

**Parkway Girls
Softball League
Rule Book**

TABLE OF CONTENTS		
SECTION	TITLE	PAGE
1	Purpose	1
2	Coach, Player, and Parent Responsibilities	2
3	League and Playing Rules	4
	Bunting	4
	Call up System / Forfeits	4
	Coaches	5
	Dropped Third Strike	5
	Face Masks for Pitchers	5
	Field Dimensions / Issues	5
	Fielded Team	6
	Game Times	7
	Grievances / Appeals	7
	Helmets	8
	Hit by Pitch	8
	Infield Fly Rule	8
	Maximum Runs/ Batters in an Inning	8
	Mercy Rule	8
	Pitching and Pitching Restrictions	9
	Player Tryouts/Evaluations and Player Draft	10
	Playing Outside Age Division	12
	Playing Time/Batting Order	12

	Playoffs	12
	Rainouts / Makeups	13
	Sliding / Baserunning	13
	Stealing	14
	Substitutions	15
	Throwing the Bat	15
	Umpires	15
	Uniforms	16
4	Directory / Contact Information	17

1. Purpose

The purpose of the Parkway Girls Softball League (PGSL) is to provide an instructional, spirited and enjoyable experience in the sport of softball to girls with league ages 4 to 18 years old. PGSL is divided into five divisions – T-Ball, U8, U10, U13 and U16+.

PGSL assumes the responsibility of entrusting the players in the softball division with the most knowledgeable, dedicated and competent adults available to teach the game of softball in a safe, competitive and enjoyable environment.

All will be taught the rules and basic skills of the game, including, but not limited to, throwing, catching, hitting, pitching and base running. In addition, the players will be taught to play the game with respect for coaches, umpires, parents, fans and each other. Sportsmanship will be stressed.

2. Coach, Player and Parent Responsibilities

The purpose of this section is to define a code of ethics that all coaches, players and parents are expected to abide by. The PGSL is a non-profit organization, and relies on volunteers. The actions of players, coaches, umpires, league officials and parents must be above reproach. Any player, coach, umpire, league official or parent who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other PGSL activity, is subject to disciplinary action by the PGSL Board of Directors. Coaches serve at the discretion of the Board of Directors, and the Board reserves the right to remove them at any time they believe appropriate.

2.1 Coaches Code of Ethics

- I will place the emotional and physical well being of my players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.
- I will do my best to provide a safe playing situation for my players.
- I will do my best to organize practices that are fun and challenging for all my players.
- I will lead by example in demonstrating fair play and sportsmanship to all my players; and will refrain from swearing, and physical & emotional abuse.
- I will provide a sports environment for my team that is free of drugs, tobacco, and alcohol, and I will refrain from their use at all youth sports events.
- I will be knowledgeable in the rules of the game and I will teach these rules to my players.
- I will use those coaching techniques appropriate for each of the skills that I teach.
- I will remember that I am a youth sports coach, and that the game is for children and not adults.
- I will treat other coaches, players, fans, and officials, with respect regardless of national origin, age, race, sex, creed, or ability.

2.2 Parents Code of Ethics

- I will provide positive support, care and encouragement for my child participating in youth sports.
- I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports event.
- I will place the emotional and physical well being of my child ahead of a personal desire to win.
- I will insist that my child play in a safe and healthy environment.
- I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.

- I will demand a sports environment for my child that is free of drugs, tobacco, and alcohol, and will refrain from their use at all youth sports events.
- I will remember that the game is for youth-not for adults.
- I will do my very best to make youth sports fun for my child.
- I will ask my child to treat other players, coaches, fans, and officials, with respect regardless of national origin, age, race, sex, creed, or ability.
- I promise to help my child enjoy the youth sports experience by doing whatever I can, such as being a respectable fan, assisting with coaching, or providing transportation.
- I will require that my child's coach be trained in the responsibilities of being a youth sports coach and that the coach upholds the Coaches' Code of Ethics.

2.3 Players Code of Ethics

- I will be positive about my youth sports experience and accept responsibility for my participation
- I will encourage good sportsmanship from fellow players, coaches, officials and parents at every game and practice by demonstrating good sportsmanship.
- I will attend every practice and game that I can, and will notify my coach if I cannot.
- I will expect to receive a fair and equal amount of playing time.
- I will do my very best to listen and learn from my coaches.
- I will treat my coaches, other players, officials and fans with respect regardless of national origin, age, race, sex, creed, or abilities and I will expect to be treated accordingly.
- I deserve to have fun during my sports experience and will alert parents or coaches if it stops being fun!
- I deserve to play in an environment that is free of drugs, tobacco, and alcohol and expect adults to refrain from their use at all youth sports events.
- I will encourage my parents to be involved with my team in some capacity because it is important to me.
- I will remember that sports are an opportunity to learn and have fun.

3. League and Playing Rules

The purpose of this section is to summarize all league and playing rules for all Divisions. All Divisions will follow the 2015 Softball Official Regulations and Playing Rules manual published by Amateur Softball Association (ASA), Inc. The following text is not meant to be exhaustive, but to highlight major rules and any PGSL-specific policies and rules, and exceptions to ASA rules.

Decisions regarding any interpretation or enforcement of these rules; or of any situation not covered herein shall be the responsibility of the PGSL Board of Directors. All decisions of the Board shall be final.

Bunting

1. Bunting for U13 and U16+ will follow ASA rules.
2. Bunting for U10 will follow ASA rules, except that there will be no bunting with more than a 5-run lead.
3. There is no bunting in U8 or T-Ball
4. “Slashing” (faking a bunt, then swinging away) is not allowed at any division.

Call up System / Forfeits

In order to avoid forfeits due to a team’s lack of players for a particular game, a system to call up players from a younger age division has been established. This system is **ONLY TO AVOID FORFEITS – NOT TO CALL UP SKILLED PLAYERS TO IMPROVE A TEAM’S ROSTER FOR A PARTICULAR GAME**. Coaches should make every effort to get their own players to the game, and should not use the call-up system as a convenience, but only in case of an emergency. In an effort to make sure the system is used wisely and not abused, the following guidelines have been established.

1. Each team in U13 and U16+ will have two (or more, depending on final number of teams in that division) assigned to them from the division immediately below them in age. These teams will be assigned randomly prior to the start of the season. U13 and U16+ teams can **ONLY** call up from their assigned teams. In addition to their assigned teams, coaches will have the option of calling up a team member’s sibling from a team in the division immediately below. If a coach cannot find enough players from his assigned call-up teams, he/she may contact other players in the younger age group with the permission of the opposing team. The U10 teams will have available a pool of players to call up from all the U8 teams that the U8 coaches have determined are capable of playing in a game at the U10 level.

2. A coach is NOT allowed to call a potential call-up player if that coach's game is in a schedule conflict with that of the called-up player.
3. Teams are limited to calling up as many players as needed to get to the minimum number of players required in the field, plus one additional player. If a U13 or U16+ team does not have an adequate pitcher, they may call up a player and have a second additional player.
4. If a team is unable to satisfy the requirements in the "Fielded Team" section below, that team shall forfeit the game.
5. The Call-Up system is only for regular season games, and **can not** be used in the playoffs.

Coaches

1. CORI and SORI checks will be conducted for all PGSL coaches (head coaches and assistants) prior to the start of every season.

Dropped Third Strike

ASA Rules regarding Dropped Third Strike will be enforced in U13 and U16+.

1. If a catcher fails to catch a pitch before it hits the ground AND it is a called or swinging 3rd strike, the batter may attempt to take first base if one of the following is true:

There are LESS than 2 outs and first base is unoccupied; or

There are two outs (occupied bases do not matter).

2. The Dropped 3rd Strike rule will not be enforced in the U8 and U10 Divisions.

Face Masks for Pitchers

Face masks are required for all pitchers in all divisions. PGSL will provide two (2) facemasks for each team. Parents are also welcome to purchase personal facemasks for their daughter.

Field Dimensions/Issues

1. For T-Ball, U8, U10, U13 and U16+ Division games, all base path distances are 60 feet. Distances from home plate to the pitching rubber are 30 feet (U8), 35 feet (U10); 40 feet (U13); and 43 feet (U16+). A tape measure (or other device) that the umpire can use to measure the base path and pitching mound distances will be provided in the lock box at each field. These distances will be strictly enforced by the umpire at all games.

2. Distances are measured as follows (refer to the ASA rulebook for diagrams):
 - a. **Home plate to pitching rubber** - from the rear point of home plate to the front of the pitching rubber.
 - b. **Home plate to first base** - from the rear point of home plate to the rear of 1st base.
 - c. **Home plate to third base** - from the rear point of home plate to the rear of 3rd base.
 - d. **Second base** – the center of 2nd base is placed 60' from the rear (foul line) corner of first and third bases. The center of 2nd base can also be placed 84' 10 ¼" from the rear point of home plate.
3. The home team will occupy the 1st base dugout and the away team will occupy the 3rd base dugout.
4. The home team is responsible for supplying the bases and pitching rubber for each game from the lock box at the field. They are also responsible for measuring the distances for the bases and pitching rubber.
5. Each team is responsible for supplying the umpire with one new game ball prior to the start of the game. At the conclusion of the game, one game ball will be returned to each team.
6. Parents, siblings and friends are not allowed in the dugout or on the field during games.
7. Players must not wear watches, rings, pins, jewelry or other metallic items. (Exception: medical alert jewelry).
8. Players must not wear metal cleats.
9. Cell Phones may not be used by players in the bench area.

Fielded Team

1. U8, U10, and U13: Teams must field 10 players on defense.
2. U16+: Teams may field 10 players on defense if both teams have a minimum of 10 players.
3. If insufficient players are available to field a full team in U13 and U16+, the game may begin/continue with TWO less player than the minimum. When it is the missing player'(s)' spot in the batting order, that spot will be "skipped" and it will

NOT count as an out. In U10, games may be played with seven players. In U8, games may start with 5 players.

4. T-Ball: Teams must field at least 4 players. Teams may borrow from the other team to meet the minimum number of players, the goal is to make sure a game is played.

Game Times

1. T-Ball games are 6 innings, or one hour and 15 minutes.
2. U8 and U10 games are 6 innings, and U13 and U16+ games are 7 innings.
3. A 15-minute grace period after the official game start time will be afforded each team if insufficient players are available to field a team (See “Fielded Team” section). If a team cannot field a team once the grace period has expired, the game will be forfeited.
4. All games have a 2 hour time limit (except for T-Ball) from the TIME OF THE FIRST PITCH. No new inning shall begin after 1:50 from the TIME OF THE FIRST PITCH.
5. Any game that is not official (4 innings for U10 and U13 and U16+) after 2 hours will be suspended and completed at a later date.
6. Any game that is called by the umpire for weather or darkness reasons will be considered official if 4 (U10 and U13 and U16+) full innings have been played. The score will stand from the point that the game is called. If 2 full innings or less have been played, the game will be cancelled in its entirety and re-played in full at a later date. If greater than 2 full innings, but less than 4 (U10 and U13 and U16+) innings have been played, the game will be suspended and continued at a later date.
7. T-Ball and U8 games that are started will be considered an official game, and don’t need to replayed if the game is suspended due to weather or darkness.
8. No time constraints will be enforced for playoff games.

Grievances/Appeals

1. GAME GRIEVANCES

All grievances arising from game play must immediately be brought to the attention of the umpire. All decisions of the umpire that are judgment calls (i.e. balls and strikes; safe or out) as opposed to rules interpretations, are final; and the

game should continue to the end. If, after a game, a coach wishes to submit a grievance, he/she must do so in writing to the Board of Directors (see Directory at end of the Rule Book) within two days after the game in question. If possible during or immediately after the game, the coach should notify the umpire of his intent to file a grievance. A ruling on the grievance will be issued within one week of submission. Decisions of the Board are final.

2. PARENT/PLAYER ISSUES/ GRIEVANCES

Parents and/or players who wish to raise an issue or grievance regarding any other aspect of PGSL should first raise the issue with their daughter's coach. If the issue cannot be resolved with the coach, or if a parent is uncomfortable doing so with the coach, they may do so with any member of the Board of Directors. Official grievances to the Board of Directors must be made in writing. Decisions of the Board are Final.

Helmets

The use of cages and chinstraps on batting helmets is mandatory. If a team has insufficient batting helmets at a game, helmets should be borrowed from the opposing team.

Hit by Pitch

A batter is entitled to 1st base when the batter is touched by a thrown ball that the batter is not attempting to hit, unless 1) the ball is in the strike zone when it touches the batter, or 2) the batter makes no attempt to avoid being touched by the ball

Infield Fly Rule

Infield fly rule will be enforced in U10, U13, and U16+. The infield fly rule is designed to prevent the defense from gaining an "unfair" double play by intentionally allowing an easy fly ball to drop to the ground. An infield fly is a fair fly ball that can be caught by an infielder with ordinary effort, when a force play exists with runners on first and second or bases are loaded, and there are fewer than two outs in the inning. If the umpire calls infield fly, the batter is automatically out and runners may stay on the base they currently occupy without fear of being put out. Runners may also advance at their own risk. If the ball becomes a foul ball, it is treated the same as any foul.

Maximum Runs/Batters in an Inning

1. U16+ – 5 runs per inning, 10 runs in the last inning.
2. U13 – 5 runs per inning, 10 runs in the last inning.
3. U10 – 4 runs per inning, 10 runs in the last inning.

4. T-Ball and U8 – 3 outs or 8 batters, whichever comes first. In innings when players pitch in U8, the maximum is 4 runs.
- If it is apparent there will not be a full game, the umpire and coaches must agree which will be the final inning at the start of the inning.

Mercy Rule

1. **U10:** If after 5 complete innings (4 ½ if the home team is leading) one team leads by 11 or more runs, the game will be called and the leading team declared the winner.
2. **U13 and U16+:** If after 6 complete innings (5½ if the home team is leading) one team leads by 11 or more runs, the game will be called and the leading team declared the winner.
3. If the mercy rule has been enforced and one team declared the winner, the teams may continue to play the full game through the final inning, at the mutual agreement of the coaches.

Pitching and Pitching Restrictions

1. ASA Rules regarding pitching will be followed.
2. PGSL will enforce the ASA pitching distances: 35-foot (U10); 40-foot (U13) and 43-foot (U16+) distance from the pitching rubber to home plate. The pitching distance for U8 is 30 feet. The home team is responsible for measuring the pitching distance and placing the pitching rubber before each game.
3. For U13 and U16+, there will be no pitching restrictions in regards to maximum number of innings pitched or number of appearances made within a certain period of time by an individual player.
4. For U10, each team must use a minimum of 2 pitchers per game, with each pitcher pitching at least one inning, with an inning defined as 3 outs or a maximum of 4 runs scored while that pitcher is pitching (this will enable a pitcher to pitch in parts of two or more innings).

The purpose of this rule is for the long-term development of the league and for individual players to gain experience and skill at this critical position. Coaches are reminded to pay attention to the pace of the game (i.e. if it is progressing slowly), and substitute a 2nd pitcher in sufficient time if it appears that a full 6 inning game will not be played.

In the interests of good sportsmanship -- if at an individual game, a team does not have a second pitcher available due to players missing, the coach must inform the opposing coach before the game and the game shall go on. Either or both coaches shall email the Director to let him know that one team had to use just one pitcher.

5. For the U8 Division, coaches will pitch the entire game through the first six games of the season. After that, players will pitch the first 2 innings of each game with coaches pitching the remaining innings. Coaches will pitch to their own team. An inning will consist of three outs or four runs when players are pitching. There will be no walks when players pitch. If a batter has four balls, coaches will pitch for the remainder of the at bat until the batter puts the ball in play or strikes out. The batter will retain the number of strikes they had before the coach began pitching. For example if a batter has a 3 ball, one strike count and the next pitch is a ball, the coach will begin pitching with a one strike count on the batter.

Player Tryouts/Evaluations & Player Draft

PLAYER TRYOUTS/EVALUATIONS

1. **Tryouts** - All players playing in U10, U13, and U16+ for the first time must attend tryouts, except for the Head Coach's Daughter and Siblings (see #2 and #3 below). If a player is unable to attend tryouts, she is placed in the blind draft and is selected after all players who have attended tryouts have been chosen.
2. **Returning Players** – Unless otherwise requested, players return to their prior year's team if they are still in the same age division. Any returning player who would normally be returning to her prior year's team but requests to be put on another team must attend tryouts or go into the blind draft. Players/parents will NOT have the option of deciding which team they would like to be moved to.
3. **Head and Assistant Coach's Daughter** - Only the head coach's daughter is automatically assigned to the coach's team. Assistant coach's daughter(s) must be selected with the second round pick in the draft.
4. **Sibling Rule** - Younger siblings who are moving up in age division are automatically placed on their older sibling's team and are shown on her new team's roster before the draft takes place. Parents have the option of letting the younger sibling try out and be selected by a different team than the older sibling.

5. **Roster Limit** - A roster limit of 15 players will be set for each team in T-Ball, U8, U10 and U13 divisions. The limit will be 16 players in the U16+ division. This limit may be altered depending on the actual number of players registering and the number of people available to coach.
6. Special requests for players that are new to the league or division may be made at the time of registration, but the league cannot guarantee all requests will be granted.

PLAYER DRAFT

The following rules apply to U10, U13, and U16+ (there is no draft for U8).

1. All players who attended tryouts are selected first, followed by all the players in the Blind Draft pool. The one exception to this rule is as follows: The first team drafting shall have the option (with its first pick only) to select one player from the Blind Draft pool. The purpose of this rule is to 1) promote an opportunity for the prior year's weakest team to rebuild; 2) promote balance, parity, and competitiveness among all division teams; and 3) to lessen the chance that a highly-skilled player will be blind-drafted by the prior year's strongest team. If the first team declines to select from the Blind Draft Pool, that option shall not be available to any succeeding team.
2. **Round One and Two (Expansion Year):** In years when team(s) are being added to a division, the expansion team shall have the first two (2) selections in Round One. The non-playoff teams from the prior year shall then select one (1) player each in reverse order of prior year's standings. The expansion team shall then select the next two (2) players. The playoff teams from the prior year shall then select one (1) player each in reverse order of prior year's standings. That shall conclude Round **Two**.
3. **Round One and Two (No Expansion):** Using the reverse order of the prior year's standings, each team selects one player— assuming that no team exceeds the maximum roster limit. If two teams have identical records, the team with the worse record in head-to-head play determines selection. If the head-to-head record is even, a coin flip will determine selection.
4. **After Round Two**, starting with the team(s) that has the LEAST amount of players after Round Two (a) that team picks players until it has the same number of players as the team with the next larger roster. At this point, (b) both teams will choose alternately based on reverse order of last season's record until they each have the same number of players as the

team with the next larger roster. Repeat (b) until all teams have the same number of players.

- Example: Team A has 7 returning players, Team B has 9 returning players, Team C has 11 returning players, Team D and Team E have 13 players.
 - Team A would draft the first two players in the draft, bringing them even with Team B. Both teams now have 9 players. Team A and Team B both alternate picking players until they both have 11 (as does Team C). Now Team A, B and C alternate picking players until they have 13 players (as Teams D and E have). Now all 5 teams alternate draft picks until the rosters are full.
5. If all rosters are not full after all players have been selected, remaining spots will be filled when/if registrations are received after the deadline, beginning with the team that is next in the draft order.
 6. **Special Draft Rules (U-10 only)** – After all players have been selected, the U-10 coaches shall review and adjust the rosters to ensure a reasonable and equitable distribution of pitchers (i.e. players who pitched in U10 in the prior year and/or have attended at least one of the winter pitching clinics). The purpose of this distribution is to promote the long-term development of pitchers at a young age, and to provide as many trained pitchers as possible with the opportunity to pitch.
 7. **Trades** – trades of draft picks are allowed for up to 3 days after the draft (the Tuesday following the Saturday draft). The Director and Division Coordinator must be notified before any trade is final. Trades of returning players are NOT allowed.
 8. **Notification of Drafted Players** – Coaches should not contact drafted players until notified by the league that rosters are final.

Playing outside of age divisions

All players will be assigned to a team within the age group determined by their birth year. If a player is going to play outside the age division, they must notify the Board of Directors, they should attend tryouts to determine if they are ready to move up. The Board will notify the parents if the child is not ready to move up. If they are, they will go through the normal draft process.

Playing Time/Batting Order

1. Each player must play a minimum of two innings.
2. All players must bat and play in the field.
3. In ALL DIVISIONS, all players in attendance will be added to the batting order and the teams will bat straight through the order.
4. If a player arrives late, she will be added to the end of the batting order and begin hitting when that spot in the batting order comes up.

5. If a player leaves early, her spot in the batting order will be “skipped” and it will NOT be recorded as an out.

Playoffs

1. Standings within each league will be determined on a winning percentage basis. If 2 or more teams are tied, the tie-breaker will be combined won-loss record against the other team(s). If that tie-breaker does not break the tie, the winner will be decided by a coin flip.
2. At the conclusion of the regular season schedule and all re-scheduled games, the top four teams in each Division will make the playoffs. Playoffs will consist of two rounds with round one being single elimination and the second round being a best two out of three series. In the first round, the 1st place team will play the 4th place team and the 2nd place team will play the 3rd place team. The two 1st round winners will play each other for the league championship. The number of teams in the playoffs may be adjusted by the Board of Directors at the beginning of the season, based on the number of teams in each division.

Rainouts/ Makeups

1. In the event of inclement weather, one or more Board members will visit the fields and/or check forecasts to check playing conditions. If the Board member(s) determine that conditions are unsafe or are expected to deteriorate, the scheduled games for that day will be cancelled. If a rainout is declared, it is the responsibility of the Umpire-in-Chief or Board member to notify the Chief ASA umpire at least one hour prior to the scheduled game start. If ASA officials aren't notified at least one hour prior to game start, PGSL will be responsible for the umpire's fee for each game where sufficient notice is not given. In addition to notifying the Chief ASA umpire, the PGSL Director must also be notified of any cancelled games.
2. A best effort will be made to re-schedule rained out games. Depending on the number of rained-out games, it may not be possible to re-schedule all games due to lack of field availability.
3. Parents, players, and coaches should consult the PGSL web site (www.parkwaygirlssbl.com) regarding the status of games. An email will be sent to all players 90 minutes before the game's scheduled start time. If any question remains about the status of a game, contact the team coach.
4. Rained-out games are not re-scheduled by individual coaches. All rainouts will be re-scheduled by the Board of Directors.

Sliding/ Baserunning

ASA no longer requires a player to slide. Instead, base runners are required to make every effort to avoid contact with a defensive player attempting to make a play. If a defensive player is not making a play, she must yield a path to the base for the runner. For long-term skills development, coaches are encouraged and expected to teach proper sliding techniques.

Following are some general sliding guidelines

1. A runner may not interfere with a fielder's ability to make or receive a thrown ball. The base runner has the responsibility to avoid contact with the defensive player attempting to make the put out if she is upright and decides not to slide. If the out is recorded prior to the base runner arriving at the base, the runner must slide OR veer out of the fielder's way.
2. A runner may not run into any fielder attempting to make a tag at home plate or any other base, for any reason, including an attempt to knock the ball loose. The result is: The runner is out. If flagrant, runner may be subject to ejection, at umpire's discretion.
3. If a defensive throw carries a fielder into a baserunner's path and there is a collision, the runner will NOT be called out for interference, if in the umpire's judgement, this is incidental contact caused by the location of the throw and the baserunner could not avoid it.
4. Defensively, a catcher may not stand on the plate or block the plate if she does not have the ball in her possession.
5. The proper positioning for a catcher is as follows: If the catcher is waiting for a ball, she should stand at the corner of the plate on the first base side if the ball is coming from any part of fair territory or from the foul side of the first base line. She should stand at the corner of the plate in foul territory on the 3rd base line if the throw is coming from that area in foul ground. Any catcher standing on the plate while not in possession of the ball can be called for obstruction by the umpire, in which case the baserunner is awarded home plate.
6. Defensive players at any base are not allowed to block a runner's path to the base if they do not have the ball. If waiting for a throw, the defensive player must provide the runner with a clear path to the base.
7. A defensive player CAN block a base or the plate if she has possession of the ball.
8. Defensive players are not allowed to apply a "fake" tag to the runner.

9. On any ball hit in the infield, the batter-runner **MUST** run to the orange portion of first base. Failure to do this can result in the runner being called out.
10. T-Ball, U8, U10, and U13 only: A runner shall be called out if attempting to slide head first while advancing.

Stealing

1. U13 and U16+ will follow all stealing rules as outlined by ASA regulations. Baserunners at U13 and U16+ may only leave the base to steal after the pitch has left the pitchers hand.
2. U10 follows ASA guidelines, with the exception that stealing home is not allowed, and players may not advance to home plate if they steal third base and there is an overthrow of third base. **Baserunners at U10 may only leave the base to steal after the pitch has crossed home plate.**
3. Stealing is not allowed in the T-Ball and U8 division.

Substitution

1. In ALL DIVISIONS, all players in attendance at the game will be added to the batting order and the teams will bat straight through the order.
2. If a player arrives late, she will be added to the end of the batting order and begin hitting when that spot in the batting order comes up.
3. If a player leaves early, her spot in the batting order will be “skipped” and it will NOT be recorded as an out.

Throwing the bat

1. If a batter intentionally throws her bat in anger, she should be ejected from the game, at the discretion of the umpire.
2. If a bat slips from a batter’s hands, there is no penalty unless the discarded bat prevents the defense from making a play on the ball, in which case interference will be called.
3. If a batter, after hitting the ball, flings the bat in such a manner that it could hit or injure another person in the area, the umpire may issue a warning to that player’s team for throwing the bat. If any batter on that team, at any future time during the game, again flings the bat in a dangerous manner after hitting the ball, the umpire may call that batter out and return all base runners to their original bases. Enforcing a penalty for throwing the bat is completely at the discretion of the umpire.

Umpires

1. ASA umpires will officiate all U10, U13 and U16+ games. The Chief ASA Umpire for the West Roxbury area will determine the assignment of umpires. If the ASA umpire is not present for the start of the game, it is the responsibility of the home team coach to contact Jerry McDermott for a substitute (see Directory). Until an umpire shows, or if one does not show at all, a substitute umpire(s) may be selected from any present coaches/parents/fans/etc. If a substitute umpire cannot be found, the game will be re-scheduled. Substitute umpire(s) should be offered the umpire fee that otherwise would have been paid to the ASA umpire. Jerry McDermott must be notified if an ASA umpire misses a scheduled game.
2. The home team is responsible for paying the umpire fee prior to the start of the game. PGSL will distribute the umpiring funds to each softball coach in 2 installments - prior to the start of the season and during the season.
3. Umpires (U-8 Division): U8 Division games are umpired by teenagers who have received training from PGSL's Umpire-in-Chief. U-8 coaches, parents, and players are reminded that the decisions of these umpires are to be respected and softball rules are to be followed at all times. AT NO TIME, should an umpire's decision on judgment calls be over-ruled. It is important for the players to learn rules and respect for the umpire at this age.
4. The coaches will umpire the T-Ball games.

Uniforms

All players will wear PGSL supplied uniforms – socks, pants and jerseys. Visors are considered part of the uniform. If visors are worn, they must be the same color as the uniform. Decisions on whether a visor is to be worn by a player(s) will be up to the coach. Umpires will be directed to enforce uniform rules and specify as ineligible any player not in compliance.

4. Directory / Contact Information

Website: www.parkwaygirlssbl.com

Board of Directors: see website for current list of Board members, with contact information.