate umpire can replace the base umpire after one warning if he is still biased in his calls.

Both teams are required to keep score. The umpire's name must be recorded in both teams' scorebooks.

Only the umpire will have the authority to stop a game before it is completed. In case of protest, a manager cannot call an end to the game unless that manager wishes to forfeit the game to the opposing team. The umpire or chairperson will call games due to weather at game time.

The umpire is the official time keeper. Last pitch of the inning will be used to determine if time has expired during a game.

EVERYBODY PLAYS

If a girl comes to the game but is unable to play, the manager must notify the umpire and other manager, stating the reason for her not playing in the game. If a player is to be benched for misconduct, which occurred prior to the game, the manager or coach of the opposing team must be notified prior to game time.

All players must play a fielding position for a minimum number of innings but they need not be consecutive. Failure to comply with individual league requirements concerning innings played and playing all players will result in forfeiture by the offending team.

Since we have no substitute players in the batting order, if a player is injured during an at-bat or on base, and in the umpires judgment cannot continue at-bat then the batter making the last out will assume the at-bat and the ball/strike count. If the player returns to the game she assumes her original place in the batting order. If the player does not return to the game her spot is dropped from the batting order. **(There will be no automatic out)** There will be no automatic out if a player needs to leave the game for other personal reasons but the manager must inform the umpire and other manager prior to start of the game.

Unless a player is unable to play, all players present at a game will be placed in the line up to bat.

THE GAME

Rule	Description	T-Ball League	Mini League	Rookie League	Minor League	Major League
Balls		11" Safety Softball	11" Safety Softball	11" RIF Level 10 Softball	12" ASA Softball	12" ASA Softball
Wearing Face Masks	Pitchers	Mandatory	Mandatory	Mandatory	Mandatory	Mandatory
Bats		Little League or Softball bats	Little League or Softball bats	Softball bats only	Softball bats only	Softball bats only
Number of Players	Defensively	10 Players	10 Players	10 Players	9 Players	9 Players
Minimum Innings Played in a Fielding Position	No player can sit out for more than 1 inning at a time	2 innings	2 innings	2 innings	3 innings	3 innings
Time Limit		1 hour	1 hour	1 ½ hours	2 hours	2 hours
	No new inning will start after.			1 Hour 20 Minutes except on Saturday Games (see below)	1 Hour 50 Minutes except on Saturday Games (see below)	1 Hour 50 Minutes except on Saturday Games (see below)
Length of Game		4 innings	4 innings	5 innings	6 innings	6 innings
Base Distance	Includes the width of the base	60 feet	60 feet	60 feet	60 feet	60 feet
Pitching Distance	From the back point of home plate to the front of the pitcher's mound.	None for players hitting from the Tee. 30 feet for coach pitching	30 feet	35 feet	40 feet	43 feet
Pitching Limit Per Week	Rookie: No limit in extra innings.	Does not Apply	Coaches Pitch - Players pitch the last 4 season games	See Rookie Modified Pitching Rule	Unlimited	Unlimited

Stealing		Does Not Apply	Does Not Apply	One Base Per Pitch	Permitted	Permitted
Sliding		Permitted	Permitted	Permitted	Permitted	Permitted
Infield Fly Rule		Does Not Apply	Does Not Apply	Does Not Apply	Applies	Applies
Dropped Third Strike		Does Not Apply	Does Not Apply	Does Not Apply	Applies	Applies
Leading Off Base	Must commence when	Ball Leaves the Tee or crosses home plate	Ball crosses home plate	Ball crosses home plate	Ball leaves pitchers hand	Ball leaves pitchers hand
Run Limit per inning	No run limit in the last inning or any extra inning.	Not applicable	6 runs	6 runs plus whatever is needed to tie the score	6 runs plus whatever is needed to tie the score	No run limit in any inning
12 Run Mercy Rule	If a team is ahead by 12 runs or more the game will be called by the umpire.	Does not apply	Does not apply	After 4 innings or 3 ½ if home team	After 5 innings or 4 ½ if home team	After 5 innings or 4 ½ if home team

THE GAME

Last team listed on schedule is home team and will supply game ball and sit on the 3rd base side, visitors on the first base side.

Defensive coaches must stay in the dugout unless there is time out.

Base coaches must be a team member and players must wear batting helmet.

Throwing the bat shall be defined as any toss of the bat in which the bat travels with force over six feet. Any batter throwing the bat unintentionally shall receive one warning by the umpire, which shall be recorded in both score books. If it happens to the same batter again during the game, the batter will be called out. An intentional throw of the bat will result in the player's removal from the game. The ball will be declared dead. Base-runners may not advance.

Tie games will continue, if at the end of the time limit the game is still a tie and in the judgment of the umpire it is safe to continue play, the international tiebreaker rule will be invoked. **SATURDAY games will stay a tie.** The last batter at the end of the last inning will be placed on second base at the beginning of every inning for the rest of the game.

SATURDAY GAMES for Rookie, Minor and Major leagues will have a **drop dead time limit**. The game will stop after one hour and 20 minutes for the Rookies and one hour and 50 minutes for Minor and Majors. If the time expires and the inning is not completed, the score will be based on the previous completed inning.

Inning unless the Home team (bottom of the inning) takes the lead. There will be NO drop dead on Saturdays during playoffs. Championship Saturday games will be played with no time restrictions.

If darkness or rain forces a game to be stopped, it will be completed at a later date set by the league chairman. The board/league chairman will also determine the roles of any player not in the original game which was stopped.

Players must stay safely away from the plate. It is the coach's responsibility to maintain their safety while waiting their turn at bat. **THE AREA BEHIND THE BACKSTOP SHALL REMAIN CLEAR AT ALL TIMES.**

FORFEITS

If less than eight girls from a team show up for a game, that team forfeits the game. There will be a grace period of 15 minutes after the scheduled start of the game for the players to be on the field before the umpire can call a forfeit. If, for any reason, a team drops below 8 players during the game, the game may continue. (There will be no automatic out)

In order to win a forfeited game, the winning team, if home team, must take position on the field, or if visiting team must send first batter to the plate. Winning team must notify league chairman of the forfeit immediately. Names of Head Umpire and managers of each team are to be given to the league chairman.

If neither team can field eight players, it is a double forfeit. This is recorded as a loss for each team.

If a forfeit is contested, refer to **PROTEST: COMMITTEE AND PROCEDURE**. If not contested, the league chairman will make the appropriate win loss.

POSTPONEMENTS AND RESCHEDULE GAMES

All necessary postponements must be submitted for approval to the league Chairman only.

After the first two weeks of the season, no games will be rescheduled or postponed, except in emergency situations, without one-week advance notice. Note: Having only seven players show up for a game does not qualify as an emergency situation.

No game will be postponed or rescheduled if a team can field 9 or more players. Any team that calls in to postpone or reschedule a game because they don't have enough players, the names of the players will be given to the League Chairman to call and verify. 5

FIELD MAINTENANCE

Each team is responsible for cleaning their own dugout, their stands, and their side of the field. Both teams are also responsible for putting the bases away and putting the base plugs in after each weeknight game and after the last Saturday game on any given field.

PLAYOFFS

Rookie and Major league teams will participate in a double elimination tournament and Minor league teams will participate in a single elimination tournament. Seeding will be based on the final standing for the season up to that date. The tournament will determine the final standings for the season. Higher seed will be the home team during playoffs and be in the 3rd base dugout. During the championship game, home/visitor will be determined by a coin flip. (higher seed will still be in the 3rd base dugout). Seeding for playoffs will be based on percentage of wins within the season. In the event of a tie, head to head will be the first tie breaker, then runs allowed, then runs for.

AWARDS & ALL STARS

Each league will end their season with an Awards ceremony & All-Star game. All players, Managers & Coaches must attend. No All-star game for (T-Ball) or (Mini). All Stars should be selected based on their overall contribution to the team during the regular season. Your best athlete is not always your greatest contributor to the team during the course of a season. Also, do not use "availability to play" in the all-star game as criteria for being selected to the all star team.

RULE MODIFICATIONS FOR TEE-BALL LEAGUE

THIS IS AN INSTRUCTIONAL LEAGUE! ALL MANAGERS AND COACHES ARE TO TEACH THE FUNDAMENTALS OF SOFTBALL INCLUDING CATCHING, THROWING, BATTING, HITTING, RUNNING, AND TO REGULARLY ROTATE ALL PLAYERS TO ALL DEFENSIVE POSITIONS.

PLAYERS AND FIELD AREA

Each team will field 10 players on defense but at times may play with 8 or 9 or fewer. It is feasible for a team to play with 8 players by only having 2 outfielder. If a team is short players the manager may agree to borrow players in an effort to get the game in.

Player placement: one pitcher, one catcher, four infielders and four outfielders. No player may be in front of the pitching mound before the ball is hit. All players must regularly be rotated through all the defensive positions. Players in the Pitcher and Catcher position are required to wear face mask and catcher gear as listed in the rules above.

Tee-Placement: The Tee shall be placed immediately in front of the permanent home plate. The purpose of this is to keep the permanent plate clear for runners as well as plays being made at home plate.

Orange First Base: Batters running to first base must use the orange base to avoid collisions. The first basemen must use the white base for make a play.

On an overthrow, there is no advance by runners.

THE GAME

Batting: Each player shall get the opportunity to swing the bat from the tee until she hits the ball. A ball that travels less than 10 feet in fair territory from home plate is called a foul ball.

Hitting from the Tee, and Coach Pitching: Coach Pitching in T-Ball

- 1] introduce live coach pitching with first game. Pitching distance 30 feet, no farther (can be a bit closer if needed but no closer than around 25 feet for safety)
- 2] Each Team Manager/coach determines prior game start which player are safely ready for coach pitch for a game (based on how player does in practice, safety at bat, etc...). If the player is not ready for coach pitching per the coach, the player will hit off the tee. If Coach pitching, 3 pitch maximum. Player cannot be called out on strikes. Each player will start their at-bat the same throughout the game (e.g. either Hit from tee or coach pitch then tee if no hit after 3 pitches). This can change from game to game, but not during a game.
- 3] after 3 pitches if the player does not hit the ball, they then hit off the Tee.
- 4] coach pitch for all players last 4 games of the season, 7 pitch maximum (the mini pitching rules).

Continuous Batting Order: A batting order shall be continuous all season. All players shall be in the batting lineup whether or not they are playing defense on the field

End Of Inning: Every offensive player bats every inning. Outs are recorded, and play proceeds as follows:

- 1] Outs are recorded, and if a player is out, they return to the dugout.
- 2] If the offensive team bats through their lineup once before 3 outs are recorded, then the team at-bat ends.
- 3] If 3 outs are recorded by the defensive team before the offensive team has batted the entire line-up, then the player making the 3rd out and any players on base during the play return to the dugout. The outs are reset to "0" outs and the next player in the lineup bats.
- 4] This continues until all offensive players have had a chance to bat in the inning.

If a batted ball hits a runner, the runner is out the batter continues to 1st base. If a batted ball hits a coach the ball is dead, base runners do not advance, and the batter starts over.

SPECIAL RULE MODIFICATIONS

There is no score keeping in T-ball, however outs are monitored as above

Runners may advance one base on any infield hit. On a ball batted into the outfield, runners may advance until the ball is thrown to a base. Runners not halfway to a base must return to the previous base

RULE MODIFICATIONS FOR MINI LEAGUE

THIS IS AN INSTRUCTIONAL LEAGUE! ALL MANAGERS AND COACHES ARE TO INSTRUCT GIRLS ON CATCHING, THROWING, BATTING, HITTING, RUNNING, AND TO REGULARLY ROTATE ALL PLAYERS TO ALL DEFENSIVE POSITIONS.

PLAYERS AND FIELD AREA

Player placement: one pitcher helper, one catcher, four infielders and four outfielders. No player may be in front of the pitcher before the ball is hit.

All players must play at least one inning per game in an infield position. If concerned about a player's safety only play them at 2nd or Shortstop.

On an overthrow, there is no advance by runners.

The pitcher cannot coach any base runner; this includes the batter once the ball is hit. The pitcher will immediately give the ball to any player upon request in order for the fielding team to make a play.

If a batted ball hits the pitcher, the ball is dead, base runners do not advance, and no pitch is called.

When the ball is caught by the pitcher or reaches the area of the pitcher (defined as a circle of 4-foot radius of the pitcher's plate) it is dead. Runners, **IN THE JUDGMENT OF THE COACH THAT IS PITCHING**, less than halfway to the next base when the ball becomes dead must return to their base.

Orange First Base: Batters running to first base must use the orange base to avoid collisions. The first basemen must use the white base for make a play.

THE GAME

Batting order will be continuous for the whole season.

Balls and strikes will not be called, however three swinging strikes shall constitute an out. A foul ball is a strike except on the third strike. The batter will be called out after 7 pitches, unless the last pitch is a foul that is not caught.

A ball that travels less than 10 feet in fair territory from home plate is called a foul ball. If

a batted ball hits a runner, the runner is out. The batter continues to 1st base.

SPECIAL RULE MODIFICATIONS

Scores will be kept at each game; however team standings will not be kept.

Runners may advance one base on any infield hit. On a ball batted into the outfield, runners may advance until the ball is thrown to a base or to the pitcher. Runners in the judgment of the umpire, not halfway to a base when (the thrown ball reaches the pitcher or a base, must return to the previous base.

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RULE MODIFICATIONS FOR ROOKIE LEAGUE

THE GAME

Stealing is allowed (stealing one base only per pitch from first to second and second to third). There is no stealing of home, even if a play is made on a runner attempting to steal she must stop at third even if it results in an overthrow. The only way a runner on third can go home is on a hit ball, a walk, or a dead ball.

During a play in which the ball was hit and is considered "live", runners may continue to advance until the ball has been controlled by the pitcher in the circle.

A player who receives a base on balls to first base may not round first and continue onto second base.

Outfielders shall not be positioned anywhere in the base path, and must start each play in the outfield area or the edge of the outfield grass of the infield area, as the umpire shall determine.

Orange First Base: Batters running to first base must use the orange base to avoid collisions. The first basemen must use the white base for make a play.

On a third strike that is not tipped or fouled, the batter is out whether the ball is caught by the catcher or not.

Each player must play a minimum of two (2) innings per game; however, at no time will a player sit for any two (2) consecutive innings or more during a game, saving and except in cases of player injury, suspension or disciplinary action. All players will be placed in the batting lineup whether or not they are playing a defensive position.

Intentional walks are not allowed in the Rookie League

SPECIAL RULE MODIFICATIONS

PITCHING :

Any one pitcher can pitch no more than two consecutive innings, and no pitcher can pitch more than 3 innings per game. There are no pitching restrictions in an extra inning(s) of any given game beyond the regulation five (5) innings. In the event that time is called prior to the 5th inning, pitching rules will still apply until the 5th inning has been played even if the international tie breaker is used.

ADJUSTED STRIKE ZONE

There will be an adjusted strike zone to promote area of play. Pitching & batting the enlarged strike zone increases the success of pitchers and prompts batters to swing the bat.

Zone up/down: The strike zone will start at mid-calf and continue to the arm pits.

PETALUMA GIRLS SOFTBALL ASSOCIATION
PROTEST FORM

How to Protest a game it must be a rule violation only, you cannot protest a judgment call. You have to protest the game ***immediately*** before the next pitch is made you must have the umpire sign the score book. You must finish the game.

NOTE: This protest must be **POSTMARKED WITHIN 72 HOURS**, of the end of the game being protested. This protest will be **REJECTED** if it is not received within the 72-hour time requirement or is submitted incomplete.

MAIL FORM TO:
Chief Umpire
Petaluma Girls Softball
Association
P.O. Box 821
Petaluma, CA 94953

GENERAL INFORMATIO

League: Tee-Ball, Mini, Rookie, Minor, Major, (circle one) Date Game Played: __

Ballfield: _____ Game Time: Start _____ Finish _____

Head Umpire: _____ Telephone: _____

Protesting Team: _____ Team Protested: _____

Manager: _____ Manager: _____

Telephone: _____ Telephone: _____

Rule/Rules Violated: _____

Circumstances: _____

