



RULEBOOK

2025

Pearland Girls Softball Association



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1. RULEBOOK COMMITTEE

The Pearland Girls Softball 2024 Rules Committee Members:

Title	Name
Player Agent	Clay Sanford
Registrar (Chair)	Dustin Grant
T-Ball/6U Division Director	Yvonne Ortiz
8U Division Director	Jaylen Jordan
10U Division Director	David Vaughn
12U/14U Division Director	Jeremy Ard
6U Division Representative	Aaron Petty
8U Division Representative	Clay Collier
10U Division Representative	Ben Wilkerson
12U/14U Division Representative	John Stafford

The Rulebook Committee will examine the past revision of the PGSA Rulebook, USA Softball Rulebook and other local rulebooks to recommend additions, deletions, and/or modifications for the upcoming season.

It is the Pearland Girls Softball Association Board of Directors final decision to accept or deny any new rules or to modify any existing rules. The Board must uphold USA Softball's rules as described in the [2024 Participation Manual Official Rules of Softball](#) with the modifications described in the below Rulebook.

The Rulebook Committee must meet as much as needed to have the new rule recommendations and existing rule modifications presented to The Board at the first meeting in December. The Rulebook Committee will be made up of ten (10) members. The members will consist of the Player Agent, Hosting Chair (current board member), Division Directors, and a representative from in each division (except T-Ball).

2. TEAM DEFINITIONS

2.1. RECREATIONAL AND/OR LEAGUE TEAMS

Teams comprised of players from (Pearland Girls Softball Association (PGSA) who were chosen through the Recreational Draft process outlined in Section 5 of this Rulebook.

These teams can play in League team, All-Star, C-Class or Open games or tournaments.

2.2. POST SEASON TEAMS (ALL-STAR AND/OR TOURNAMENT TEAMS)

Teams comprised of players from PGSA who selected through the Post Season Selection process outlined in Section 9 of this Rulebook.

These teams can play in All-Star, C-Class or Open games or tournaments.

2.3. DIVISION A TEAMS (SELECT, C-CLASS, OR OPEN TEAMS)

Teams comprised of players from PGSA or outside of PGSA who were not selected through either the Recreational Draft process, Section 5, or the Post Season Selection process, Section 9 of this Rulebook. Division A teams must follow the rules set forth in Section 10 of this Rulebook.

These teams can play in C-Class or Open games or tournaments.

2.4. COACH DEFINITIONS

- 1) Head Coach (aka Manager of Record) – Head Coach shall perform all duties associated with instructing the team players in the rules and methods of playing the game of softball. Only one (1) Head Coach per team.
- 2) Assistant Coach (aka Coach of Record) – Assistant Coach will assume all responsibilities of the Head Coach when the Head Coach is unavailable. Only one (1) Assistant Coach per team.
- 3) Team Parent – Team Parent will be assigned by the Head Coach and will report to the Booster Club Director and will assist him/her with miscellaneous team business.
- 4) Miscellaneous Volunteer – Miscellaneous Volunteers are assigned by the teams Head Coach. These volunteers can consist of additional coaches, helpers with maintaining the fields, running scorebook, scoreboard, etc.

3. SPORTSMANSHIP AND CODE OF CONDUCT

This section applies to all teams, coaches, parents, and spectators who attend and/or participate in any PGSA activity or event.

- 1) There will be no profanity or alcoholic beverages used by the players, coaches, spectators, or parents during practice or games. Intoxication will not be permitted on the premises.
- 2) There will be no smoking in the dugouts or inside the fence; bleachers or surrounding areas. Smoking is allowed only in designated areas (i.e., Parking Lot at Dad's Club).
- 3) All coaches, parents and spectators must abide by all traffic rules and posted signs, including posted speed limits and disabled and reserved parking signs.
- 4) Failure to comply with the above rules may result in ejection from the premises and further action by the Pearland Girls Softball Association Board of Directors.
- 5) All teams are responsible for picking up trash in the dugout and from around their stands after each practice and game. It is the head coach's responsibility to ensure that this rule is enforced.
- 6) Model Sportsmanship: Demonstrate respect for all participants, including players, parents, officials, and opposing Coaches. Win or lose, maintain composure and exhibit good sportsmanship at all times.
- 7) Prioritize Player Development: Focus on the holistic development of each player, emphasizing skill-building, Teamwork, and personal growth over winning at all costs.
- 8) Provide Safe Environment: Ensure the safety and well-being of all athletes under your supervision. Follow Appropriate safety protocols and address any concerns regarding player health or safety promptly.
- 9) Fair and Equal Treatment: Treat all players fairly and equally, regardless of skill level, background, or personal Attributes. Avoid favoritism and provide opportunities for every player to contribute and improve.
- 10) Effective Communication: Maintain open and clear communication with players, parents, and program Administrators. Keep parents informed about schedules, expectations, and any relevant updates.
- 11) Respect Privacy and Confidentiality: Respect the privacy and confidentiality of players and their families. Refrain
- 12) Parents do not have the right to vote a Head or Assistant Coach on or off a team. All complaints relating to team management must be presented in writing to the appropriate Division Director within 48 hours of the event or objectionable conduct for action. All other problems or complaints must be presented in writing to the appropriate Division Director within 48 hours.

4. REGISTRATION

- 1) Registration place and date will be set by the Board. The Registrar, Division Directors and Player Agent will handle late registration.
- 2) Players must at time of registration, pay a registration fee set by the Board. The President, on a case-by-case basis, will consider hardships. There will be no hardships on A-Team.
- 3) A parent or legal guardian must register their child and present a birth certificate as proof of age at registration as well as a current photo of registered player. The appropriate Division Director must settle all questions as to age.
- 4) Players will be placed on the same team as their sister if the parents request it at registration.
- 5) Players must be no older than the maximum age for their division as of September 1st (of the current year if the Fall) of the previous season.
- 6) A player must play in their age division or at most one division higher with Board approval.
- 7) Any player registering during early registration and regular registration time is guaranteed a place on a team.
- 8) All divisions will be formed unless player registration totals prohibit their formation. If two Pixie divisions cannot be formed, it will be a Board decision to either form a Senior Pixie Division for players ages 5 through 8 or have the two divisions play CO-OP. Any division may play CO-OP if not enough teams can be formed for a competitive league.

4.1. TRYOUTS

- 1) The Player Agent, President, Registrar, and appropriate Division Director will determine the number of teams per division as soon as possible after regular registration, but before tryouts, to allow for selection of Head and Assistant Coaches. If necessary due to late registration, additional teams may be added or deleted any time before the draft.
- 2) The Board will schedule player tryouts, including pitcher tryouts for 10U Division and above and will determine rescheduling for any reason.

4.2. WAITING LIST / LATE REGISTRATION

- 1) Late Registration will begin as soon as the regular Registration time period has closed. There will be no late registration accepted up to 1 week after the Division Draft or after maximum players limit rosters are filled, without Board approval.
- 2) A waiting list will be managed by the Division Directors. There is no guaranteed team spot for waiting list players.
- 3) Number of teams per Division will be determined prior to allowing waiting list players to register and the amount of volunteer coaches.
- 4) After the draft deadline, late registration will be placed on teams by the Player Agent, President, and appropriate Division Director. The late signers will be drawn out of a hat at the end of each week until registration is completed by the Player Agent and President in front of Head or Assistant Coach only needing players to fulfill their rosters. This will continue until all teams are filled as set by the Division Director and Player Agent. Any late signers who are able to be brought in after teams have been established, will be drawn as hat picks from teams who are in need of additional players until the teams needing additional players fill their roster.

5. RECREATIONAL TEAM DRAFT

5.1. LEGACY PLAYERS

- 1) Each team is allowed to carry two (2) Legacy Players in addition to the head and assistant coaches' daughters, which will be considered additional legacy players. Any additional head or assistant coaches' daughters are sister options at bottom of draft as normal.
 - a. If a legacy player has a sister option, this will be considered as an additional legacy player, which will default a team to only one Legacy Player as the sister option will take the place as the additional Legacy Player.
- 2) For each team:
 - a. The number of Legacy Players who are pitchers cannot exceed two (2).
 - b. The number of Legacy Players who are catchers cannot exceed two (2).
- 3) The parents and/or guardians of Legacy Players must complete the Legacy Player Acknowledgement and Consent Form, and submit to Player Agent no later than 24 hours prior to the player tryouts.
 - a. The head and assistant coach do not need Legacy Player Acknowledgement and Consent Form submitted for their daughters.

5.2. SEASONS AND DRAFT OPTIONS

- 1) Head Coach Option: the Head Coach's daughter will count as the third (3rd) round draft choice.
- 2) Assistant Coach Option: the Assistant Coach's daughter will count as the fourth (4th) round draft choice.
- 3) Legacy player option: When a Head Coach designates Legacy Players, the first (1st) Legacy Player will count as the first (1st) round draft choice and the second (2nd) Legacy Player will count as the second (2nd) round draft choice.
- 4) Sister option: In the case of two (2) sisters, the first girl may be drafted in any round and the remaining sister will be the team's last draft choice. The Player Agent will notify all Head Coaches of sisters in the draft pool before the draft begins. In the event the said sisters' are not drafted prior to the eighth round, drafted method will be determined by the Division Director and Player Agent. This is not allowed for Legacy Players, however is allowed for Head Coach or Assistant Coach Options.
- 5) Hat Picks: Players who register for league play, but do not make tryouts will be "HAT PICKS". Hat picks can be used as a draft choice in any draft round.
- 6) For the 10U and up Divisions there will be a supplemental draft for teams designated without a pitcher or catcher from a pool of available pitchers and catchers. Any pitcher not drafted during the supplemental draft will return to the general pool of players. The pitchers drafted in the supplemental draft will count as a fifth (5th) round draft choice and the catchers will count as a sixth (6th) round draft choice.

5.3. DRAFT PROCESS - T-BALL DIVISION

- 1) The Player Agent, Registrar, President, and Division Director division will decide the number of players on each team in the division before the draft begins.
- 2) If a Head Coach is returning to the same division from the past Spring Season, he/she will get 1st priority to team name. If a Head Coach is returning but moving to another division he/she will be given 2nd priority to team name. All new Head Coaches will be given 3rd priority. All ties will be broken by random hat pick draw.

- 3) T-Ball will utilize a Hat Pick draft drawn and completed by the Division Director with the Player Agent.
- 4) All Draft Options are still applicable and must be discussed with the Division Director prior to the Draft.
- 5) The Division Director has final decision and time allotment for trading once rosters are provided to the head coaches.

5.4. DRAFT PROCESS - 6U AND UP

- 1) The Player Agent, Registrar, President, and Division Director division will decide the number of players on each team in the division before the draft begins.
- 2) If a Head Coach is returning to the same division from the past Spring Season, he/she will get 1st priority to team name. If a Head Coach is returning but moving to another division he/she will be given 2nd priority to team name. All new Head Coaches will be given 3rd priority. All ties will be broken by random hat pick draw.
- 3) During each division's draft, only the President, the appropriate Division Director, the Player Agent, Registrar, Scheduler and each team's Head and Assistant Coach are allowed to be present. The Head Coach, with Division Director's approval, may appoint a representative to assist in their team's draft.
- 4) Each division will utilize a snake draft. A lottery will be utilized to determine the draft order. Each Head Coach will choose his draft position based on his/her lottery number.

NOTE: In a Snake Draft, the first round of the draft will be first position to last, i.e., 1-2-3-4. The second round will be last position to first, i.e., 4-3-2-1. Each round continues in this order until all players are drafted.

NOTE: The team that draws the lowest number (highest priority) in the draft lottery is not required to take that position in the draft order. That team has the option to choose the available draft position they would like. Example, lottery draw one (1) could select some where in the middle or end of the draft order.

- 5) If the Head Coach has a daughter on the team, he must use his Head Coach's option in the third (3rd) round. If the Head Coach has an Assistant Coach named, he must use the Assistant Coach's option in the fourth (4th) round.
- 6) Trades will be allowed after draft. All Rosters will be finalized at the draft. The Division Director has final decision and time allotment for trading.



6. EQUIPMENT AND SAFETY RULES

This section applies to all PGSA teams (Spring League, Fall League, All-Star, A-Ball Division), Co-op Teams, and Teams using PGSA managed fields. The below rules will be strictly enforced for the safety of the players and for insurance requirements.

- 1) All players must wear the required safety equipment during games and practices:
 - a. Batters, base runners, and on-deck players must wear helmets with faceguards. For T- Ball, 6U and 8U Divisions, the helmets may be equipped (but not required) with a chinstrap. If a player is in the batting cages, a helmet with faceguard must be worn at all times.
 - b. Catchers must wear protective headgear with a mask and throat protector, a chest protector, and shin guards. For T-Ball Division, soccer-type kneepads and shin guards are allowed.
 - c. All infield positions must wear protective face masks in all league divisions.
- 2) Metal Cleats are not allowed.
- 3) All jewelry, including stud earrings must be removed before each game and practice to reduce the potential for injury.
- 4) All players must wear the current year's league uniform during league play. Any proposed modifications to a team uniform must be approved by the appropriate Division Director.

7. HEAD AND ASSISTANT COACHES

- 1) All Head and Assistant Coaches will submit applications each season and are subject to approval by the Board. All applicants are subject to Board approval as well as background check.
- 2) A coaching staff will consist of a Head Coach, an Assistant Coach and no more than 3 Misc. Volunteer Coaches.
- 3) All coaches are selected by the Head Coach but must meet Board approval.
- 4) The Assistant Coach is to assist the Head Coach in the operation of the team and in the Head Coach's absence assumes all the responsibilities as the Head coach, in addition to his/her assigned duties.
- 5) If any Head Coach gives up his/her team, his/her Assistant Coach will have first choice to take over as Head Coach of such team with the approval of the Board.
- 6) No Head Coach will have the right to manage more than one league team at one time.
- 7) Head Coaches shall perform all duties associated with instructing the team players in the rules and methods of playing the game of softball.
- 8) The Head Coach is responsible for all affairs pertaining to his/her team. The Head Coach will assume full responsibility for the actions of his/her coaching staff, players, and parents.



- 9) In-game ejections of any Head Coach, Assistant Coach, Misc. Volunteer Coaches and/or anyone on the field representing PGSA at any softball-related event (regardless of location) will have an immediate one (1) game suspension.
- 10) All in-game ejections will be further reviewed by the appropriate Division Director and the Player Agent and presented to the Executive Board to determine whether or not additional penalties are warranted. Additional penalties must be approved by the Executive Board.
- 11) The Head Coach is responsible for all equipment issued to his/her team and must see to it that all equipment is turned in to the appropriate Division Director at the end of the playing season. A \$250 refundable deposit payable to Pearland Girls Softball Association from either the Head or Assistant Coach shall be provided to the appropriate Division Director at the time equipment is issued.
- 12) It is the Head Coach's responsibility to see that his/her team is fully represented when the team is scheduled for field maintenance duty in the team's division. The Maintenance Director determines representation.
- 13) With the exception of T-Ball, for the Spring season no more than three (3) mandatory events (games and/or practices are considered events) and for the Fall season no more than two (2) mandatory events per week (league season games are always considered mandatory). If a Head or Assistant Coach schedules additional events, any additional events must be designated as voluntary. Attendance by players is strictly voluntary for such named activities. The Head or Assistant Coach must be present for the duration of all voluntary activities, but no player will be penalized in any fashion for not attending.
 - a. T-ball: The number of mandatory team meetings for practice is once per week and one hour per practice. Games and make-up games do not count towards this limit.



EXCEPTION: League tournament play will not affect this limit.

- 14) A Head Coach may request a player be dropped from a team at his/her discretion if the player repeatedly fails to willfully participate in practice or league play. The appropriate Division Director must concur with this action and seek approval from the Board. Repeated failure is defined as:
 - a. Three (3) consecutive mandatory events per season or;
 - b. Five (5) total mandatory events per season.

- 15) Head Coaches must give the scheduler and the appropriate Division Director at least 48 hours notice prior to a scheduled league game if requesting it to be rescheduled. A league game will not be rescheduled unless: (1) it is rained out and/or field conditions do not allow for play; or (2) the minimum number of players required cannot be met. The team must make best efforts to secure eligible pickup players, including asking its Division Director to request pickup players from the eligible pool of pickup players. Games will be rescheduled by the scheduler. Once a game has been rescheduled and a team fails to show up to play, then that team will forfeit. If both teams fail to show up to play, it will be a double forfeit.
- 16) The Head Coach is responsible for providing proof of certification to their respective Division Director for the following items:
 - a. Completed USA Softball background checks for Head Coach, Assistant Coach and all volunteers helping on the field or in the dugout.
 - b. Completed and passed SafeSport and ACE certifications for either the Head or Assistant Coach.



NOTE: All of these checks/certifications expire August 31st every year.

- 17) It is the Head Coach's responsibility to ensure that his/her team is fully represented on Field Maintenance Days by a minimum of two persons.
- 18) The Head Coach must select a Team Parent who will be a member of the Booster Club and will assist him/her with the Team's business and responsibilities.
- 19) The Head and Assistant Coach are responsible for ensuring players are wearing helmets while taking batting practice in the cages or on the fields at all times. Failure to do so will result in team's loss privileges and possible removal from coaching by the PGSA Board.
- 20) The Head and Assistant Coach are responsible to ensure that all before, during and after game duties are performed. The duties are posted on each dugout. It is encouraged to have the parents of the team perform these duties.

7.1. THE HEAD AND ASSISTANT COACH WILL NOT

- 1) Verbally, physically, sexually or emotionally abuse, harass, or haze a player, official, or peer. Any physical contact in an aggressive manner, profanity, verbal abuse, or obscene gestures will not be tolerated.
- 2) Illegally use or possess drugs or alcohol at team events such as practices, games, tournaments etc. Coaches will be drug and alcohol free at any event representing the Pearland Girls Softball Association.
- 3) Show excessive favoritism toward one player over another. Intentionally isolate, shame or single out a player in a destructive or harmful way.
- 4) Retaliate against a player, parent, peer, or official.

8. LEAGUE GAME RULES

- 1) Unless otherwise provided herein, the most current publication of the USA Softball Official Rules of Softball ([2024 Participation Manual Official Rules of Softball](#)) shall apply.
- 2) Deviations and/or variations to the USA Softball Rules must be stated in these Rules and approved by the Board. No rule changes can be implemented during the course of the season unless it is for one of the following reasons:
 - a. A rule may be changed if it concerns the safety of the players.
 - b. Rule Interpretations may also be provided for help with clarification of word ruling.
 - c. A rule may be deleted, updated, or added if changes in USA Softball Rules are made that affect our playing rules.
- 3) Teams involved in CO-OP leagues will conform to CO-OP league playing rules.
- 4) Umpires shall have complete control of each game from start to finish. The umpire's decision is final. There will be no protests allowed on judgment calls. All protests shall be handled according to USA Softball guidelines.
- 5) During all league games the Board Member(s) on Duty shall have the final decision over all matters not addressed by these Rules.

8.1. ALL DIVISIONS

- 1) Head Coaches must be ready to submit their lineup cards to the official scorekeeper, umpire, and opposing team 10 minutes prior to each game.
 - a. Each team will bat their entire roster.
 - b. There will be free defensive substitutions.
 - c. Players arriving late will be added to the bottom of the batting order.
 - d. Once a team has batted through the entire line up the player arriving late will not be allowed to enter the game, unless an automatic out has been taken to retain the late players position in the line up.
 - e. A team must start a game if the below minimum number of players are available at the scheduled game time.
 - i. 9 players in 6U or 8U
 - ii. 8 players in 10U or up
 - f. A team must finish a game with at least seven players.
 - g. Pitchers and Catchers must be marked on the lineup cards and scorebook.
- 2) Two hand rule: If a ball becomes lodged in an inaccessible place or out of the field of play (i.e. into dugouts, past temporary fencing, out of field gates), the fielder should raise both hands. The umpire will use his/her judgment in placing the runners.
- 3) Courtesy Runner – Catcher ONLY: Courtesy runners will be allowed ONLY for the catcher-runner when there are two (2) outs. The courtesy runner will be last recorded out. If the catcher-runner is provided a courtesy runner, the catcher-runner MUST catch the entire immediate defensive half-inning.
- 4) After one warning per team, any batter who, in the umpire's judgment, throws a bat will be called out and a dead ball declared. T-Ball will have two warning per team.
- 5) Injured player: Play stops immediately for injured players. Coaches may go directly to the player. The umpire will use his/her judgment in placing runners. If an injured batter is unable to finish their turn at bat, they will be called out. If an injured batter/runner is unable to finish her turn to run the

bases, the last player declared out will run for the batter/runner. If the injured player is unable to return to the game for her next turn at bat, she will be omitted in the batting order and not called out. This player may not return to the game.

- 6) No player present at any game will be allowed to sit out for two (2) consecutive innings unless due to injury. It is the Head Coach's responsibility to make sure this rule is enforced.
- 7) If both teams in a game fail to comply with this rule, each team will be credited with a loss.
- 8) If a player present at a game does not play for two (2) consecutive innings for any justified reason, the Head Coach will have the scorekeeper enter this fact on the scorebook before, during and after the game begins.
- 9) If a player refuses or is unable to bat (except for injury or illness) at their official time at bat, they will be called out. A batter must finish running her bases unless injured.
- 10) A new inning will begin after the home team's third out. No inning will begin after the time limit for the division of play has expired, unless the game is tied. When time expires, the inning must be completed if the game is within competitive/scoring reach; if not, the game will end immediately.
- 11) If the game is tied at the completion of the inning after time has expired, the International Tie Breaker (ITB) rule will be used for one inning.
 - a. 6U & 8U Divisions: ITB Inning will begin with Runners on 2nd and 3rd base with 2 outs.
 - b. 10U & Up Divisions: ITB Inning will begin with Runners on 2nd and 3rd base with 1 outs. Each batter will receive a 2-0 count.
 - c. If still tied at the end of the ITB inning, then each team gets 1/2 win and 1/2 loss.
- 12) Game time will be kept by the umpire. The umpire will notify the official scorekeeper of the time indicated on the umpire's watch when the clock starts. The official scorekeeper will note this time in the scorebook.
- 13) During the last 5-minutes of all games, all requests for time outs (including, but not limited to requests due to injury, equipment malfunctions, or incidents determined by the umpire to be stalling tactics employed by either team on the field) will include a stoppage of the game clock by the umpire.
- 14) In the event an umpire has to terminate play for any justifiable reason before the time limit expires, (darkness, rain, etc.) four complete innings (3 1/2 with the home team leading) will constitute a legal game. Any game that is terminated with less than four innings played will be rescheduled and resumed from the point at which it was stopped.

8.1.1. TEAM RESPONSIBILITIES

Team	Duties
Home	<ul style="list-style-type: none"> • Keep Official Scorebook <ul style="list-style-type: none"> ○ Scorekeeper must be in proximity of the umpire during the game. ○ Scorekeeper must collect signatures from the coaches of both teams after the game. • Getting the field ready for the game (chalking, adjusting mount, and putting out bases) • Rake field and put away bases if last game of the day
Visitor	<ul style="list-style-type: none"> • Run Scoreboard • Clean-up trash from stands and dugouts of the game field after the game • Empty trash cans from game field if last game of the day or cans are at capacity • Rake field if last game of the day

- 1) The home team will be responsible for setting the bases, chalking, and preparing the diamond for play before the game. The home team of the last scheduled game on a field is responsible for

picking up the bases.

- 2) The visiting team of the last scheduled game on a field is responsible for taking the dugout trash cans and the trash cans located adjacent to their field to the Dumpster.
- 3) All Head and Assistant Coaches are responsible for raking the field after each game and practice. Head and Assistant Coaches must rake the areas in and around the pitcher's mound, first base, second base, third base, and home plate.
- 4) The home team will furnish an official scorekeeper who will maintain the PGSA scorebook. Scorekeeper must remain outside the dugout or field of play in a relative close proximity to the plate umpire. For 10U division and up, the Scorekeeper will also note the pitcher(s) and catcher(s) used by both home and visiting team. The appropriate Division Director will keep a list of game approved pitchers and catchers. This list will start at draft and continue to the end of the season. Coaches are allowed to pitch and catch utilizing players from the approved list ONLY. If a Coach would like to add a player to this list they will require approval from the appropriate Division Director.
- 5) The visiting team will furnish an operator for the scoreboard (if applicable).
- 6) Coaches must turn in lineup card.
- 7) At the end of each game, the Head Coaches of both teams will review the official scorebook, then sign and date it, reflecting their approval of the final score. Head Coaches must submit the final score to the PGSA Scheduler promptly, but no later than 24 hours after the completion of the game.

8.1.2. PICK-UP PLAYER RULES

- 1) A team may pick up a maximum of two PGSA registered players from a lower division.
 - a. 6U Teams may pick up players from within their own division who are Play Age 5.
- 2) With Pick-Up Players the team maximum cannot be greater than:
 - a. 10 players in 6U or 8U
 - b. 9 players in 10U or up
- 3) Pickup players must wear the current league uniform of their appropriate team.
- 4) Pickup players must occupy the last positions in the batting order
- 5) Pickup players must play the outfield.
- 6) If any of the team's roster players arrive, they will replace the pickup players for all purposes.

8.1.3. RULES TABLE BY DIVISION

Division	Play Ages (max)	Pitching Distance	Half Inning	Ball Size/Type	Game Duration	Chalking*
T-Ball	5	35 ft	Bat the Lineup	11 inch Soft Touch	45 minutes	Batters Boxes, Foul Lines, Circle
6U	6	35 ft	3 Outs or 6 Runs	11 inch ADSTAR 5	60 minutes or 6 innings	Batters Boxes, Foul Lines, Circle, Circle Half Line, Halfway Lines
8U	8	35 ft	3 Outs or 6 Runs	11 inch .47 core 375 compression	60 minutes or 6 innings	Batters Boxes, Foul Lines, Circle, Circle Half Line, Halfway Lines
10U	10	35 ft	3 Outs or 4 Runs	11 inch .47 core 375 compression	70 minutes or 7 innings	Batters Boxes, Foul Lines, Circle
12U	12	40 ft	3 Outs or 5 Runs	12 inch .47 core 375 compression	70 minutes or 7 innings	Batters Boxes, Foul Lines, Circle
12U/14U Combine	14	40 ft	3 Outs or 5 Runs	12 inch .47 core 375 compression	70 minutes or 7 innings	Batters Boxes, Foul Lines, Circle
14U	14	43 ft	3 Outs or 5 Runs	12 inch .47 core 375 compression	70 minutes or 7 innings	Batters Boxes, Foul Lines, Circle
16U	16	43 ft	3 Outs or 5 Runs	12 inch .47 core 375 compression	70 minutes or 7 innings	Batters Boxes, Foul Lines, Circle
18U	18	43 ft	3 Outs or 5 Runs	12 inch .47 core 375 compression	70 minutes or 7 innings	Batters Boxes, Foul Lines, Circle

**If any chalked lines are worn-out due to previous game, miss located or offline it is up to umpires discretion to re-chalk the lines.*

- Base Distance – 60 feet
- Pitching Circle Diameter – 16 feet

8.2. T-BALL DIVISION RULES

- 1) No paid umpired will be used. The coaches of each team will manage the game including but not limited to rule compliance and time.
- 2) Each team will bat their entire lineup once per half inning. Once all players have batted, the remaining batter/runners will run the bases until the last batter/runner has reached home.
- 3) All defensive players will all set as infielders. The infielders must remain 30ft from the batter. There is to be no one in the Catcher position.
- 4) Coaches will place the ball on the tee for their own players.

8.3. 6U AND 8U DIVISION RULE VARIANTS (PIXIE COACH PITCH)

- 1) In coach pitch play, there will be a ball/strike count kept. A batter will have up to five pitches to hit a fair ball. Three swinging strikes is an out. Should the batter foul off the 5th pitch, she will be allowed a 6th pitch. If the batter fouls off the 6th pitch, she will be allowed a 7th pitch. If the batter doesn't hit a fair ball on the 7th pitch she will be declared out.
- 2) The coach pitcher will try to avoid interfering with the play after the ball has been hit by moving to foul territory away from the play. If in the judgment of the umpire the coach pitcher intentionally interferes with the play.
 - a. The ball is dead.
 - b. The Coach Pitcher is given a warning
 - c. The batting team is given an out.
 - d. No runners may advance
 - e. The batter will return to the batters box and assume the count at the time of the infraction.
 - f. Unintentional Interference:
 - i. Dead Ball
 - ii. No Out will be charged
 - iii. Forced Run may score
- 3) The Head Coach of the team at bat will appoint a member of his/her coaching staff to pitch to his/her batters. A team will not be allowed to change a pitcher until the inning is over.
- 4) Coach/Pitcher must have one foot inside the circle or on the line when the ball is released.
- 5) Coach/Pitcher for any team must be an adult, 18-years or older, that is directly associated with (i.e. family member) a player on the team they are pitching for.



EXCEPTION: In an emergency situation, a team may ask an adult from the other Pixie age division within PGSA to serve as the Coach/Pitcher for a single game.

- 6) All defensive players are to throw/toss the ball, if needed; a defensive play can be made with or without a thrown ball by simply touching the base, or tagging the runner closest to their defensive proximity, on the initial defensive play.



EFFECT: Delayed dead ball is declared by the Umpire, and the base runner is placed on the last base safely occupied

- 7) Teams may play with up to ten defensive players, six of which will be infielders. (Rule Interpretation: "six of which will be infielders" is referring "to four infielders, a pitcher and catcher")

- 8) The defensive player/pitcher must stand both feet in the back half of the pitching circle. She may not move from the back half of the pitching circle until the ball has been hit. With the exception of the catcher, no defensive player may be closer than 30 feet (half-way mark) from the batter until the ball has been hit. The four (4) outfielders must remain with both feet in the grass (approximately 20 feet behind the base) until the ball has been pitched.
- 9) A play will be considered dead when the defensive pitcher has control of the ball within the pitching circle, unless making a play. Should the ball be hit directly back to the defensive pitcher on the ground, and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base, or position at the time the ball goes dead, or in the judgement of the umpire, all play has to come to a complete halt, then the ball will be declared dead.
- 10) When the ball becomes dead, runners who are already over half way to a base may continue to the next base. If runner has not reached the half way line, they must return to the last base occupied.
- 11) If a runner fails to maintain foot contact with a base while the pitcher has the ball, a dead ball will be called and the umpire will issue a warning to the offensive coach. The second offense will result in the runner being called out. One warning per team, per game will be given.
- 12) Stealing is not allowed.
- 13) Bunting or slapping is not allowed.
- 14) The following coaching positions will be allowed during a game:
 - a. One defensive positioning coach in each outfield foul territory, 20 feet behind bag
 - b. Offensive coach pitcher
 - c. Offensive coaches at first and third base in coaching boxes

9. POST SEASON TEAMS (ALL-STAR AND TOURNAMENT TEAMS)

9.1. ALL-STAR AND TOURNAMENT TEAMS

At the end of each Spring season, PGSA will have the option to assemble up to 3 All Star teams in each division, in the following order:

- 1) Top Team – Power
- 2) 2nd Team – Force
- 3) 3rd Team – Velocity

All-Star teams will be considered if the Division Director for that affected age group and the Player Agent agree that such consideration is warranted. That recommendation will then be presented to the Board of Directors for consideration. The Board of Directors is not obligated to create teams based solely on the recommendation of the Division Director and Player Agent. A multitude of factors will be considered as part of this approval process.

Tournament teams are teams formed after the completion of the All-Star team draft. These teams are required to also follow the below Head Coach Selection Process, Team Selection Process, Post Season Activities Section 9.2 through 9.4.

9.2. POST SEASON TEAM HEAD COACH SELECTION PROCESS

- 1) All players who wish to be considered for All Star play in any division shall submit a Declaration of Commitment to their respective Division Directors by the date announced by the Board, proclaiming that they agree to abide by all PGSA rules and regulations that pertain to All Star selection, participation, practices, and tournament play.
- 2) Head Coach with Best Record will be first. In the event of a tie Head Coach will be determined by the following in this order: Best Overall Record, Head-to-Head, then Strength of Schedule*, and last coin toss. If refused, will be offered to Best Record Assistant Coach. Will continue from Head Coach to Assistant Coach from first to last place. PGSA Board reserves the right to override this rule if not in the best interest of the PGSA All-Star team. (*Refer to Appendix C for details)
- 3) If a parent would like to volunteer to be the Head Coach of a Tournament Team they must submit a request to the appropriate Division Director to gain Board of Directors approval.
- 4) If a team's Head and/or Assistant Coach does not complete their season or is not in good standings with PGSA at the time of All-Star selection then the coach will not be eligible to coach in the post season. Poor standing with PGSA can include but not limited to: unmet financial obligations, recurring poor displays of sportsmanship, suspensions served due to in-game ejections, or additional penalties leveraged by the Board of Directors, etc.
- 5) The Head and Assistant Coach of the team that wins the season and elects to coach the first (1st) team will continue as the Head and Assistant Coach.

9.3. POST SEASON TEAM SELECTION PROCESS

9.3.1. ALL-STAR TEAM SELECTION

- 1) The All Star teams for all PGSA divisions will be made up of PGSA players from the current Spring Season. No less than ten (10) players (selected by vote) but no more than twelve (12) players (Head Coach's choice) from the division in which they participated.
- 2) All Star player votes will be cast by the Head and Assistant Coaches for each team in their respective age divisions. Votes will be done on a paper ballot that requires all voters to clearly print their names at the top of their ballot so as to hold each voter accountable for their selections. Votes cast without the voter's name at the top will be excluded from the vote tallies. With appropriate

Division Director approval, Head or Assistant Coach may:

- a. appoint a representative to replace them in the selection.
 - b. provide a list in ranked order to the Division Director. Division Director will use that list in submit votes in order of ranking provided.
- 3) All Star selection will be conducted by the Player Agent and the appropriate Division Director. Vice President and Scheduler should be in attendance. All Star ballots will be tallied by the appropriate Division Director, Registrar, and President.



EXCEPTION: Should a ballot counter have a child in the age division being voted on, a suitable alternative in the room will be identified to count the votes in their stead.

- 4) No minimum playing time is guaranteed while participating on a Post Season Team.
- 5) An All Star Player cannot be replaced or removed from an All Star Team without prior Board approval.

9.3.2. TOURNAMENT TEAM SELECTION

- 1) Tournament Teams for all PGSA divisions will be made up of PGSA players from the current Spring Season. No less than ten (10) players but no more than twelve (12) players from the division in which they participated.
- 2) Tournament Teams will be selected from the remaining eligible players after the All-Star Team Selection has completed.
- 3) Rosters must be provided to the Division Director and Player Agent.
- 4) No minimum playing time is guaranteed while participating on a Post Season Team.

9.4. POST SEASON ACTIVITIES

- 1) All Star and Tournament teams shall participate in all PGSA-sanctioned tournaments, unless otherwise exempted.
- 2) After the state tournament, USA Softball tournament rules apply to pickup players.
- 3) Post Season ends on July 31st.
- 4) All Star Head Coaches will enter all USA Softball approved open tournaments throughout the season in which there are funds available to attend. The Head Coach must enter the following tournaments and are funded (uniform and entry fees) by PGSA. Tournament Teams are NOT required to play in these tournaments as they will NOT be funded by PGSA (uniforms and/or entry fees).
 - a. District
 - b. State
- 5) Below tournaments are to be determined on any funding by PGSA.
 - a. Regional - if qualified
 - b. National - if qualified
- 6) Post Season teams will raise enough money to pay the team expenses each Post Season above and beyond entry fees and uniforms for above said funded tournaments.

10. DIVISION A TEAMS AND NON-PGSA SELECT TEAMS

10.1. DIVISION A TEAMS

- 1) Division A Teams are teams (Class A, B, C, or Open) that are Supported and Approved by PGSA and represent PGSA in all USA Softball and others tournaments in which it participates. The purpose of Division A is to further the skill level of the more competitive players in PGSA for potential success in High School and College. Division A or “open” competition is extremely time consuming on the part of managers, coaches, players and their families. Commitment to manage and play at this level must come with the knowledge and understanding of these requirements to be competitive.
- 2) Division A Teams are limited to 10U, 12U, 14U, and 16U/18U combined. There will be no Division A Teams approved for younger age divisions.
- 3) Division A Teams may NOT be affiliated with any other organization or softball program.
- 4) The number of Division A Teams permitted are limited to the following maximum number of teams. Please note there is no guarantee a Division A Team will be approved even if the maximum number of teams has not been reached. The number of teams approved is also affected by the number of recreational teams and field space.
 - a. 10U - 2 teams max
 - b. 12U - 2 teams max
 - c. 14U - 2 teams max
 - d. 16U/18U - 1 team max
- 5) In order to obtain Division A Team status, the team must:
 - a. Sign and consent to all terms and conditions contained in the PGSA Division A Contract;
 - b. Pay all fees and/or deposits required under the PGSA Division A Contract;
 - c. Proof of Team and/or Player Insurance is required;
 - d. Proof of USA Softball Background Check for all coaches or parents on the field during games or practice;
 - e. All Division A teams must submit rosters 48 hours prior to League Tryouts since players must be removed from the League Draft lists;
 - f. Be approved by the Board;
- 6) A player shall not be signed up for more than one softball roster. That is applicable for all softball governing bodies including, but not limited to, USA Softball, USFA, USSSA, FASA, 4-Tier, etc.



EXCEPTION: PGSA Division A Team players are allowed to play in Fall PGSA League Season.

- 7) No PGSA league season registered player will be permitted to transfer to a PGSA Division A team once league tryouts have been conducted without board approval.
- 8) If a PGSA Division A team is interested in recruiting a PGSA League Season Player then contact the appropriate Division Director. The Division Director will contact the Player Agent and Vice President, regarding approval of the request. Upon approval, the Player Agent will contact the family of the player requested.
- 9) If a PGSA League Season Player is interested in joining a PGSA Division A team then contact the Player Agent. The Player Agent will contact the appropriate Division Director and Vice President, regarding approval of the request. Upon approval, the Division Director will contact the PGSA Division A team regarding the request.
- 10) Coaches, Players, and Parents are required to follow all requirements of Sections 2, 3, 6, 7, and 10.

- 11) All team coaches are required to pass and maintain their USA Softball Background Check. Head Coach is required to pass and maintain his/hers USA Softball Background Check, ACE Certification, and SAFE Sport Certificates.
- 12) Upon abandonment of a Division A team slot, the board has the right to add/modify teams.

10.2. PGSA-RECOGNIZED TEAMS

- 1) A non-PGSA team may apply to become a PGSA-Recognized Team by completing a PGSA-Recognized Team Application Form.
- 2) In order to obtain PGSA-Recognized Team status, the team must:
 - a. Be approved by the Board;
 - b. Sign and consent to all terms and conditions contained in the PGSA-Recognized Team Contract; and
 - c. Pay all fees and/or deposits required under the PGSA-Recognized Team Contract.

10.3. FIELD RENTALS FROM OTHER TEAMS

- 1) A team may request field availability through the PGSA Scheduler. Priority is given to PGSA teams and PGSA-Recognized Teams.
- 2) To reserve a field, the team must pay all necessary fees and/or deposits as set forth in the most current PGSA Schedule of Fees.
- 3) Prior to field usage, the team must show proof of team insurance.
- 4) By using the field, the team acknowledges and agrees to follow the Code of Conduct, Safety Rules, and Field Rental rules provided in of Sections 2, 3, and 6.
- 5) The renting team shall be responsible for any damage to the field or other PGSA property that is caused by the renting team. The Board may require the renting team to reimburse PGSA for any repairs required and/or may no longer rent fields from PGSA.

11. REVISION HISTORY

Revision	Section	Description
Dec 2024	ALL	<ul style="list-style-type: none"> Major Rewrite – All Removed First Half Spring, Second Half Spring, and Fall Rule Variants Updated MOR to Head Coach and COR to Assistant Coach
	2 – Team Definitions	<ul style="list-style-type: none"> New Section for Definitions
	8.1 – League Game Rules, All Divisions	<ul style="list-style-type: none"> Paragraph 3) – Added Courtesy Runner Rule Paragraph 10) – All Games are Finish the Inning Paragraph 11) – Defined ITB inning rules to be Aggressive.
	8.1.2 – League Game Rules, All Divisions, Pick-Up Player Rules	<ul style="list-style-type: none"> Paragraph 2) – IS “Pick-Up Players team maximum cannot be greater than 10 for 6U and 8U” WAS “Pick-Up Players team maximum cannot be greater than 9 all divisions”
	8.1.3 – League Game Rules, All Divisions, Rules Table by Division	<ul style="list-style-type: none"> 10U Runs per Half Inning – IS “4 Runs” WAS “5 Runs”
	8.2 – League Game Rules, T-Ball Division Rules	<ul style="list-style-type: none"> Rewrite/Significant Reduction in Rules
	8.3 – League Game Rules, 6U and 8U Division Rule Variants	<ul style="list-style-type: none"> Paragraph 3) – Added rule that Coach Pitcher cannot be removed within an inning. Paragraph 8) – Updated Outfielders to start in grass (~20ft behind base). Paragraph 9) – Updated to Kill Lead Runner and in Circle.
	9 – Post Season Teams	<ul style="list-style-type: none"> Updated Section to include Tournament Team Process
	9.2 – Post Season Teams, Post Season Team Head Coach Selection Process	<ul style="list-style-type: none"> Paragraph 5) – Added Rule for Coaching pairs to remain together
	10 – Division A Teams and non-PGSA Select Teams	<ul style="list-style-type: none"> Removed Development Teams and Added Division A Teams
	Appendix A – USA Softball Field Layout	<ul style="list-style-type: none"> Added Field Layout from USA Softball Rulebook for reference
	Appendix B – Tournament Rules	<ul style="list-style-type: none"> Added Tournament Rules for reference
May 2025	8.1.10 – League Game Rules, All Divisions	<ul style="list-style-type: none"> Added if the game is within competitive/scoring reach; if not, the game will end immediately."
	8.3.7 – League Game Rules, 6U and 8U Division Rule Variants (Pixie Coach Pitch)	<ul style="list-style-type: none"> Added “(Rule Interpretation: "six of which will be infielders" is referring "to four infielders, a pitcher and catcher")”
	9.2.2 – Post Season Team Head Coach Selection Process	<ul style="list-style-type: none"> Revised the 3rd tiebreaker to ‘Strength of Schedule’ calculation.
	9.4.3 – Post Season Activities	<ul style="list-style-type: none"> Revised to "Post Season ends on July 31st."
	Appendix C – Strength of Schedule (Victory)	<ul style="list-style-type: none"> Added for reference to 9.2.2.

Revision History Description is to be written in “IS” / “WAS” format to help understand the changes.

APPENDIX A - USA SOFTBALL – FIELD LAYOUT

If the base distances or the pitching distance is found to be at the wrong dimensions during the course of the game, correct the error, with no penalty, and continue playing the game. Every effort should be made by the umpire to obtain the correct dimensions.

2

SECTION 2 - GROUNDS

Ground or special rules establishing the limits of the playing field may be established by tournament officials. Any obstruction on fair ground less than the prescribed fence distances from home plate should be clearly marked for the umpire's information. If using a baseball field, the mound should be removed and the backstop distances must meet those prescribed (minimum of 25 feet or a maximum of 30 feet from home plate).

SECTION 3 - LAYOUT

For the layout of the diamond, refer to the drawing showing the official dimensions for a softball diamond. This section serves as an example for laying out a diamond with 60-foot bases and a 46-foot pitching distance. To determine the position of home plate, draw a line in the direction desired to lay out the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots, or otherwise, mark the cord, at 46 feet, 60 feet, 84 feet 10 1/4 inches, and at 120 feet. Place the cord (without stretching) along the direction line and place a stake at the 46-foot marker. This will be the front line at the middle of the pitcher's plate. Along the same line, drive a stake at the 84-foot 10 1/4-inch marker. This will be the center of second base. Place the 120-foot marker at the center of second base and, taking hold of the cord at the 60-foot marker, walk to the right of the direction line until the cord is taut and drive a stake at the 60-foot marker. This will be the outside corner of first base and the cord will now form the lines to first and second bases. Again, holding the cord at the 60-foot marker, walk across the field and, in a like manner, mark the outside corner of third base. Home plate, first base, and third base are wholly inside the diamond. To check the diamond, place the home plate end of the cord at the first base stake and the 120-foot marker at third base. The 60-foot marker should now check at home plate and the middle of second base. In the layout of a 65-foot base path diamond, follow the same procedure with the following substitute dimensions: 65 foot, 130 foot, and 91 feet 11 inches. Check all distances with a steel tape whenever possible.

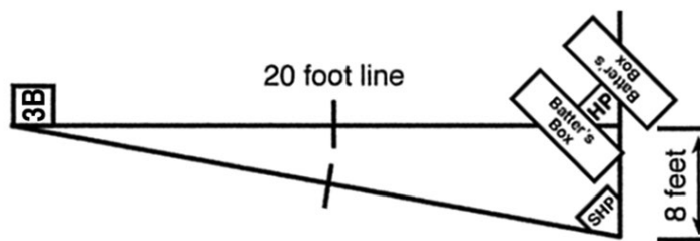
- A. The three-foot line is drawn in foul territory parallel to and three feet from the baseline, starting at a point halfway between home plate and first base.
- B. The batter's on-deck circle is a five-foot circle (2 1/2-foot radius) placed adjacent to the end of the player's bench or dugout area closest to home plate.
- C. There shall be batter's boxes, one on each side of home plate. The front line of the

box will be drawn from the center of home plate. The inside lines of the batter's box shall be six inches from home plate.

BATTER'S BOX TABLE:

Fast, Modified & Slow Pitch:	3'W x 7'L
16" Slow Pitch	4'W x 8'L

- D. The catcher's box shall be as wide as the two batter's boxes from outside line to outside line, 8'5" for Fast Pitch and Slow Pitch and 10'5" feet wide for 16" Slow Pitch. The length of the catcher's box will be seven feet long in Fast Pitch and 10 feet long in all Slow Pitch.
- E. Each coach's box is behind a line 15 feet long drawn outside the diamond. The line is parallel to and eight feet from the first and third base line, extended from the bases toward home plate.
- F. The pitcher's plate shall be of rubber or wood, 24 inches long and six inches wide. The top of the plate shall be level with the ground. The front of the pitcher's plate shall be the prescribed pitching distances from the back point of home plate. It shall be permanently attached to the ground at distances indicated in Rule 2, Section 1. (Fast Pitch) There shall be a 16-foot circle, eight feet in radius, drawn from the center of the pitcher's plate. The lines drawn around the pitcher's plate are considered inside the circle.
- G. Home plate shall be made of rubber or other suitable material. It shall be a five-sided figure, 17 inches wide across the edge facing the pitcher's plate. The sides shall be parallel to the inside lines of the batter's box and shall be 8 1/2 inches long. The sides of the point facing the catcher shall be 12 inches long.
(Senior Slow Pitch) The second home plate shall be placed eight feet from the back tip of home plate on an extended line from first base. A line shall be drawn from



third base to the second home plate.

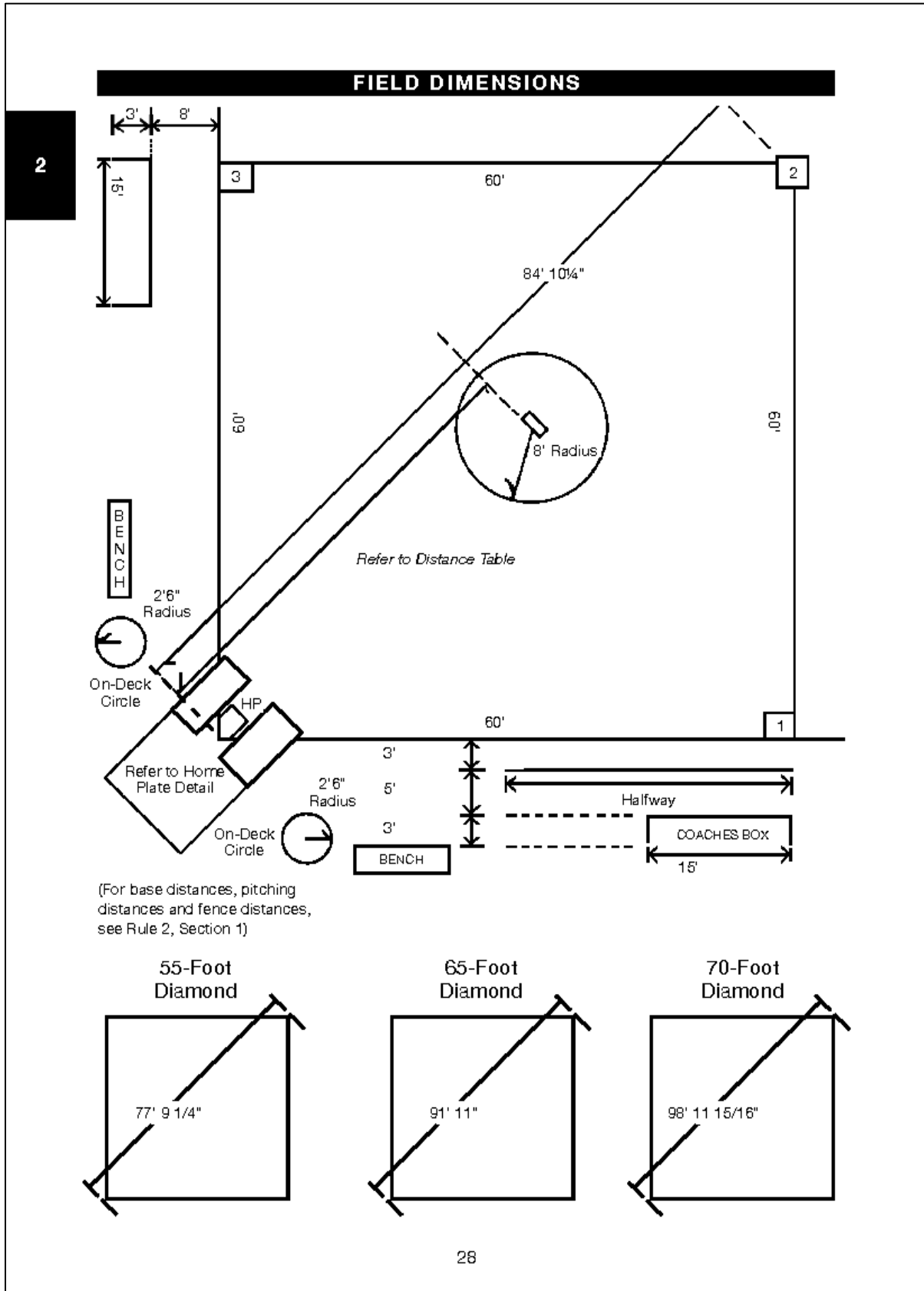
- H. The bases, other than home plate, shall be 15 inches square, be made of canvas or other suitable material and not more than five inches in thickness. The double base shall be used at first base, in all divisions of play. This base is 15 by 30 inches and both sides of the double base, white and contrasting color, shall be equal in height

(5" max). Half the base is white (over fair territory) and half is of contrasting color (over foul territory). The bases should be properly fastened in position.

- I. The outfield fence height for Local Association, Regional, National Championships, National Championship Finals and the USA Softball Championships must be at least four feet high (at least three feet high if using temporary fencing) and it is suggested that it be eight feet in height.
- J. Local Association, Regional, and National Championship Final play; the minimum lighting guidelines can be found at www.USA Softball.com.

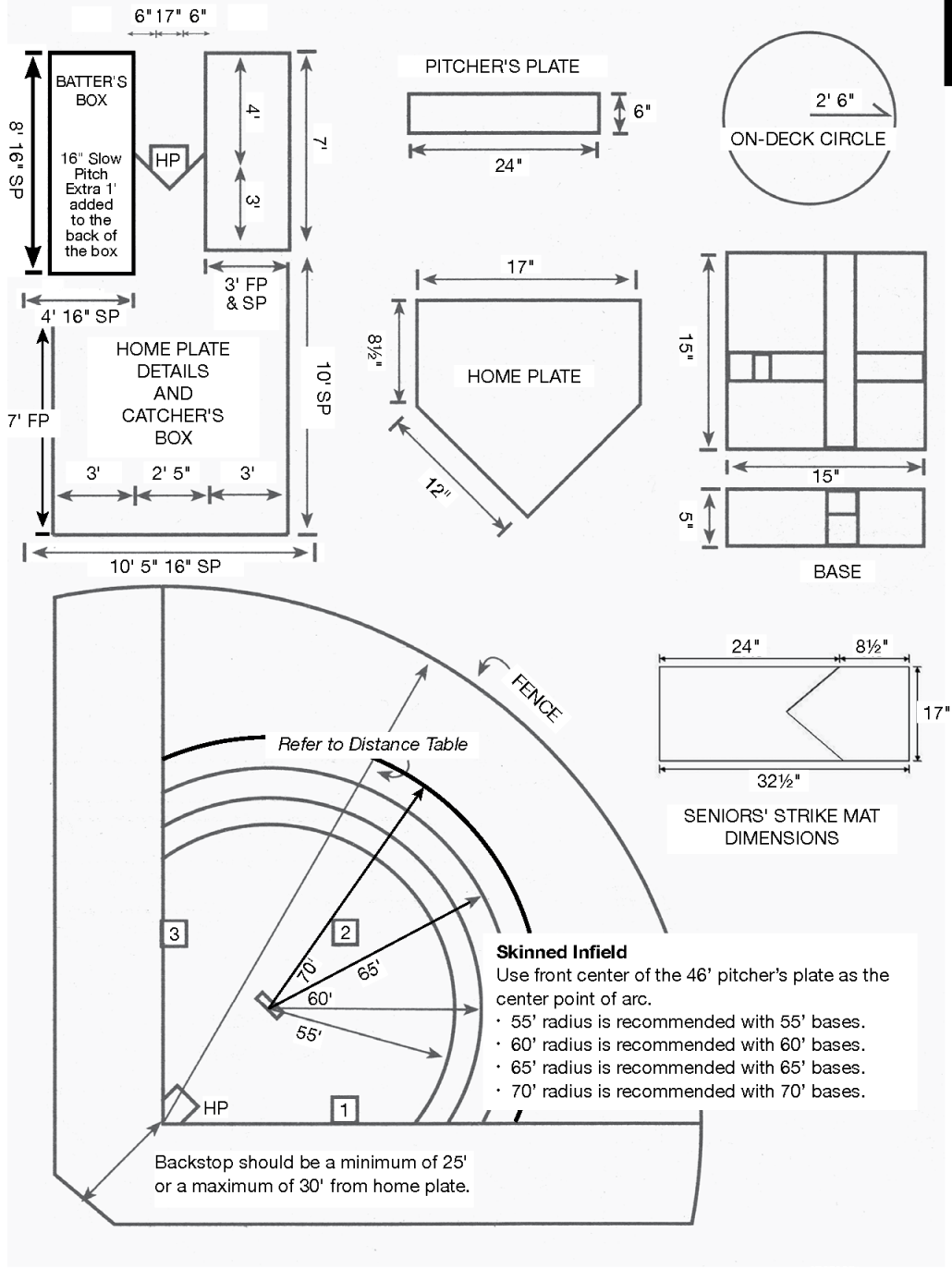
DIMENSION TABLE

Area	Dimensions
Backstop	25' minimum and 30' maximum from home plate.
Bases	15" square.
Base (Double)	15" X 30" of white/contrasting color.
a) FP/MP Home Plate to first/third	60' from the back point of home plate to the back of the base.
b) SP Home Plate to first/third	70' from the back point of home plate to the back of the base.
c) 16" SP Men / Women	60'/55' from the back point of home plate to the back of the base.
Batter's Box FP/MP/SP	6" from home plate, 3 feet wide by 7 feet long; 4 feet in front of a line drawn through the center of home plate.
Batter's Box 16" SP	6" from home plate, 4 feet wide by 8 feet long; 4 feet in front of a line drawn through the center of home plate.
Catcher's Box	10' in length in Slow Pitch and 7' in Fast Pitch from rear outside corner of batter's box and 8' 5" wide in FP and SP and 10' 5" in 16" SP.
Coaches Box	8' from the first and third base line, 15' long by 3' wide.
Home Plate	17" wide, sides parallel to the batter's box line and are 8 ½" long, sides of the point facing the catcher are 12" long. The width of the black edge is ¾".
On-Deck Circle	5' in diameter and 2' 6" radius.
Pitcher's Circle	8' radius drawn from the front edge of the pitcher's plate.
Pitcher's Plate	24" long and 6" wide.
Three-foot lane	Halfway line drawn in foul territory parallel to and 3' from the first base foul line. It starts halfway from home plate and goes to the back edge of first base.
Skinned Infield	Use front center of the 46' pitcher's plate as the center point of arc. 55' radius is recommended with 55' bases. 60' radius is recommended with 60' bases. 65' radius is recommended with 65' bases. 70' radius is recommended with 70' bases.



FIELD DIMENSIONS

2



APPENDIX B - LEAGUE, C-CLASS AND OPEN TOURNAMENT RULES

- 1) General Rule Recommendations. Modify the below for use in any tournaments.
 - a. Registration Fee is _____ .
 - b. PAP (pay at plate) is _____ .
 - c. Gate fee is _____ per person. 8 years and under are free.
 - d. Modified USA Softball Rules. 6U and 8U will follow USA Softball of Texas Pixie Rules.
 - e. League Teams must provided a roster signed off by a board member from your local league board of directors.
 - f. C-Class Teams must carry proof of insurance and birth certificates in case of a protest.
 - g. Free defensive substitutions. Offensive substitutions must be made known to the umpire and other team at the time of substitution.
 - h. Bat your lineup or straight 9 during pool and bracket play.
 - i. Pool games will be finish the batter pool games can end in a tie. Bracket play will be finish the inning must have a winner.
 - j. Progressive ITB is in effect in the event of a tie until there is a winner.
 - k. Courtesy runners will be allowed for pitcher/catchers with your last completed at bat however, the pitcher/catcher must have played the previous inning at those positions. If you are not batting your lineup, then a sub will be the runner. No courtesy runners allowed in 8U.
 - l. Teams must provide their own ball. Please bring multiple game balls.
 - i. 6U – 11 inch ADSTAAR 5
 - ii. 8U and 10U – 11 inch .47 core 375 compression
 - iii. 12U and 14U – 12 inch .47 core 375 compression
 - m. Run Rule is 12-8-6 after 3-4-5 for bracket for all Divisions.
 - n. Coin flip determines the home team, the undefeated team will be home for the championship game.
 - o. No IF GAME
 - p. Home team will be the official scorebook. Game Changer will not be accepted as an official book.
 - q. Tournament Director will handle all player eligibility protest. Any rules protests should be done with the UIC and only on the interpretation of a rule, not on a judgment call. The Tournament Director and UIC decisions are final. Protest Fee is \$100
 - r. Any ejections (player or coach) will also carry a one game suspension for player or coach. Further penalties will be determined by the UIC.
 - s. Game time is forfeit time, have your team ready to play 30 minutes before scheduled game time.
 - t. 2 offensive coaches (1st and 3rd) 1 defensive coach (bucket) allowed. Everyone else must remain in the dugout to eliminate injuries and dead ball areas.
 - u. Teams are responsible for cleaning out their dugouts and bleacher areas; please help keep our park clean.
 - v. Do not enter a dugout until the previous team has completely exited. You're allowed to go inside the field and start your warm-ups as soon as the previous game is over, but you must keep all bags and players in the outfield area until the previous team has exited the dugout.
 - w. Bats must have an USA/ASA stamp. The use of an illegal bat will be an out of said player

2) Pool Games:

Division	Runs per half inning	Time Limit (minutes)
6U	5	55
8U	5	55
10U League	4	65
10U C-Class	4	65
12U League	5	65
12U C-Class	5	65
14U League	5	65
14U C-Class	5	65

3) Bracket Games:

Division	Runs per half inning	Time Limit (minutes)
6U	6	65
8U	6	65
10U League	5	75
10U C-Class	Open	75
12U League	5	75
12U C-Class	Open	75
14U League	5	75
14U C-Class	Open	75

4) Pick-Up Player Rules (League Teams)

- a. All Pick-ups must be from your home association, unless approved by the tournament director.
 - b. Maximum three (3) pick-up players from division playing will be allowed per team. am.
 - c. All pick-ups must be listed on the team roster at the time of tournament check-in and be designated as such on the official roster.
 - d. Pick-ups may start the game only if the team has fewer than
 - i. 6U and 8U – 10 regular team players.
 - ii. 10U, 12U, and 14U – 9 regular team players
 - e. Pick-ups cannot play
 - i. 6U and 8U – pitcher or 1st base positions
 - ii. 10U, 12U, and 14U – pitcher
 - f. Maximum team – 13 players.
 - g. All Pick-up players must be at the bottom of the batting order during pool and bracket games.
 - h. All regular team players must play 3 full innings or half the game time.
 - i. All Pick-up players must wear their own team uniform.
- 5) No Team shall pick-up from any other team that has played in the tournament. Players can ONLY be listed on one (1) roster.

- 6) Dad's Club Park Rules;
- a. Observe all parking signs, for everyone's safety
 - b. There is a lot gate for entry and another for exit and traffic flows one way. Please make sure you enter and exit the park using the designated in/out area.
 - c. For safety purposes, you may NOT stop at the park entrance for drop off and pick up, it is unsafe, impedes traffic and is against park rules
 - d. No Pets allowed in the park.
 - e. Smoking area is located outside the gate near the parking lot.
 - f. Helmets must be worn at all times when swinging a bat. (Including in the cages and outside nets)
 - g. No Parking in the grass behind fields 2 and 3 (this area can be used for teams to warm up and set up tents)

APPENDIX C - Strength of Schedule (Victory)

1. Strength of Victory
 - a. A team's strength of victory is the total games won by each opponent that a team has beaten.
 - b. Each win by the opponent counts as one game and each tie by the opponent counts as one-half game.
 - c. If a team has beaten the same opponent twice, then that opponent's win total is counted twice.
 - d. For example: If Team A and Team B finished tied with a 12-2 record and the twelve opponents beaten by Team A won 84 games and the twelve opponents beaten by Team B won 82 games, then Team A has a better strength of victory.