

RULES & REGULATIONS FOR P.L.A.Y. IN-HOUSE SOFTBALL



PREK-4TH GRADE

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P.L.A.Y. OBJECTIVE AND PERSPECTIVE

The P.L.A.Y. In-House Softball program is designed to provide an organized recreation activity for youth girls ages 4-18. The goal of the program is to instill the ideals of good sportsmanship, integrity, respect, and teamwork, so they may continue to develop these skills into adulthood. We will provide supervised, fun, safe, and instructional athletic opportunities. Everyone should keep in mind at all times that the attainment of winning is secondary and that the focus is to be on a positive learning experience. The NFHS (National Federation of High Schools) Softball Rule Book provides the foundation for this document. Any situations that are not covered by the NFHS, MSHL (Minnesota State High School League) or P.L.A.Y. rules and modifications presented in this document, brought to the attention of P.L.A.Y. will be reviewed and ruled upon by the P.L.A.Y In-House Softball Director, P.L.A.Y. Tournament Director, and/or other P.L.A.Y. Softball Board Members. Tournament Rules for the 3rd and 4th grade end of season tournament have been added as an appendix.

Coaches and parents should familiarize themselves with these rules, and if a rule is in question, it should be brought to the attention of the P.L.A.Y In-House Softball Director, P.L.A.Y. Tournament Director, and/or other P.L.A.Y. Softball Board Members for clarification.

Please try to remember that this is about the girls having fun. Playing and learning first . . . winning second. Success is not based on standings or game statistics but on the enthusiasm of the players and, ultimately, the number of players who come back the next year.

1. IN-HOUSE SOFTBALL LEAGUE REGULATIONS

1.1. AGE DIVISIONS AND GRADES

1.1.1. GRADE IS DEFINED AS THE PLAYER'S GRADE AT THE TIME OF REGISTRATION.

- 1.1.1.1. Pre-Kindergarten/Kindergarten
- 1.1.1.2. 1st/2nd Grade
- 1.1.1.3. 3rd/4th Grade

1.1.2. PLAYING ABOVE GRADE LEVEL

- 1.1.2.1. A player may be allowed to play one grade above their current grade
 - 1.1.2.1.1. A player in kindergarten may play at the 1st grade level, a player in 2nd grade may play at the 3rd grade level, and a player in 4th grade may play at the 5th grade level.
 - 1.1.2.1.2. A parent would be asked to coach on the team of a player playing above their grade level.
 - 1.1.2.1.3. A player in PreK may not play up at the 1st grade level, a player in 1st grade may not play up at the 3rd grade level, and a player in 3rd grade may not play up at the 5th grade level.
- 1.1.2.2. No players will ever be allowed to play below their grade level.

1.2. TEAMS

1.2.1. TEAMS WILL CONSIST OF APPROXIMATELY 9-13 PLAYERS DEPENDING ON THE AGE LEVEL.

- 1.2.1.1. Teams will be assembled by the In-House Softball Board and players MUST participate on the team they have been assigned, there are no "trades". Also, a player may not be added to a team without permission from the Director of In-House Softball or the VP of Softball. If either of these should happen the coaches will be removed and the players returned to their original teams.

1.3. PLAYER ELIGIBILITY

1.3.1. PLAYERS MUST BE REGISTERED IN THE REGISTRATION SYSTEM AND ASSIGNED TO A TEAM BY THE P.L.A.Y. AGE LEVEL COORDINATOR.

- 1.3.1.1. In order to register with P.L.A.Y. the player or the player's parent(s) must reside within the limits of ISD 719, attend a school in the ISD 719 district, or attend one of the private or charter schools within the city limits of Prior Lake.

1.4. COACH ELIGIBILITY

1.4.1. EACH TEAM WILL REQUIRE A MINIMUM OF TWO VOLUNTEER COACHES.

- 1.4.1.1. We rely heavily on parent volunteers. In order to help ensure the safety of each of our players we must require all coaches to comply with our coaching requirements. If you have any questions regarding any of these requirements, please contact the Director of In-House Softball or your Age Level Coordinator.
- 1.4.1.2. A completed Coaching Application for the current season. A link to the application can be found on the P.L.A.Y. home page as well as the In-House Softball page.
- 1.4.1.3. All coaches must complete the Concussion Awareness Quiz found at http://www.cdc.gov/concussion/HeadsUp/online_training.html and then register your certificate with P.L.A.Y. by uploading it using the Concussion Proof of Certification link. The registration link is found on the main registration page as well as the In-House Softball page. This is a state law requirement there should be no exceptions and must be renewed every two years.
- 1.4.1.4. All coaches must also complete a background check. There is no expense to the coach for this and must be current. P.L.A.Y. requires that background checks be renewed every one or two years if there are any discrepancies on the report and every three years if there are no discrepancies. A link to verify the date of a background check already on file can be found by going to the P.L.A.Y. website going through the Coaching Requirements page to Background Check and clicking on the .PDF link. If this is the first time you are coaching or your background check needs to be renewed it can be done by clicking on the link on the same page. <https://client.verifiedcredentials.com/play/default.cfm>
- 1.4.1.5. We also ask that all coaches attend at least one Positive Coaching Alliance (PCA) or IMPACT session prior to the start of the season. For Spring/Summer sports this would need to be completed between March 1st-April 30th.
- 1.4.1.6. The coaches are responsible for the training of the team, direction and supervision of the team at games and practices; therefore, it is a good idea for all coaches to be familiar with these rules. The coaches are also responsible for all league issued equipment, including its return at the end of the season.
- 1.4.1.7. The coaches shall be responsible P.L.A.Y. for all equipment and for the collection and return of equipment to the Equipment Coordinator at the conclusion of the season.
- 1.4.1.8. Coaches should make themselves easily identifiable by wearing the coach's shirt they are provided.

1.5. SCHEDULES

- 1.5.1. Scheduling and rescheduling of games shall be the responsibility of the In-House Softball Board.
- 1.5.2. The latest starting time of a game will be 7:30 p.m.

2. GENERAL PLAYING RULES

2.1. DEFINITIONS

- 2.1.1. **BASE PATH.** A base path is an imaginary line three feet on either side of a direct line between the bases.
- 2.1.2. **BASERUNNER.** A baserunner is a player of the team at bat who has finished her turn at bat, reached first base, and has not yet been put out or scored.

- 2.1.3.**BATTED BALL.** A batted ball is any pitched ball that hits the bat or is hit by the bat and lands either in fair or foul territory. No intention to hit the ball is necessary.
- 2.1.4.**BUNT.** A bunt is a legally tapped ball not swung at, but intentionally met with the bat and tapped slowly within the infield. Bunting is only permitted at the 3rd/4th grade level and only if the player has a protective facemask attached to their batting helmet.
- 2.1.5.**CATCH.** A catch is a legally caught ball which occurs when the fielder catches a batted or thrown ball with her hands or glove. If the ball is merely held in the fielder's arms or prevented from dropping to the ground by some part of the fielder's body or clothing, the catch is not completed until the ball is in the grasp of the fielder's hands or glove. It is not a catch if a fielder, immediately after she contacts the ball, collides with another player or wall, or falls to the ground and drops the ball as a result of the collision or falling to the ground. In establishing a valid catch, the fielder shall hold the ball long enough to prove she has complete control of the ball or that her release of the ball is voluntary and intentional. If a player drops the ball after reaching into her glove to remove the ball or while in the act of throwing the ball, it is a valid catch.
- 2.1.5.1. Scenario: Two players both attempt to field a fly ball. Before touching the ground, the ball strikes one of the players on the shoulder and while still in the air (hasn't touched the ground), is caught by the other. This is a legally caught fly ball.
- 2.1.5.2. Scenario: Batter hits fly to outfield. Fielder gets the ball in her hands but drops it (a) when she falls to the ground and rolls over, or (b) when she collides with a fielder or a wall or (c) when she starts to throw to the infield. In (a) and (b) it is not a catch the batter is not called out on the catch. In (c), it is a legal catch if ball was held long enough for the fielder to regain her balance but then drops it in a motion associated with an intended throw.
- 2.1.6.**DEAD BALL.** The ball is not in play and is not considered in play again until the pitcher has the ball in her possession and proceeds with the next pitch. A dead ball line is considered in play. A batted ball leaves the bat and first impacts and/or touches a Coach or pitching machine that is otherwise in fair territory, the ball is declared a dead ball. In the case of a dead ball, the batter return to the batter's box and base runners may not advance. A ball that is hit fair that is first touched by a player on the defending team and then impacts a coach or the pitching machine is considered a live ball and is subject to all other rules of play. Coaches should always make a reasonable effort to avoid contacting any player and/or batted ball that would otherwise be considered in-play except in the obvious interests of their own protection, or protecting a player from harm. The ball is not considered to be dead if after the bat is out of the batter's hand and the ball hits the bat on the ground. If the ball rolls against the bat in fair territory, it remains live. If it stops or is touched in fair territory, it is a fair ball. If it touches the bat in fair territory and then rolls to foul ground and stops, it is a foul ball. If the ball rolls against the bat in foul territory, it is a foul ball regardless.
- 2.1.7.**DEFENSIVE TEAM.** The defensive team is the team currently in the field.
- 2.1.8.**DOUBLE PLAY.** A double play is a play by the defense resulting in two offensive players being legally put out as a result of continuous action.
- 2.1.9.**FAIR BALL.** A fair ball is a batted ball that: settles or is touched in fair territory between home and first base or between home and third base, bounds past first or third base over fair territory, touches a person while in or over fair territory, touches any of the bases, or if it first falls or is first touched on or over fair territory behind any base. A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time, she touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

- 2.1.9.1. Scenario: Batted ball settles on home plate. This is a fair Ball.
- 2.1.9.2. Scenario: Batted ball first hits foul ground and without touching any foreign object rolls into fair territory between first and home or third and home where it settles. This is a fair Ball.
- 2.1.10. *FAIR TERRITORY*. Fair territory is that part of the playing field within and including the first and third base foul lines from home base to the bottom of the extreme playing field fence and perpendicularly upward.
- 2.1.11. *FIELDER*. A fielder is any player of the defensive team in the field.
- 2.1.12. *FLY BALL*. A fly ball is any ball batted into the air.
- 2.1.13. *FORCE OUT*. A force-out is an out which can be made only when a baserunner loses the right to the base she is occupying because the batter becomes a batter- baserunner, and before the batter-baserunner or a succeeding baserunner has been put out. A force out can be made by tagging a runner who is forced to advance to a base as the result of the batter becoming a batter-runner, or by touching the base. NOTE: It is not possible to have a force out on a caught fly ball, as the batter-runner is no longer a runner.
- 2.1.14. *FOUL BALL*. A foul ball is a batted ball that: Settles or is touched in foul territory between home and first base, or between home and third base, bounds past first or third base over foul territory. Touches a person while in or over foul territory, if it first falls or is first touched over foul territory behind first or third base, touches the batter while the ball is within the batter's box or if it rebounds up from the ground or home plate immediately and hits the bat a second time while the batter is in the batter's box. NOTE: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time, she touches the ball.
- 2.1.15. *FOUL TIP*. A batted ball that goes sharply and directly from the bat to the catcher's glove/mitt or hand is legally caught by the catcher. It is not a foul tip unless caught; and any foul tip that is caught, is a strike. The ball is dead.
- 2.1.16. *HOME TEAM*. The home team is the team that plays in the field first and has the last opportunity to bat. The home and visiting teams will be decided at the beginning of each game by the coaches.
- 2.1.17. *INFIELD FLY*. An infield fly is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second or first, second and third bases are occupied, with less than two outs. We do not enforce this rule at any of the age levels in the In-House Softball program.
- 2.1.18. *INNING*. An inning is that portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning begins IMMEDIATELY after the final out of the previous inning.

- 2.1.19. *INTERFERENCE*. Interference is the act of an offensive player or team member which impedes or confuses a defensive player attempting to execute a play. It may be in the form of physical contact, verbal distraction, visual distraction, or any type of distraction that would hinder the fielder in the execution of the play. This includes a ball hit off the bat hitting a base runner running between bases, although likely unintentional this is still interference. This does not include if a defensive player fields the ball and throws the ball to a base in an attempt to get an out and hits a base runner who is running to or from that base. Defensive players must be given the opportunity to field the ball anywhere on the playing field or throw the ball without being hindered. On-deck batters may be charged with interference if they interfere with a throw and a possible tag on a runner, or a fielder's opportunity to make an out on a fly ball. Coach's interference occurs when a base coach runs toward home and draws a throw or when he interferes with a fielder attempting to catch or throw a ball. The coach's box is not a sanctuary. Spectator interference occurs when a spectator enters the field and interferes with a play or reaches onto the field from the stands and prevents a fielder from catching a fly ball in the field of play. In all instances of interference except spectator interference the batter or runner is declared out (if outs are recorded at your level of play). In the case of spectators' interference, the play is dead and all runners return to their previous base.
- 2.1.20. *LEGAL TAG*. A legal touch occurs when a base runner that is not touching a base is touched by the ball while the ball is securely held in a fielder's hand. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand of the fielder. Touching a base runner with the glove or hand which holds the ball is the same as touching with them with the ball; the runner is out. It is not considered a tag if the fielder touches the base runner with the hand that does not possess the ball.
- 2.1.20.1. Scenario: Batter hits a ground ball to the first baseman who fields the ball, runs over to the first baseline, tags the runner, then juggles, bobbles and drops the ball. This is not a legal tag; the runner is safe.
- 2.1.21. *LINE DRIVE*. A line drive is a fly ball that is batted sharply and directly into the playing field.
- 2.1.22. *OBSTRUCTION*. Obstruction is the act of: A defensive player or team member who hinders or prevents a batter from striking or hitting a pitched ball, or a fielder, while not in possession of the ball, or in the act of fielding a batted ball, that impedes the progress of a baserunner who is legally running bases. If a defensive player is blocking the base or base path without the ball, this is impeding the progress of the runner and is obstruction. The player must catch the ball and have possession of it before they can block the base, and make the tag. If the obstructed runner is put out prior to reaching the base she would have reached had there not been obstruction, a dead ball is called and the obstructed runner, and each runner affected by the obstruction, will be awarded the base(s) she would have reached had there not been obstruction
- 2.1.23. *OFFENSIVE TEAM*. The offensive team is the team currently at bat.
- 2.1.24. *OVERTHROW*. An overthrow is a play in which a ball is thrown from one fielder to another to retire a runner and which goes into foul territory or goes beyond the boundary lines of the playing field (dead ball territory). At the PreK/K and 1st/2nd Grade levels runners should NOT advance on overthrows, at the 3rd/4th grade level a baserunner should be limited to only advance one base on overthrows, even if the ball goes into the outfield or out of play. Throws being made with the intention to go to the pitcher's circle that are missed or dropped should not count as overthrow.
- 2.1.25. *VISITING TEAM*. The visiting team is the team that bats firsts and must defend the home team's last opportunity to bat. The home and visiting teams will be decided at the beginning of each game by the coaches

2.2. PLAYING FIELD

2.2.1. THE PLAYING FIELD IS THE AREA WITHIN WHICH THE BALL MAY BE LEGALLY PLAYED AND FIELDDED.

- 2.2.1.1. The playing field shall have a clear and unobstructed area within the radius of the prescribed outfield from the home plate between the foul lines. All measurements in reference to Home Plate are measured to the apex of the Plate (the back point facing the backstop). Baseline Distance is measured from the outside edge of the base to the apex of Home Plate. If the pitching rubber or base distance is found to be incorrect the game should be stopped and the error corrected before resuming play. (See diagram in appendix for pitching and base distance by age)

2.3. EQUIPMENT

2.3.1. EQUIPMENT THAT WILL BE PROVIDED TO YOU BY P.L.A.Y.

- 2.3.1.1. **BASES.** Throw down bases will be used for all age levels.
- 2.3.1.2. **BATS.** Only bats that less than 2-1/4 inch (5.7150 cm) in diameter are legal. Each bat shall be no more than 2-1/4 inches (5.7150 cm) in diameter at its thickest part, no more than 34 inches (86.360 cm) in length, and not exceed 38 ounces (1077.30 g) in weight. There shall be no devices, attachments, or wrappings that cause the handle to become flush with the knob. Safety grip or cork, tape (no smooth plastic tape) or composition material, may not exceed two layers of tape and must be a continuous spiral Tape must be at least 10 inches long and not more than 15 inches.
- 2.3.1.3. **CATCHERS EQUIPMENT.** Catcher's equipment will be provided for the 1st/2nd grade and 3rd/4th grade levels, the Pre-kindergarten/Kindergarten teams will play without a catcher and equipment will not be needed. Catchers must wear a protective helmet and a protective mask the catcher's helmet if a player provides their own catcher's helmet and mask it must meet the NOCSAE standard and have dual ear flaps. Chest protectors and shin guards are also mandatory.
- 2.3.1.4. **SOFTBALL.** The softballs will be a raised-seam ball. Based on the age level some will have a center core made of either No. 1 quality, long fiber kapok, or a mixture of cork and rubber. They will also vary in size depending on age level.
- 2.3.1.5. **UNIFORM.** All players on a team should wear the team issued uniforms alike in color. The coaches are also asked to wear their issued coach's shirt recognizing them as the coach.

2.3.2. EQUIPMENT THAT IS REQUIRED AND IS SUPPLIED BY THE PLAYER.

- 2.3.2.1. **GLOVE.** Gloves must be worn by all defensive players. A pitcher's glove cannot match the color of the ball.
- 2.3.2.2. **HELMETS.** Helmets are NOT provided by P.L.A.Y. each player is **REQUIRED** to provide their own helmet. A Facemask attached to the batting helmet isn't required but recommended. The preferred color of the program is all navy or a navy & white combination. All offensive players must wear batting helmets with double ear flaps that have been approved by the National Operating Committee on Standard for Athletic Equipment (NOCSAE). Batting helmets that are broken, cracked, dented, or that have been illegally altered are prohibited from use.
- 2.3.2.3. **PANTS.** Players may wear long pants or short pants; it is recommended that a comfortable athletic pant or shorts be worn. Pants are required to be worn at age levels 1st / 2nd grade and above.
- 2.3.2.4. **SHOES.** Tennis shoes or rubber cleat shoes are permitted in all levels of play. Metal cleats, are prohibited. No sandals or open toed shoes will be permitted on the playing field; this includes coaches and anyone assisting with base coaching.

2.3.3. EQUIPMENT THAT IS NOT REQUIRED TO PLAY BUT MAY BE USED IF SUPPLIED BY THE PLAYER.

2.3.3.1. **BAT.** Players may use their own bat as long as it is an approved ASA / USA Softball commercially-manufactured softball bat, AND the use of the bat is allowed by all players on both Teams. While players may supply their own bat P.L.A.Y. is not responsible for any damage to ANY personal equipment players may bring, regardless of the reason or cause of damage, including damage done by other players.

2.3.3.2. **FACEMASK.** Facemasks can be attached to a player's batting helmet but are not required. Face Masks attached to Batting Helmets are required equipment at higher levels of organized Softball play. Getting players accustomed to wearing Batting Helmets with face masks when batting is helpful during basic- skills and advanced development stages.

2.3.3.3. **HEADWEAR.** Ball caps, visors, and headbands are optional for players; however, plastic visors are not allowed as headwear.

2.3.4. ITEMS THAT ARE NOT PERMITTED DURING A PRACTICE OR GAME.

2.3.4.1. **COMMUNICATION DEVICES.** Cell phones, pagers or any other types of communication devices wearable or hand held should not be used on the field of play with the exception of medical devices. The field of play includes bullpens, dugouts, coaches' boxes and other such areas where the coaches, players and umpires have access.

2.3.4.2. **JEWELRY.** As a general rule, players are prohibited from wearing jewelry such as rings, watches, earrings, bracelets, necklaces or other hard cosmetic or decorative items. Religious or medical-alert medals are not considered jewelry. Coaches and Umpires should use common sense to ensure the safety of players.

2.4. THE GAME

2.4.1. DETERMINING HOME TEAM

2.4.1.1. The home team will be determined by one of the following methods prior to the start of the game.

2.4.1.1.1. **Coin toss** – one team representative tosses a coin and another representative from the other team calls heads or tails while the coin is in the air. The team that wins the toss has the choice of home or away.

2.4.1.1.2. **Ball roll** – A team representative from both teams stands at the pitcher's rubber and upon signal rolls the ball toward home plate. The team with the ball closest to home plate has the choice of home or away.

2.4.1.1.3. **Mutual agreement** – Both teams agree by any means as to which team is home and which is away.

2.4.2. UMPIRES/CALLING THE GAME

2.4.2.1. The home team is then responsible for calling the game including outs on the bases and pitch count "outs." It can be done by a coach or a parent volunteer acting as an umpire.

2.4.3. GAME TIME LIMITS

2.4.3.1. In an effort to maintain schedules and keep all games within their time limit of play, no new inning should be started if only 5 minutes or less of games time remains. Warm ups should be done prior to the scheduled game time.

2.4.3.1.1. Maximum number of innings have been played

2.4.3.1.2. The game time limit has passed (games times are listed under your specific age level)

2.4.4. DEFENSIVE PLAYERS

2.4.4.1. Teams may have a maximum of ten defensive players on the field for Pre-K / K. For grades 1st – 4th grade it is a maximum of 9 players in the field. This represents the standard configuration for a team consisting of a pitcher, catcher, four infielders, and (3-4) outfielders including left field, left centerfield, and right centerfield, and right field. The exception to this is at the PreK/Kindergarten level all players are used on defense regardless of the number present, no player will sit an inning at that level. (See diagram in the appendix)

2.4.5. OFFENSIVE LINEUPS

2.4.5.1. It is up to the coach to determine the batting line up for each game. A fair rotation is required.

2.5. SAFETY

2.5.1. BENCH SAFETY

2.5.1.1. Coaches must supervise their team at all times, on and off the field. This is just as important on the bench or in the dugout. Coaches should encourage and enforce bench etiquette rules, not only as a matter of sportsmanship, but also for the safety of the players and others around them. Members of the offensive team while waiting for their turn to bat should wait on the bench, players on the bench shall not interfere with a player attempting to field a foul fly ball. If this happens the ball is declared dead and the batter is out and base runners must return to the base legally held at the time of the pitch.

2.5.2. *THROWING THE BAT*, at all age levels, needs to be strongly prohibited for the safety of all who play.

2.5.2.1.1. The penalty for throwing a bat is a warning after the first occurrence. After the second and sequential occurrences after that the player should be asked to sit out their turn at bat, at the 3rd/4th grade level this would result in an out.

2.6. WEATHER

2.6.1. BEFORE THE SCHEDULED GAME TIME

2.6.1.1. If the Prior Lake City Weather Hotline indicates that fields are closed all games are to be considered cancelled for that day. Parents are encouraged to call the weather line when they are not sure if the fields have been closed.

2.6.1.1.1. Coaches and team parents should try to contact players to notify them of a cancellation prior to their scheduled field time.

2.6.2. DURING THE GAME OR PRACTICE

2.6.2.1. If there is severe weather in the area, please put safety first. At all age levels the coaches can cancel the remainder of a practice or game if the weather becomes severe or the field becomes unsafe to play on.

2.6.2.1.1. Lightning, at any sign of lightning stop the game immediately and seek shelter, gauge the damage and make a swift call on the game, if it appears it will pass you may try to wait it out and resume play as long as it is safe to do so.

2.6.3. RESCHEDULING A CANCELLED GAME

2.6.3.1. Field time is not extended due to a delay caused by weather. Rescheduling a game due to rain will be handled by the board and all teams will be notified of the updated schedule.

2.7. BEHAVIOR EXPECTATIONS

2.7.1. Any behavior by coaches, players, or fans that is not in accordance with the pledge posted on the website should be reported to the Grade Level Coordinator or In-House Softball Director. After one confirmed report of inappropriate behavior the coach, player or fan will be asked to sit out the next game. Two confirmed separate reports of inappropriate behavior may lead to a permanent removal from the league for the remainder of the season.

3. PLAYING RULES SPECIFIC TO AGE DIVISIONS

3.1. PRE-K/KINDERGARTEN RULES

3.1.1. PLAYING FIELD (PLEASE SEE APPENDIX A & B AT THE END FOR FIELD DIMENSIONS & DEFENSIVE ALIGNMENTS FOR EACH AGE LEVEL)

3.1.1.1. Placement of T

3.1.1.1.1. The T should be placed directly over home plate.

3.1.1.2. Pitching Distance

3.1.1.2.1. The pitching distance is 25 feet if a coach is pitching.

3.1.1.3. Base Distance

3.1.1.3.1. The baseline is 55 feet and is measured from the apex of home plate

3.1.2. GAME TIME

3.1.2.1. The official game time is 1 Hour 5 minutes, usually 3 innings.

3.1.3. SCORING

3.1.3.1. The score is not kept. The focus is on introducing players to the game and building skills.

3.1.4. HITTING

3.1.4.1. **Every batter will hit off of a T for the first four games. Beginning with game five coaches should introduce coach pitch.** Each batter shall receive 6 pitched pitches from their coach, if after the 6th pitch the ball isn't put into play the tee should be put out so that they can put the ball in play.

3.1.4.2. Safely setting the T

3.1.4.2.1. The batter will position herself in the batter's box the coach should ask the batter if she is ready, and remove his/her hand from the ball and once they have moved a safe distance away can give the signal to the batter that they may play ball.

3.1.4.3. Number of "Pitches"

3.1.4.3.1. Batters are allowed 6 swings on the T. The 7th swing unless hit fair or foul will be an out. Contact must be made with the ball. This will be a judgment call by the coaches. Each batter is allowed ONLY 6 coach pitch pitches if contact is not made in one of those 6 pitches the batter take their remaining 1 swing with the T. For the batter to run the ball should be hit fair, however, if the swing count is reaching the maximum of seven and the ball is hit foul but remains on the infield dirt the batter may run as our mission is to teach at this level.

3.1.4.4. Bats

3.1.4.4.1. Bats marked T-ball or T-bat as well as softball bats are legal.

3.1.4.5. Official Softball

3.1.4.5.1. The official "softball" is a regular size baseball as to be small enough to have the girls learn proper throwing mechanics.

3.1.4.6. Lineup

3.1.4.6.1. All players present bat every inning regardless of how many outs obtained by the defensive team.

3.1.4.6.2. There should be a new line up each inning, keeping a fair rotation throughout the season.

3.1.4.6.3. All players waiting to bat must sit on the team's bench with their batting helmets on.

3.1.5. BASE RUNNING

3.1.5.1. The base runners must touch bases in legal order (i.e., first, second third and home plate).

3.1.5.2. One base runner should be taught not to pass a base runner in front of them.

- 3.1.5.3. Base Runners will stay on base regardless of being out.
- 3.1.5.4. Runners move one base at a timer per batter.
- 3.1.5.5. Overthrows
 - 3.1.5.5.1. Overthrows are not recognized and base runners do not advance.
- 3.1.5.6. Stealing
 - 3.1.5.6.1. Baserunners are never allowed to lead off or steal.
- 3.1.5.7. The last batter of the lineup hits a “home run” to clear the bases.

3.1.6. DEFENSE

- 3.1.6.1. Defensive Positions
 - 3.1.6.1.1. All players in attendance are used on defense regardless of how many players are present (see Appendix B for positions beyond the standard 10 player defense).
- 3.1.6.2. Player Rotation
 - 3.1.6.2.1. Positions should be rotated every inning.
 - 3.1.6.2.2. Players must be rotated alternating between the infield positions (1st, 2nd, 3rd and SS) and outfield positions (right, right center, left, and left center) every inning. The pitching position may be rotated in before or after an infield position without penalty.
 - 3.1.6.2.3. Players should not play the same position for more than one inning in any one game.
 - 3.1.6.2.3.1. Coaches should have a rotation chart they use; one can be provided if so desired.
- 3.1.6.3. For safety reasons a player catcher is not utilized at this level.
- 3.1.6.4. The player pitcher must be positioned at least 35 feet from home plate.
- 3.1.6.5. In Field Fly
 - 3.1.6.5.1. The infield fly rule is not enforced.
- 3.1.6.6. Field Coaches
 - 3.1.6.6.1. Keep in mind that at any point of the season, the primary purpose is to foster understanding, skills, and enjoyment of the sport of Softball. Situations may occur during a game that offer Coaches an opportunity to take advantage of what is often referred to as a “teachable moment”. It is highly unlikely that all the players on every team know all the rules or what to do in every situation. It is encouraged that coaches capitalize on these opportunities and teach the players, on both teams, some of these finer nuances of the sport.
 - 3.1.6.6.2. There is no limit to the number of defensive coaches permitted on the field with the players.
 - 3.1.6.6.3. Coaches are permitted anywhere on the field and are encouraged to provide as much instruction as possible to the players.
 - 3.1.6.6.4. Coaches should always make a reasonable effort to avoid contacting any player and/or batted or thrown ball that would otherwise be considered “in-play” except in the obvious interests of their own protection, or protecting a player from harm.
- 3.1.6.7. Defensive and Offensive Switch
 - 3.1.6.7.1. The defensive and offensive teams switch when all players of one team have taken a turn to bat.

3.2. 1ST/2ND GRADE RULES

3.2.1. *PLAYING FIELD (PLEASE SEE APPENDIX A & B AT THE END FOR FIELD DIMENSIONS & DEFENSIVE ALIGNMENTS FOR EACH AGE LEVEL)*

3.2.2.

3.2.2.1. Pitching Distance

3.2.2.1.1. The pitching distance is 35 feet and is measured from the apex of home plate to the front bar of the pitching machine. The player pitcher may not play in front of the pitching machine; she must be behind the front bar of the machine.

3.2.2.2. Base Distance

3.2.2.2.1. The baseline is 60 feet and is measured from the apex of home plate

3.2.3. *GAME TIME*

3.2.3.1. The official game time is 1 hour and 5 minutes or five innings, whichever occurs first.

3.2.4. *SCORING*

3.2.4.1. The score is not kept. The focus is on introducing players to the game and building skills.

3.2.5. *HITTING*

3.2.5.1. Pitching

3.2.5.1.1. A coach from each team will operate the pitching machine and pitch to the batters on their own team.

3.2.5.1.2. The ball must be delivered to the batter in a safe manner, and no arch required.

3.2.5.2. Strike Zone

3.2.5.2.1.1. The pitch is judged at home plate, not where the batter is standing. A batter's natural batting stance is used. The strike zone is only that part over home plate that is lower than the batter's armpits or higher than the bottom of the front knee.

3.2.5.2.2. Pitched ball is dead when it hits the ground.

3.2.5.2.3. If the pitching machine or coach pitcher is hit with a batted ball, it is a dead ball and the batter is returned to the batter's box.

3.2.5.3. Number of Pitches

3.2.5.3.1. Each batter is allowed 7 pitches or 3 strikes, whichever comes first. The 7th pitch unless hit fair or foul (7th pitches that are fouled off foul, the batter will receive another one until it is hit fair or they strike out) will be an out, there are NO walks. In order for the batter to run the ball should be hit fair, however, if the pitch count is reaching the maximum of seven and the ball is hit foul but remains on the field based on coach's discretion the batter may run.

3.2.5.4. Pitching Machine

3.2.5.4.1. Spring speed should be between 32-34 mph refer to the settings on the machine for the appropriate settings of each piece to achieve desired speed. **To encourage the most growth for the players the pitching machine should be set at 32 mph which is spring setting 5 from the season start through the first four games. After the first four games the speed should be increased, at the next practice (do not increase the speed for the first time at a game), to 34 mph which is spring setting 6.** Please see the PLAY softball website tab called "Coach's Corner - in-house pitching machine" for specifics on how to operate and adjust the pitching machine. Link provided here: <https://www.playinfo.org/softballcoaching>

3.2.5.4.2. All pitching machines MUST be operated by a coach or parent volunteer. For their own safety, players are NOT allowed to operate the pitching machines at any time, for any reason.

- 3.2.5.4.3. A coach from each team will pitch to the batters on their own team.
- 3.2.5.4.4. The ball must be delivered to the batter in a safe manner, and no arch required.
- 3.2.5.4.5. Pitched ball is dead when it hits the ground.
- 3.2.5.4.6. If the coach pitcher is hit with a batted ball, it is a dead ball and the batter returns to the batter's box.

3.2.5.5. Bats

- 3.2.5.5.1. Bats marked as ASA or USA softball bats are legal.

3.2.5.6. Official Softball

- 3.2.5.6.1. The official softball is a 11-inch soft softball

3.2.5.7. Lineup

- 3.2.5.7.1. All players present bat every inning regardless of how many outs obtained by the defensive team.
- 3.2.5.7.2. There should be a new line up each inning, keeping a fair rotation throughout the season.
- 3.2.5.7.3. All players waiting to bat must sit on the team's bench with their batting helmets on.

3.2.5.8. Bunting is not permitted.

3.2.6. *BASE RUNNING*

- 3.2.6.1. The base runners must touch bases in legal order (i.e., first, second third and home plate).
- 3.2.6.2. One base runner may not pass a base runner in front of them; doing so will result in an out.
- 3.2.6.3. Base Runners may be called out; however, three outs are not enforced. The player that is out returns to the bench and the rest of the lineup continues to bat.
- 3.2.6.4. Runners move one base at a timer per batter, if there is a hit into the outfield grass runners may advance two bases.
- 3.2.6.5. Overthrows
 - 3.2.6.5.1. Overthrows are not recognized and base runners do not advance.
- 3.2.6.6. Stealing
 - 3.2.6.6.1. Baserunners are never allowed to lead off or steal.
- 3.2.6.7. The last batter of the lineup hits a "home run" to clear the bases.

3.2.7. *DEFENSE*

3.2.7.1. Defensive Positions

- 3.2.7.1.1. A 9-player defense is used (see Appendix B).
 - 3.2.7.1.1.1. Any additional players must be rotated on the bench fairly. No player will sit on the bench more than one inning in a game unless all players have sat one inning.

3.2.7.2. Player Rotation

- 3.2.7.2.1. Positions should be rotated every inning.
- 3.2.7.2.2. Players must be rotated alternating between the infield positions (1st, 2nd, 3rd and SS) and outfield positions (right, center, left) every inning. The pitching and catching positions may be rotated in before or after an infield position without penalty, however a player may not play an infield position move to pitcher and then move to catcher.
- 3.2.7.2.3. Players should not play the same position more than one innings in any one game, unless a bench player must enter the game due to injury of another player that was in the same position she was in earlier.
 - 3.2.7.2.3.1. Coaches should have a rotation chart they use; one can be provided if so desired.

3.2.7.3. Catchers must wear full catcher's equipment

- 3.2.7.4. The player pitcher must be positioned off-to-the side and behind the pitching coach.
 - 3.2.7.4.1. In an attempt to get the kids involved as much as possible at the positions of pitch and catcher the catcher should throw the ball back to the player pitcher rather than the coach pitcher.
- 3.2.7.5. In Field Fly
 - 3.2.7.5.1. The infield fly rule is not enforced.
- 3.2.7.6. Field Coaches
 - 3.2.7.6.1. Keep in mind that at any point of the season, the primary purpose is to foster understanding, skills, and enjoyment of the sport of Softball. Situations may occur during a game that offer coaches an opportunity to take advantage of what is often referred to as a “teachable moment”. It is highly unlikely that all the players on every team know all the rules or what to do in every situation. It is encouraged that coaches capitalize on these opportunities and teach the players, on both teams, some of these finer nuances of the sport.
 - 3.2.7.6.2. A maximum of two defensive coaches are permitted on the field.
 - 3.2.7.6.3. Coaches are permitted anywhere on the field and are encouraged to provide direction to the players but should not assist in the play.
- 3.2.7.7. Defensive and Offensive Switch
 - 3.2.7.7.1. The defensive and offensive teams switch when all players of one team have taken a turn to hit.

3.3. 3RD/4TH GRADE RULES – {FOR TOURNAMENT PLAY PLEASE SEE TOURNAMENT APPENDIX C AT THE END OF THE RULE BOOK}

3.3.1. PLAYING FIELD (PLEASE SEE APPENDIX A & B AT THE END FOR FIELD DIMENSIONS & DEFENSIVE ALIGNMENTS FOR EACH AGE LEVEL)

3.3.2.

3.3.2.1. Pitching Distance

3.3.2.1.1. The pitching distance is 35 feet and is measured from the apex of home plate to the front bar of the pitching machine. The player pitcher may not play in front of the pitching machine, she must be behind the front bar of the machine.

3.3.2.2. Base Distance

3.3.2.2.1. The baseline is 60 feet and is measured from the apex of home plate

3.3.2.2.2. The Runner's base is used at first base. Half the base is white (placed in fair territory) and half is orange (placed in foul territory). When using the double base, a batted ball hit or bouncing over the white portion is declared fair, and a batted ball hit or bouncing over the orange portion is declared foul. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the orange portion. On any force attempt from the foul side of first base, or a wild throw pulling the defense into foul ground, the defense and the batter-runner can use either the white or orange portion. This includes overthrows. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch the white or orange portion. Should the batter-runner return, the runner may return to the white or orange portion. When tagging up on a fly ball, the white or orange portion may be used.

3.3.2.3. On Deck Circle

3.3.2.3.1. The on-deck circle is a five-foot circle placed adjacent to the end of the team's bench closest to home plate.

3.3.3. GAME TIME

3.3.3.1. The official game time is 1 hour and 5 minutes or 7 innings, whichever occurs first.

3.3.4. SCORING

3.3.4.1. While the focus is still skill development and having a positive experience, coaches are expected to keep score and report it into the Sports engine app after the game is completed. Score books can be provided to each team. Win/loss records and standings will be kept by the league via the P.L.A.Y. sports engine website.

3.3.5. HITTING

3.3.5.1. Pitching

3.3.5.1.1. A coach from each team will operate the pitching machine and pitch to the batters on their own team.

3.3.5.1.2. The ball must be delivered to the batter in a safe manner, and no arch required.

3.3.5.1.3. Strike Zone

3.3.5.1.3.1. The pitch is judged at home plate, not where the batter is standing. A batter's natural batting stance is used. The strike zone is only that part over home plate that is lower than the top of the batter's shoulder or higher than the bottom of the front knee.

3.3.5.1.4. Pitched ball is dead when it hits the ground.

3.3.5.1.5. If the coach pitcher or pitching machine is hit with a batted ball, it is a dead ball and the batter is returned to the batter's box.

3.3.5.2. Number of Pitches

- 3.3.5.2.1. Each batter is allowed 5 pitches or 3 strikes, whichever comes first. The fifth pitch unless hit fair or foul (fifth pitches that are fouled off foul, the batter will receive another one until it is hit fair or they strike out) will be an out, there are NO walks. In order for the batter to run the ball should be hit fair.

3.3.5.3. Pitching Machine

- 3.3.5.3.1. **Spring speed should between 40-42 mph refer to the settings on the machine for the appropriate settings of each piece to achieve desired speed. To encourage the most growth for the players the pitching machine should be set at 40 mph which is spring setting 9 from the season start through the first six games. After the first six games the speed should be increased, at the next practice (do not increase the speed for the first time at a game), to 42 mph which is spring setting 10.** Please see the PLAY softball website tab called "Coach's Corner --in-house pitching machine" for specifics on how to operate and adjust the pitching machine. Link provided here: <https://www.playinfo.org/softballcoaching>.

- 3.3.5.3.2. All pitching machines MUST be operated by a coach or parent volunteer. For their own safety, players are NOT allowed to operate the pitching machines at any time, for any reason.

3.3.5.4. Bats

- 3.3.5.4.1. Bats marked as ASA or USA softball bats are legal.

3.3.5.5. Official Softball

- 3.3.5.5.1. The official softball is an 11-inch softball

3.3.5.6. Lineup

- 3.3.5.6.1. There should be a new line up each game, keeping a fair rotation throughout the season.
- 3.3.5.6.2. The on-deck batter should stand in the on- deck circle, a coach should designate the on-deck circle on each side of the field prior to the start of the game. Keep the on-deck batter out of the direct line of batted foul balls. Only one player should be in the on-deck circle at a time, the remaining players should be sitting on the bench with their helmets on. The on-deck batter may loosen up with no more than one bat, a warm up bat or attachment may also be used if it meets the equipment certifications standards.

3.3.6. **BASE RUNNING**

- 3.3.6.1. The base runners must touch bases in legal order (i.e., first, second third and home plate).
- 3.3.6.2. One base runner may not pass a base runner in front of them; doing so will result in an out.
- 3.3.6.3. Play will stop (runners stop running) when the ball has been in control by a fielder.

3.3.5.3.1 Scenario 1-Ball that never leaves the infield - Once a fielder has control of the ball the runners should stop at the next base. This encourages the infielder to throw the ball to the appropriate base without the fear of runners advancing to the next base because of an overthrow.

3.3.5.3.2 Scenario 2-Ball hit to the outfield - If no outfielder has control of the ball the runners continue to advance. Once the outfielder gains control of the ball and throws it into the infield the runners will stop at the next base. This encourages making a play regardless of the infielder making the catch.

3.3.6.4. Overthrows

- 3.3.6.4.1. Base runners may NOT advance on over throws. It is more important that the players learn to complete the play therefore they will not be punished for trying to throw the runner out. If the opposing team is playing without a catcher only one baserunner may run home on a single from third base. A runner on 2B must stop at third base.

3.3.6.5. Stealing

- 3.3.6.5.1. Baserunners are never allowed to lead off or steal. Base runners may not leave their base until the pitched ball crosses the plate or is hit.

3.3.7. DEFENSE

3.3.7.1. Defensive Positions

- 3.3.7.1.1. A 9-player defense is used at the 3rd/4th grade level (see Appendix B).
 - 3.3.7.1.1.1. Any additional players must be rotated on the bench fairly. No player will sit on the bench more than one inning in a game unless all players have sat one inning.

3.3.7.2. Player Rotation

- 3.3.7.2.1.1. Players should be rotated every inning.
- 3.3.7.2.2. Players must be rotated alternating between the infield positions (1st, 2nd, 3rd and SS) and outfield positions (right, centerfield, left field) for 3rd-4th grade. The pitching and catching positions may be rotated in before or after an infield position without penalty, however a player may not play an infield position move to pitcher and then move to catcher.
 - 3.3.7.2.2.1. Players may not play the same position more than two innings in any one game and never consecutively, unless a bench player must enter the game due to injury of another player that was in the same position she was in earlier.
 - 3.3.7.2.2.2. Coaches should have a rotation chart they use; one can be provided if so desired.
- 3.3.7.2.3. Catchers must wear full catcher's equipment
- 3.3.7.2.4. The player pitcher must be positioned off-to-the side of the pitching coach.
 - 3.3.7.2.4.1. In an attempt to get the kids involved as much as possible at the positions of pitch and catcher the catcher should throw the ball back to the player pitcher rather than the coach pitcher.

3.3.7.3. In Field Fly

- 3.3.7.3.1. The infield fly rule is not enforced.

3.3.7.4. Field Coaches

- 3.3.7.4.1. Keep in mind that at any point of the season, the primary purpose is to foster understanding, skills, and enjoyment of the sport of Softball. Situations may occur during a game that offer Coaches an opportunity to take advantage of what is often referred to as a "teachable moment". It is highly unlikely that all the players on every team know all the rules or what to do in every situation. It is encouraged that coaches capitalize on these opportunities and teach the players, on both teams, some of these finer nuances of the sport.
- 3.3.7.4.2. A maximum of two defensive coaches are permitted on the field until May 31st, after May 31st there will be no defensive coaches permitted on the field, any remaining coaches should direct players from their team bench, this means from behind the fence line.

3.3.7.4.3. Defensive coaches are permitted only in the outfield grass and may not coach from the infield dirt. Coaches are encouraged to provide direction to the players but CANNOT assist in the play, if a coach touches an in-play ball while in the field it should be ruled a dead ball and any runners should return to their starting bases and the hitter must return to the plate with their prior pitch count and strike count.

3.3.7.5. Defensive and Offensive Switch

3.3.7.5.1. The defensive and offensive teams switch when the defensive team obtains 3 outs or when all the offensive team obtains five runs.

4. POINTS OF EMPHASIS

4.1. *TEAM SUPERVISION*

4.1.1. Responsible adults must supervise teams and players at all times, on and off the field, preferably the coaching team however if you are aware that as the coach you are unable to attend a practice or game, we would request that you make arrangements to cover that time with a temporary parent volunteer.

4.1.2. Coaches and fans should consider the players' welfare, physically and mentally, in all situations. Please do your part to make sure that the experience is fun and enjoyable for everyone involved.

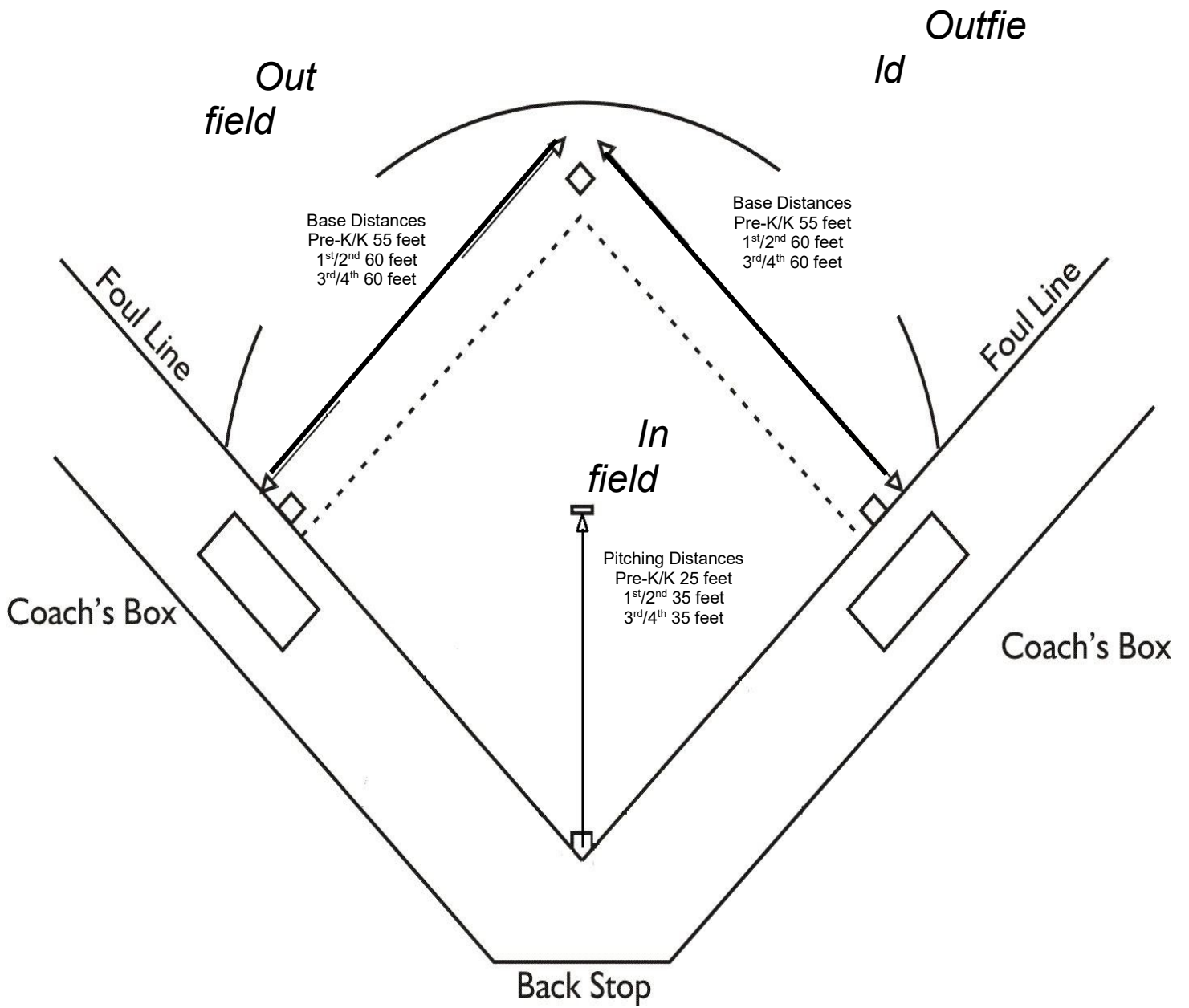
4.2. *PLAYER ROTATIONS*

4.2.1. Players should be rotated a minimum of every 2 innings, no player will be allowed to play more than 2 innings in a row in the infield or the outfield. Players may not play the same position more than two innings in any one game, unless a bench player must enter the game due to injury of another player that was in the same position she was in earlier. A player cannot play catcher more than 3 innings in a game. Any player playing catcher must also rotate through at least one infield position (P, 1B, 2B, SS, 3B) and one outfield position (LF, LF, RCF, RF) in the game. Coaches should have a rotation chart they use; one can be provided if so desired.

4.2.2. Shorthanded Players

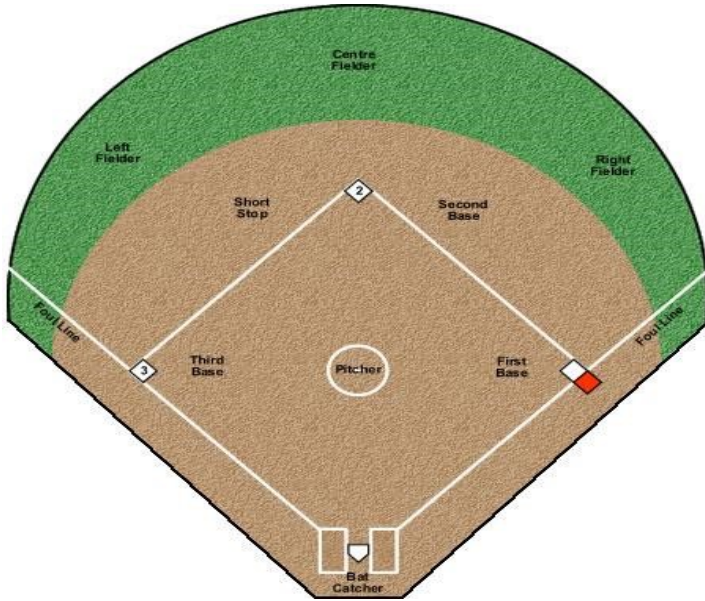
4.2.2.1. Since the focus of this league is on facilitating the players' participation, ability and capability to play the game, it is strongly recommended that in a situation where a team has fewer than eight players that the opposing team would "loan" the short-handed team enough players so that the game may be played.

APPENDIX A: PLAYING FIELD

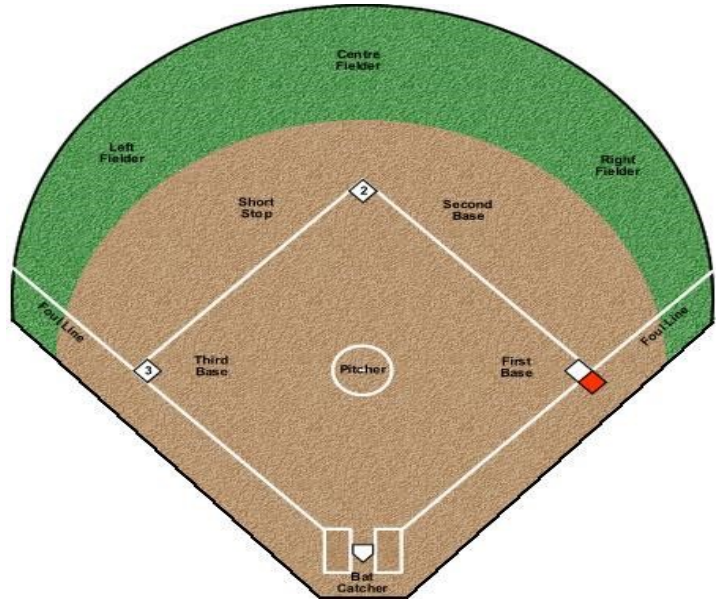


APPENDIX B: PLAYER POSITIONS

PRE-K / KINDERGARTEN



3RD - 4TH GRADE (2022)



*In 2022, 3rd & 4th grade will play with 4 OUTFIELDER (LF, LCF, RCF, RF).

** Catcher position is not required at the 1st / 2nd Level.

PRE-K / K		2022 3RD - 4TH GRADE	
9 PLAYERS	CATCHER 1ST BASE 2ND BASE 3RD BASE SHORT STOP LEFT FIELD CENTER FIELD RIGHT FIELD	9 PLAYERS	PITCHER 1ST BASE 2ND BASE 3RD BASE SHORT STOP LEFT FIELD LEFT CENTER FIELD RIGHT CENTER FIELD RIGHT FIELD
8 PLAYERS	CATCHER 1ST BASE 2ND BASE 3RD BASE SHORT STOP LEFT CENTER FIELD RIGHT CENTER FIELD	8 PLAYERS	1ST BASE 2ND BASE 3RD BASE SHORT STOP LEFT FIELD LEFT CENTER FIELD RIGHT CENTER FIELD RIGHT FIELD
7 PLAYERS	1ST BASE 2ND BASE 3RD BASE SHORT STOP LEFT FIELD CENTER FIELD RIGHT FIELD	7 PLAYERS	1ST BASE 2ND BASE 3RD BASE SHORT STOP LEFT FIELD CENTER FIELD RIGHT FIELD

APPENDIX C: TOURNAMENT PLAY (3RD/4TH GRADE ONLY)

1. All 3rd/4th Grade rules in this rulebook apply unless otherwise noted in these tournament rules.
2. Teams must compete with only their rostered players, as in the regular season if a team is short, they may adapt their lineup and the game will be played. There will be no forfeits due to having fewer than 9 players.
3. All tournament games including the round robin games, bracket games, and the championship game will be a maximum of seven innings with a 1 hour and 10-minute time limit. No new inning will start after 65 minutes. All innings will be finished if started. The international tie breaker rule will be invoked, where starting each half inning after the 70-minute time limit or the seventh inning the offensive team begins the inning with the last out from the previous inning on second base, to resolve all ties in bracket games. Ties are permitted in pool play.
4. Game run rule: If one team is ahead by 15 runs after 3 innings or 12 runs after 5 innings the run rule will go into effect and the game will end after the bottom half of said inning.
5. A coin toss or ball roll (closest to Homeplate) will be used to determine home and visiting teams in all tournament games. Each team should keep a book but the home team score book will be considered the games official book and is responsible for ensuring the umpire has the official score.
6. All teams must bat all players and can substitute freely, defensive rules still apply and players must be rotated between infield and outfield positions alternating every other inning.
7. Each batter is allowed five pitches or three strikes; whichever comes first, this is less than regular season to speed up the game to ensure all tournament games are played. Foul balls with 2 strikes or the 5th pitch will not result in an out. The batter will get another pitch regardless of the pitch count until the batter either takes a pitch in which case she is called out on pitch count, swings and misses causing a third strike and is out, or puts the ball in play.
8. **Spring speed will be set at 42 mph, same speed as what the machine should be set at after the 4th game. Please see the website coach's page for specifics on how to operate and adjust the pitching machine.**
9. Defensive coaches are not permitted on the field and all coaching must be done from the dugout or from behind the fence line.
10. In the event of inclement weather or other unforeseen circumstance the tournament director has the right to adjust the format of this event. All parties will be duly notified.
11. The Tournament Director reserves the right to shorten the games in the event of bad weather.
12. Umpires will be provided by P.L.A.Y.
13. All protests will be settled on the field, the umpire's decisions are final. No appeals will be allowed to the Tournament Director.
14. Heckling the umpires will not be allowed. The coach of the team whose player, coach, or fan who violates this rule will be warned once. If the heckling continues the player, coach, or fan will be asked to leave the facilities. Players, coaches, or fans not complying within two minutes will cause the forfeiture of the game to the opposing team. Please make sure your players, coaching staff, and fans know of this rule prior to the tournament.
15. Please leave all dugouts cleaner than you found them and remove all trash from your bench area after each game.