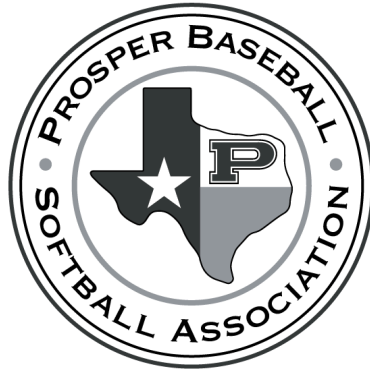


Prosper Baseball and Softball Association

Local Softball Rulebook

Last Updated: 2/1/2025



General Rules

1. Divisions/Leagues

- a. League Play: PBSA offers a single league, called "League Play," for recreational softball—the primary focus of the association—and plays interleague games. PBSA also has a competitive, tournament-based program called "Pride" that is managed separately from league play.
- b. Divisions: PBSA fields the following divisions of recreational softball:
 - i. **5U Softball - Tee Ball**: Discontinued due to lack of fields.
 - ii. **6U Softball - Beginning Coach Pitch**: In this division, coach pitching is introduced, still utilizing the tee after three swing-and-misses. Other aspects of the game are also introduced, such as leaving the base when out, taking a second base on outfield hits, etc.
 - iii. **8U Softball - Coach Pitch**: In 8U, score is kept, three outs end the inning, and the ball bumps up to an 11-inch softball. These games move quickly, often playing all six innings, and offer an exciting brand of softball.
 - iv. **10U Softball - Modified Kid Pitch**: The difficulty ticks up a notch in 10U with kid pitching and stealing. While girls will be pitching, the coach pitcher is still utilized after three balls are thrown to the batter.
 - v. **12U Softball - Kid Pitch**: Most of the modifications are removed at this level and real softball is played, complete with walks, scoring on passed balls, etc. The ball bumps up to the official 12-inch softball.
 - vi. **15U Softball - Kid Pitch**: Same as 12U, except the pitchers move back to the regulation distance of 43'. Depending on the number of teams formed through PBSA, games may be played against teams from other organizations.

- c. **Seasons:** PBSA plays two seasons per calendar year. The year begins with the spring season, which is played February through May, and concludes with the fall season, spanning August through November.
- d. **League Age:** league age is determined by a player's age as of December 31st of the previous year. For example, players born in 2015 will be league age eight (8) in 2024. The age cutoff results in each division being made up of two complete birth years.

- i. The age chart for the 2024 competition year is as follows:

	6U Beginning Coach Pitch	8U Coach Pitch	10U Modified Kid Pitch	12U Kid Pitch	15U Kid Pitch
Oldest Birthdate	09/01/17	09/01/15	09/01/13	09/01/11	09/01/08
Youngest Birthdate	08/31/19	08/31/17	08/31/15	08/31/13	08/31/11
Can play up one age bracket with league approval?	Yes	Yes	Yes	Yes	Yes
Scores and Standings Kept	No	Yes	Yes	Yes	Yes

- e. **Playing Up:** Parents may choose to have their daughter assess to play up one age bracket (i.e., a player league age 8 can choose to play in 10U, but a player league age 7 cannot). The player must assess at a high enough level, as determined by the Softball Commissioner and/or League Director(s), to play up.
- f. **Select Players:** Select players (those participating on a tournament or travel team) may register for league play.
 - i. A team's roster may include a maximum of three (3) select players.
 - ii. Select players must participate in the same league division or a higher league division than their select team participates (e.g. 10U select players cannot play in 8U recreational league softball).
 - iii. Schedules will NOT be adjusted to accommodate conflicts for select players.
 - iv. Participants on PBSA Pride softball teams cannot participate in league play, with the exception being 8U Pride participants, who may play 8U league during their first fall season of Pride.

2. Team Formation - 8U through 15U

- a. **Teams:** In divisions in which scores and standings are kept, teams are formed utilizing player assessments and a draft-based process by the Softball Commissioner and/or League Director(s) with oversight by PBSA.
- b. **Protected Players:** In the spring, a returning head coach (or an assistant coach assuming head coaching responsibilities) may keep six (6) players from the previous fall season. In the fall, a head coach may return his or her entire roster from the spring season.
 - i. A player must also choose to return to the same team to be considered a protected player. Players that choose not to return to the same team will be considered free agents.
 - ii. The Softball Commissioner and/or League Director(s) may allow more than six players to be protected based on player assessments.

- c. Assessments: are conducted each spring season for all players in 8U and above and again each fall for those players that were not assessed during the spring.
 - i. All players are expected to assess, even protected players returning to their previous team.
 - ii. Players that do not assess will be slotted at the discretion of the Softball Commissioner and/or League Director(s).
- d. Gaming the System: attempts to game the system by intentionally assessing poorly or instructing players to assess poorly will result in disciplinary action, as deemed appropriate by the PBSA Board.
- e. Draft: in lieu of a coaches draft, the Softball Commission and/or League Director(s) form teams utilizing a draft-based process to help maintain competitive balance within each division.
 - i. Every player is assigned a Round score based on assessments. If there are ten (10) teams, then the highest assessed ten girls are first-round selections, the next ten are second round, and so on.
 - ii. Protected players are slotted onto their respective teams' rosters according to their Round. Unassessed protected players are slotted at the discretion of the Softball Commissioner and/or League Director(s).
 - iii. Free agents are assigned to rosters based on team need. For example, if a team's protected players slotted into rounds 1, 3, 4, 6, 7, and 9, that team's roster would be completed with free agents with Round scores of 2, 5, 8, 10, 11, 12.
 - iv. Due to protected players on the same team often receiving the same round score, the Softball Commissioner and/or League Director(s) will slot those players in sequential rounds and fill out all rosters in a manner that keeps the teams as balanced as possible, based on both assessment scores and ages. For example, if a team has two second round players occupying rounds two and three, they may receive two fifth round players in rounds four and five. If a team has a third round slot open, but a third round player is not available, they will receive the next highest player and will receive a higher player later in the draft, such as a fifth round player for their round six selection. If a team has six protected players in the upper age bracket of their division, the focus will be on filling out the roster with players from the lower age bracket.
 - v. Considerations are given to friend and coach requests submitted during registration. Every attempt will be made to accommodate as many requests as possible, but it is impossible to fulfill them all, and balancing rosters will always take precedence.
 - vi. Free agents that do not assess are randomly assigned to teams unless the Softball Commissioner and/or League Director(s) are familiar enough with the free agent to slot them appropriately.

3. Team Formation - 6U

- a. Teams: In divisions in which scores and standings are not kept, teams are formed by the Softball Commissioner and/or League Director(s) with oversight by PBSA.
- b. Protected Players: In the spring, a returning head coach (or an assistant coach assuming head coaching responsibilities) may keep all eligible returning players from the previous fall season. In the fall, a head coach may return his or her entire roster from the spring season.
 - i. A player must also select to return to the same team to be considered a protected player. Players that choose not to return to the same team will be considered free agents.

- c. Draft: There is not a draft. Teams are formed based on friend and coach requests submitted during registration and by general geographic location, as applicable.
 - i. Note: not all friend and coach requests can be fulfilled due to roster size limitations.

4. Uniforms and Equipment

- a. Player Uniforms: PBSA provides jerseys to all league players.
 - i. A player must wear a team jersey in all games. A player will not be allowed to play in any game if they are not "in uniform" (uniform includes jersey and pants that match the team). In addition, jerseys must be tucked in. Violation of uniform rules will result in the violator being allowed to conform or being removed from the game.
- b. Equipment: Players are responsible for purchasing their own pants, socks, belt, cleats (no metal), glove, bat, helmet w/ facemask, equipment bag, and fielding mask.
 - i. Please reference the division rules for division-specific equipment policies
- c. Team Equipment: Head coaches in each division will receive their team equipment during the designated equipment pickup slot and must drop off during the designated equipment drop off slot.
 - i. In lieu of a security deposit, the credit card on file will be billed for any unreturned equipment.
 - ii. 6U head coaches will receive: equipment bag, throw-down bases, tee, 12-15 10-inch practice balls in a bucket with lid, two 10-inch game balls for each home game, and a first-aid kit
 - iii. 8U head coaches will receive: equipment bag, catchers gear, tee, 15-18 11-inch practice balls in a bucket with lid, two 11-inch game balls for each home game, and a first-aid kit
 - iv. 10U head coaches will receive: equipment bag, catchers gear, catchers mitt, tee, 15-18 11-inch practice balls in a bucket with lid, two 11-inch game balls for each home game, and a first-aid kit
 - v. 12U/15U head coaches will receive: equipment bag, catchers gear, catchers mitt, tee, 15-18 12-inch practice balls in a bucket with lid, two 12-inch game balls for each home game, and a first-aid kit

5. Tournaments and All-Stars

- a. Recreational Tournaments: For divisions in which scores and standings are kept, there are generally two to three options for teams to compete in recreational softball tournaments each season hosted at neighboring organizations.
 - i. Participation in these tournaments is solely up to the coach and players' families. PBSA will adjust its game schedule to accommodate participating teams and provide a copy of our league insurance to the tournament directors, but the players' families are responsible for all associated costs, including entry fees.
 - ii. Teams may ONLY use other registered PBSA league participants to complete their rosters for tournaments. These players must be approved by the Softball Commissioner and must play in their regular scheduled league games, if scheduled.
 - iii. The use of non-PBSA and/or non-approved players in tournaments is subject to disciplinary action.
- b. End-of-Season Tournament: For divisions in which scores and standings are kept, there will be an end-of-season tournament to determine the league champion.

- i. Teams will be seeded according to regular season finish and compete in a single-elimination tournament, with the exception being the semi-finals, where the losing teams will compete in an additional game to determine third place.
 - ii. The tournament will commence at the conclusion of the regular season and will generally last approximately one week, weather permitting.
- c. Season Tie-Breaker Rules: In the case of a season record tie, the following criteria (in order listed) will be used to determine end of season standings and tournament seeding where applicable:
 - i. Head-to-Head Play
 - ii. Runs Against-Season
 - iii. Runs For-Season
 - iv. Coin Toss
- d. All-Stars: For divisions in which scores and standings are kept, all-star teams will be formed in the spring and compete in at least one all-star tournament in June.
 - i. The number of all-star teams per division will be based on the number of teams in each division. Generally, there are no all-star tournaments available above 12U.
 - ii. Players will be nominated for all-stars by their head coach and will participate in an all-star tryout for an opportunity to make the final roster.
 - iii. All-star rosters and coaches will be determined by the Softball Commissioner and/or League Directors.
 - iv. PBSA will provide all-star uniforms and cover the cost of the first tournament. All-star teams may register and play in additional tournaments with families covering tournament costs.
 - v. PLAYERS THAT APPEAR ON A SELECT ROSTER AFTER JANUARY 1 WILL BE INELIGIBLE FOR ALL-STARS. THIS IS A TOURNAMENT RULE. ALL ROSTERS ARE HIGHLY SCRUTINIZED BY TOURNAMENT DIRECTORS.

6. Practices and Games

- a. Game Fields: All scheduled league games will be played on Fields 1, 2, and 8 at Frontier Park.
 - i. Additional fields could be utilized, as needed.
 - ii. Divisions that partner with other area organizations will play games at the fields managed by the partnering organizations.
- b. Games: will be scheduled on a mix of Saturdays and weeknights.
 - i. 6U will play predominantly on Saturdays, with occasional weeknight games as required to complete the 10-game regular season.
 - ii. 8U-15U will play a mix of Saturdays and weeknights each season. The breakdown of Saturdays versus weeknights will vary by season depending on the number of teams per division and potential partnerships with other organizations.

- iii. Generally, Monday night is targeted for 12U and 15U games, and Tuesday night is targeted for 8U and 10U games. Additional weeknights may be used, as necessary.
- c. Practice Fields: Game fields and backstops at city parks will be utilized for practices.
 - i. Practices will be scheduled on Fields 1, 2, and 8 at Frontier Park when not in use for games.
 - ii. 6U teams, and other divisions, as necessary, will primarily utilize backstops at parks managed by Prosper Parks and Recreation.
 - iii. Practices are assigned based on coach preference and availability, with earlier time slots being assigned to younger divisions and later slots going to older divisions.

7. Miscellaneous

- a. Awards: awards (e.g., trophies, medals, rings, etc.) will be provided as follows:
 - i. All players in divisions in which scores and standings are not kept will receive a participation medal.
 - ii. For divisions in which scores and standings are kept, the first, second, and third place teams in the End-of-Season Tournament will receive rings. Awards are not given for the regular season.
- b. Game Safety: The safety of the players will be prime consideration. At the direction of the umpires or League Directors, a game will be shortened due to weather or conditions potentially harmful to the players (i.e. insufficient light). Lightning in the vicinity will be grounds for shortening a game.
- c. Warmups: All warm ups shall be conducted in designated areas away from parents and other children.
- d. Protests: The head coach for a team may protest any game for a decision by PBSA. In order to protest, the head coach must inform the head umpire prior to the conclusion of the game, and pay the PBSA official a non-refundable review charge of \$100 in cash before games are completed for that night.
- e. Chanting: Chants from the dugouts/teams cannot be derogatory or directed specifically at an opposing player. Chants should also not occur during a play (the pitch, the swing, or the defensive play).
- f. Tobacco Usage: Smoking or use of tobacco products at any game, practice or other PBSA-related event is prohibited and could result in disciplinary action.
- g. Alcohol/Drugs: Using, possessing, or being under the influence of alcohol or illegal drugs at any game, practice or other PBSA-related event is prohibited and could result in disciplinary action.
- h. Background Checks: Only coaches approved by PBSA are allowed to assist in games and practices. Unapproved adults residing within the dugout or playing field shall be asked to exit the field or dugout. Failure to do so can result in ejection from the field and/or forfeiture of game.

6U Softball - Beginning Coach Pitch

PBSA Local Softball Rulebook

Summary

Duration:	60 minutes (hard stop)	Official Inning:	Entire lineup bats
Mercy Rule:	N/A	Umpires:	None
Base Paths:	60 feet	Pitching Distance:	25 feet
Ball:	10 inch safety	Defensive Players:	All
Bunting:	No	Hit by Pitch:	N/A
Infield Fly:	No	Dropped 3rd Strike:	N/A
Walks:	N/A	Illegal Pitch:	N/A
Tight Bases:	Yes	Stealing:	No

Division Rules

1. Playing Field

- a. Bases: set at a distance of 60 feet.
- b. Pitching Rubber: Not used. Coaches should step off the 25-foot pitching distance.
- c. Double First Base: the double first base shall consist of a base in fair territory that is white and a base in foul territory that is orange.
 - i. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the orange portion.
- d. Dugouts: the first base dugout is designated for the home team.

2. Equipment

- a. Bats: tee ball bats are okay to use, but must be marked for softball use. Baseball bats are not allowed.
- b. Ball: the ball is a 10-inch optic yellow safety softball.
- c. Batting Helmets: all batting helmets must have a facemask. Chinstraps are not required.
- d. Cleats: only rubber/molded cleats allowed. No metal cleats.
- e. Fielding Masks: all defensive players are strongly encouraged to wear a fielding mask.

3. The Game

- a. Regulation Game: the 60-minute time limit will constitute a complete regulation game.
 - i. There is a hard stop. Once time expires, the game is over.

- ii. Teams should utilize the full time allotment, even if only the visiting team has time to bat in the final inning.
- b. Rainouts: a game called due to weather shall be considered complete if two innings were completed..
 - i. Incomplete games will start over, if rescheduled.
- c. Postgame Handshake: players and coaches must line up and shake hands with their opponents at the conclusion of every game.

4. Players and Substitutes

- a. Lineups: coaches do not need to exchange lineups.
 - i. There is not a minimum number of players required to play, but the preference would be five (5), to fill all infield positions.
 - ii. Free substitutions are allowed at any time during the game.
- b. Positions: there are five (5) defensive infield positions; pitcher, first base, second base, shortstop, and third base. All other players should be positioned in the outfield.
 - i. Only five (5) players are permitted to play in the infield.
 - ii. Outfielders must be positioned at least ten (10) feet behind the baseline.
- c. Playing Time: coaches must ensure that all players receive the required minimum playing time and that they adhere to limits and restrictions, where applicable.
 - i. All players play the field every inning. No one sits the bench.
 - ii. All players should play close to an equal amount at each position during the course of a season. It is preferred that positions are rotated every inning.
 - iii. Every attempt should be made to ensure players do not play consecutive innings in the outfield

5. Coaches

- a. Coach Uniforms: on-field coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.
 - i. Each team is allotted four (4) coaches jerseys. Additional jerseys may be purchased.
- b. Defensive Coaches: four (4) defensive coaches are allowed on the field, but must be behind the baseline.
- c. Offensive Coaches: four (4) offensive coaches are allowed; a pitcher, catcher, and 1st and 3rd base coaches. The 1st and 3rd base coaches must remain in the coach's box.
- d. Conduct: coaches must maintain proper sportsmanship at all times. Head coaches are responsible for the behavior of their players and player's parents.

6. Pitching

- a. Player Pitcher: all player pitchers are required to wear a fielding mask or their batting helmet with facemask.
- b. Coach Pitcher: all pitching must be done by an adult offensive coach.
 - i. Coach pitching must be pitched underhanded from a standing position.

- ii. If the coach inadvertently interferes with a play or his hit by the batted ball, the ball is dead and “no pitch” is declared.

7. Batting

- a. Batting Lineup: teams will have a continuous batting order of all players.
 - i. The entire lineup bats each inning.
 - ii. All players should bat in every spot in the order over the course of the season.
 - iii. It is not necessary to adjust the order every inning, but it should be adjusted each game.
- b. Max Pitches: each batter will receive a maximum of six (6) pitches or three (3) swinging strikes.
 - i. After three (3) swinging strikes in which the third strike is not a foul ball, the batter will hit off the tee.
 - ii. After six (6) total pitches the batter will hit off the tee, regardless of how many pitches the batter swung at or if the sixth pitch was fouled off.
 - iii. Batters shall hit off the tee until the ball is put in play.
 - iv. Balls hit off the tee that fail to travel more than five (5) feet shall be treated as a foul ball.

8. Base Running

- a. Stealing: there will be tight bases and no stealing. A runner cannot leave the base until the ball reaches home plate.
- b. Infield Hits: an infield hit is a batted ball that does not reach the outfield.
 - i. On infield hits, all runners may advance one (1) base at their own risk.
- c. Outfield Hits: an outfield hit is any batted ball that reaches the outfield.
 - i. On outfield hits off the coach pitcher, all runners may advance two (2) bases, at their own risk.
 - ii. On outfield hits off the tee, all runners may advance one (1) base at their own risk.
- d. Outs: runners must leave the base when out.
 - i. After three (3) outs, the bases are cleared, but the offensive team continues batting until the entire lineup bats. Teams do not have to clear the bases if there is only one batter remaining.
- e. Courtesy Runner: a courtesy runner may be used for an injured player.

9. Umpires

- a. PBSA does not provide umpires for 6U.

10. Scoring

- a. Score is not kept in 6U.

8U Softball - Coach Pitch

PBSA Local Softball Rulebook

Summary

Duration:	75 minutes or 6 innings	Official Inning:	3 outs or 5 runs
Mercy Rule:	16 after 3, 11 after 4, 6 after 5	Umpires:	One
Base Paths:	60 feet	Pitching Distance:	30 feet
Ball:	11 inch	Defensive Players:	10
Bunting:	No	Hit by Pitch:	N/A
Infield Fly:	No	Dropped 3rd Strike:	N/A
Walks:	N/A	Illegal Pitch:	N/A
Tight Bases:	Yes	Stealing:	No

Division Rules

1. Playing Field

- Bases:** set at a distance of 60 feet.
- Pitching Rubber:** set at a distance of 30 feet.
- Pitcher's Circle:** shall be 16 feet in diameter (8-ft. radius) drawn from the mid-point of the front edge of the pitching rubber. On turf fields, the umpires and teams will use their best judgment to determine where the circle would be.
- Outfield:** defined as the grass beyond the infield dirt (or green turf beyond the brown turf) and extends to the fences on each side of the field.
- Infield:** defined as the area in front of the outfield that is typically made of dirt, or brown turf.
- Double First Base:** the double first base shall consist of a base in fair territory that is white and a base in foul territory that is orange.
 - Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the orange portion.
 - Warnings shall be issued for initial infractions. Repeated infractions will result in interference/obstruction calls and could lead to player and coach ejections.
- Dugouts:** the first base dugout is designated for the home team.

2. Equipment

- Bats:** must adhere to USSSA or USA Softball Rules, which as of 2017 requires all bats to be 2¼", be marked "Official Softball", and/or have the "USSSA 1.20 BPF" or "USA Softball Certified" mark.

- b. Ball: the ball is an 11-inch optic yellow softball with a max compression of 375# and a COR of 46.25 +/- 0.75.
- c. Batting Helmets: all batting helmets must have a facemask.
- d. Catcher's Equipment: shall include a catcher's helmet with face mask, chest protector, and shin guards. Catcher's mitts are not required. The catcher must wear protective equipment at practices and games.
- e. Cleats: only rubber/molded cleats allowed. No metal cleats.
- f. Fielding Masks: all defensive players are strongly encouraged to wear a fielding mask.

3. The Game

- a. Regulation Game: six (6) innings or 75-minute time limit will constitute a complete regulation game.
 - i. There is not a hard stop. Once time expires, the inning will be completed with consideration of the score and home team assignment. If the trailing team cannot win or tie based on the 5-run per inning run limit, the game is over.
 - ii. A new inning begins upon the third out of the prior inning. The new inning will be played if (a) the time limit has not expired, (b) the maximum number of innings has not been reached, and (c) the mercy rule is not applicable.
 - iii. In the event a game is tied after the maximum number of innings has been played AND ten (10) or more minutes remain on the clock, one extra inning will be played; the new inning will begin by placing the player who had the last completed at bat in the prior inning on 2nd base. In all other circumstances, the game ends in a tie.
- b. Run Limit: each team will be allowed a maximum of five (5) runs per inning.
- c. Mercy Rule: if a team is leading by at least 16 runs after 3 complete innings, 11 runs after 4 complete innings, or 6 runs after 5 complete innings, the game shall be officially complete.
 - i. If both coaches agree, the teams may continue to play, without umpires, but must utilize a hard stop when time expires. The official score shall be the score when the game was called due to mercy rule.
- d. Rainouts: a game called due to weather shall be considered complete if three innings were completed or 45 minutes had elapsed from the official game clock.
 - i. The official score will revert back to the last completed inning.
 - ii. Incomplete games will start over, if rescheduled.
- e. Postgame Handshake: players and coaches must line up and shake hands with their opponents at the conclusion of every game.
- f. Dropped 3rd Strike: not in effect.
- g. Infield fly: not in effect.
- h. Look-back Rule: not in effect.
- i. Catcher Readiness: coaches are encouraged to make sure their catcher is ready for the next inning, which could entail the use of a courtesy runner with two outs.

4. Players and Substitutes

- a. Lineups: coaches shall exchange lineups before the start of a game. Lineup cards must include each player's jersey number and name.
 - i. A minimum of eight (8) players is required to start a game. Teams playing with eight must take an automatic out for the 9th spot in the lineup (an automatic out is never required for the 10th spot in the lineup).
 - ii. Late players are added to the end of the lineup.
 - iii. Free substitutions are allowed at any time during the game.
 - iv. If a player has to leave the game for any reason and at least nine batters remain, the departing player's spot in the batting order will be skipped. If only eight batters remain, an automatic out must also be taken.
- b. Forfeits: a ten (10) minute grace period from the scheduled game time will be given to allow for the minimum number of players to arrive. After the grace period expires, a forfeit is called.
 - i. A team that starts with eight (8) or more players must maintain at least eight players the entire game or a forfeit will be called.
 - ii. Forfeited games will be officially scored 7-0.
 - iii. In the case of neither team having eight players, a double forfeit with a score of 0-0 will be declared.
 - iv. Teams may still use their allotted game time to scrimmage without umpires, if desired, but must utilize a hard stop once time expires.
- c. Pool Players: to avoid forfeits, teams may utilize up to two (2) pool players (players from other teams).
 - i. Pool players can only be used to reach eight (8) or nine (9) total players (pool players cannot be used to reach ten).
 - ii. Pool players must bat at the bottom of the lineup and are required to play the outfield.
 - iii. ALL POOL PLAYERS MUST BE APPROVED BY THE COMMISSIONER OR LEAGUE DIRECTOR. The head coach of the team that requires a pool player(s) should contact their league director as early as possible.
 - iv. As a courtesy, and if time allows, the opposing coach will be notified of the use of pool players.
- d. Illegal Players: the penalty for use of an ineligible/illegal player shall be immediate forfeit of the game in which the player in question is playing. At minimum, the head coach shall be suspended for one game.
- e. Positions: there are ten (10) defensive positions; pitcher, catcher, first base, second base, shortstop, third base, and four outfielders (generally aligned to left field, left center, right center, and right field).
 - i. Outfielders must be positioned at least 15 feet into the outfield (previously defined).
 - ii. Infielders (excluding the pitcher) cannot be positioned more than 10 feet inside the baseline toward home plate.
- f. Playing Time: coaches must ensure that all kids receive the required minimum playing time and that they adhere to limits and restrictions, where applicable.

- i. No player may sit out defensively for two (2) consecutive innings unless injured, sick, or there is an agreement with the player's parents.
- ii. No player may sit out a second inning on defense until all other players have sat out at least one inning.
- iii. All players should play at least one (1) inning in the infield per game unless there is agreement with the player's parents, or if the combination of roster size and innings played prevent such from occurring. Catcher does not qualify as an infield position (8U only).
- iv. No player may play more than three (3) total innings at pitcher and first base COMBINED.
- v. No player can play more than two (2) consecutive innings at catcher.

5. Coaches

- a. Coach Uniforms: on-field coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.
 - i. Each team is allotted four (4) coaches jerseys. Additional jerseys may be purchased.
- b. Defensive Coaches: two (2) defensive coaches are allowed on the field, but must be positioned in the outfield in foul territory. All other coaches must stay within five feet of the dugout entrance.
- c. Offensive Coaches: four (4) offensive coaches are allowed; a pitcher, 1st and 3rd base coaches, and a coach at the backstop to assist getting balls back to the pitcher. The 1st and 3rd base coaches must remain in the coach's box.
 - i. The coach pitcher and backstop coach should refrain from coaching during the play.
- d. Appeals: all appeals and communication with umpires regarding calls during the game should be handled by the head coach, unless the umpire initiates the discussion with an assistant coach.
- e. Conduct: coaches must maintain proper sportsmanship at all times. Head coaches are responsible for the behavior of their players and players' parents. The head coach can be subject to ejection if he/she cannot help control them.

6. Pitching

- a. Player Pitcher: players do not pitch.
 - i. All player pitchers are required to wear a fielding mask.
 - ii. The player pitcher must have at least one foot inside the pitcher's circle when the coach delivers a pitch. If a circle is not present or drawn incorrectly, the player pitcher must be positioned within eight (8) feet of the pitching rubber when the coach delivers a pitch.
- b. Coach Pitcher: all pitching must be done by an adult offensive coach.
 - i. Coach pitching must be pitched underhanded from a standing position.
 - ii. The coach shall deliver the pitch with one foot in contact with the pitching rubber.
 - iii. Coach pitchers should do their best to leave fair territory once the ball is put into play without interfering with the play.

- iv. If the coach inadvertently interferes with a play or his hit by the batted ball, the ball is dead and “no pitch” is declared.
- v. If, in the umpire’s judgment, the coach *intentionally* makes contact with the ball or interferes with the play, the ball is dead, the batter is out, and the coach will be issued a warning. A second infraction will result in ejection of the coach.

7. Batting

- a. Batting Lineup: teams will have a continuous batting order of all players, regardless if they are playing defensively.
- b. Bunting: is not allowed.
- c. Slash Bunting: slash bunting (fake bunt and swing) is not allowed. If there is a slash bunt, the ball is dead and the batter is automatically out. The umpire shall warn the coach, and any subsequent slash bunting is an automatic ejection of the player and coach.
- d. Throwing the Bat: bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.
 - i. Players who throw their bat or batting helmet in disgust will be immediately ejected from the game.
 - ii. If a bat is accidentally thrown (per umpire’s judgment); the offensive team will receive one warning. Any subsequent violation will result in the batter being called out.
 - iii. If any thrown bat strikes the catcher or umpire, the umpire *may* call the batter out without warning.
- e. Max Pitches: Each batter will receive a maximum of six (6) pitches or three (3) swinging strikes.
 - i. After three (3) swinging strikes in which the third strike is not a foul ball, the batter will be declared out by strikeout.
 - ii. After six (6) total pitches in which the pitch is not a foul ball, the batter will be declared out, regardless of how many pitches the batter swung at.
 - iii. Uncaught foul balls on the sixth and all subsequent pitches will extend the at bat until a pitch is put in play, swung at and missed, or taken.
- f. Walks: there are no walks.

8. Base Running

- a. Stealing: there will be tight bases and no stealing. A runner cannot leave the base until the ball reaches home plate.
 - i. If a runner leaves early, a warning will be issued to the head coach. Subsequent instances will result in a dead ball, a “no pitch”, and the runner being called out.
- b. No Contact: the no contact rule is in effect and will be called at the discretion of the umpires.
 - i. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player (typically by sliding), even if the defensive player is out of position due to the act of making the play.
 - ii. If there is no play being made, the runner still must avoid contact. However, if the defensive player, without the ball, alters the runner’s path, the umpire can make an obstruction call.

- iii. When making a “No Contact” call, if the umpire feels that the contact was unintentional, the runner shall be declared out prior to achieving the base.
 - iv. When making a “No Contact” call, if the umpire feels that a runner intentionally initiated contact with a defensive player, the player will be called out and ejected from the game.
 - v. Intentional contact initiated by the defensive player will also result in ejection.
- c. Infield Hits: an infield hit is a batted ball that does not reach the outfield (as previously defined) and is not fielded by an outfielder.
- i. On infield hits, all runners may advance one (1) base at their own risk.
 - ii. If there is an overthrow, defined as any throw that gets at least ten (10) feet beyond the fielder to whom it is being thrown, a runner may attempt, at their own risk, to advance one (1) additional base. If a subsequent overthrow occurs, runners are not allowed to advance. Runners may not advance home on an overthrow.
 - iii. A runner that begins the play on third base and is not forced home must commit towards home, without hesitation, before a thrown ball reaches its intended target. Otherwise, the runner will be placed back on third base.
 - iv. Play is dead once an attempt is made to get the ball to the pitcher. Please note: because of the aforementioned base running limitations, umpires may kill the play once runners can no longer advance.
- d. Outfield Hits: an outfield hit is any batted ball that reaches the outfield (as previously defined) or is otherwise fielded by an outfielder, even if fielded in the infield.
- i. On outfield hits, all runners may advance unlimited bases, at their own risk, until the play is ruled dead.
 - ii. Play is dead once an infielder has control of the ball in the infield, which extends into foul territory, and all runners have reached the next base safely.
 - iii. Runners that have already passed a base once “control” is achieved by the infielder may continue to the next base at their own risk, but may not advance past that base for any reason.
 - iv. Overthrows are not applicable on outfield hits.
- e. Courtesy Runner: a courtesy runner may be used for the catcher with two outs or for an injured player. The courtesy runner shall be the player who made the most recent out.

9. Umpires

- a. PBSA will provide one umpire for the game.

10. Scoring

- a. Official Scorekeeper: The Home Team shall provide the Official Scorekeeper.
- b. Scoreboard: The Visiting Team is responsible for running the scoreboard during the game.
- c. Reporting Scores: Either head coach may report the score of the game, preferably within 24 hours of completion. Scores must be entered on the league website via account portal.

10U Softball - Modified Kid Pitch

PBSA Local Softball Rulebook

Summary

Duration:	75 minutes or 6 innings	Official Inning:	3 outs or 5 runs
Mercy Rule:	16 after 3, 11 after 4, 6 after 5	Umpires:	Two
Base Paths:	60 feet	Pitching Distance:	35 feet
Ball:	11 inch	Defensive Players:	10
Bunting:	Yes (kid pitcher only)	Hit by Pitch:	Yes
Infield Fly:	No	Dropped 3rd Strike:	No
Walks:	No	Illegal Pitch:	Warnings only
Tight Bases:	Yes	Stealing:	Yes (except home)

Division Rules

1. Playing Field

- a. Bases: set at a distance of 60 feet.
- b. Pitching Rubber: set at a distance of 35 feet.
- c. Pitcher's Circle: shall be 16 feet in diameter (8-ft. radius) drawn from the mid-point of the front edge of the pitching rubber. On turf fields, the umpires and teams will use their best judgment to determine where the circle would be.
- d. Outfield: defined as the grass beyond the infield dirt (or green turf beyond the brown turf) and extends to the fences on each side of the field.
- e. Infield: defined as the area in front of the outfield that is typically made of dirt, or brown turf.
- f. Double First Base: the double first base shall consist of a base in fair territory that is white and a base in foul territory that is orange.
 - i. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the orange portion.
 - ii. Warnings shall be issued for initial infractions. Repeated infractions will result in interference/obstruction calls and could lead to player and coach ejections.
- g. Dugouts: the first base dugout is designated for the home team.

2. Equipment

- a. Bats: must adhere to USSSA or USA Softball Rules, which as of 2017 requires all bats to be 2¼", be marked "Official Softball", and/or have the "USSSA 1.20 BPF" or "USA Softball Certified" mark.

- b. Ball: the ball is an 11-inch optic yellow softball with a max compression of 375# and a COR of 46.25 +/- 0.75.
- c. Batting Helmets: all batting helmets must have a facemask.
- d. Catcher's Equipment: shall include a catcher's helmet with face mask, chest protector, and shin guards. Catcher's mitts are preferred, but not required. The catcher must wear protective equipment at practices and games, including pregame warmups.
- e. Cleats: only rubber/molded cleats allowed. No metal cleats.
- f. Fielding Masks: all defensive players are strongly encouraged to wear a fielding mask.

3. The Game

- a. Regulation Game: six (6) innings or 75-minute time limit will constitute a complete regulation game.
 - i. There is not a hard stop. Once time expires, the inning will be completed with consideration of the score and home team assignment. If the trailing team cannot win or tie based on the 5-run per inning run limit, the game is over.
 - ii. A new inning begins upon the third out of the prior inning. The new inning will be played if (a) the time limit has not expired, (b) the maximum number of innings has not been reached, and (c) the mercy rule is not applicable.
 - iii. In the event a game is tied after the maximum number of innings has been played AND ten (10) or more minutes remain on the clock, one extra inning will be played; the new inning will begin by placing the player who had the last completed at bat in the prior inning on 2nd base. In all other circumstances, the game ends in a tie.
- b. Run Limit: each team will be allowed a maximum of five (5) runs per inning.
- c. Mercy Rule: if a team is leading by at least 16 runs after 3 complete innings, 11 runs after 4 complete innings, or 6 runs after 5 complete innings, the game shall be officially complete.
 - i. If both coaches agree, the teams may continue to play, without umpires, but must utilize a hard stop when time expires. The official score shall be the score when the game was called due to mercy rule.
- d. Rainouts: a game called due to weather shall be considered complete if three innings were completed or 45 minutes had elapsed from the official game clock.
 - i. The official score will revert back to the last completed inning.
 - ii. Incomplete games will start over, if rescheduled.
- e. Postgame Handshake: players and coaches must line up and shake hands with their opponents at the conclusion of every game.
- f. Dropped 3rd Strike: not in effect. The batter is declared out on the third strike.
- g. Infield fly: not in effect.
- h. Look-back Rule: not in effect.
- i. Catcher Readiness: coaches are encouraged to make sure their catcher is ready for the next inning, which could entail the use of a courtesy runner with two outs.

- j. Between Innings: pitchers are allowed eight (8) warm-up pitches during their first inning of work. In all subsequent innings, pitchers will be allowed five (5) warm-up pitches, or a maximum of 90 seconds from the time the final out is made in the previous half inning.

4. Players and Substitutes

- a. Lineups: coaches shall exchange lineups before the start of a game. Lineup cards must include each player's jersey number and name.
 - i. A minimum of eight (8) players is required to start a game. Teams playing with eight must take an automatic out for the 9th spot in the lineup (an automatic out is never required for the 10th spot in the lineup).
 - ii. Late players are added to the end of the lineup.
 - iii. Free substitutions are allowed at any time during the game.
 - iv. If a player has to leave the game for any reason and at least nine batters remain, the departing player's spot in the batting order will be skipped. If only eight batters remain, an automatic out must also be taken.
- b. Forfeits: a ten (10) minute grace period from the scheduled game time will be given to allow for the minimum number of players to arrive. After the grace period expires, a forfeit is called.
 - i. A team that starts with eight (8) or more players must maintain at least eight players the entire game or a forfeit will be called.
 - ii. Forfeited games will be officially scored 7-0.
 - iii. In the case of neither team having eight players, a double forfeit with a score of 0-0 will be declared.
 - iv. Teams may still use their allotted game time to scrimmage without umpires, if desired, but must utilize a hard stop once time expires.
- c. Pool Players: to avoid forfeits, teams may utilize up to two (2) pool players (players from other teams).
 - i. Pool players can only be used to reach eight (8) or nine (9) total players (pool players cannot be used to reach ten).
 - ii. Pool players must bat at the bottom of the lineup and are required to play the outfield.
 - iii. ALL POOL PLAYERS MUST BE APPROVED BY THE COMMISSIONER OR LEAGUE DIRECTOR. The head coach of the team that requires a pool player(s) should contact their league director as early as possible.
 - iv. As a courtesy, and if time allows, the opposing coach will be notified of the use of pool players.
- d. Illegal Players: the penalty for use of an ineligible/illegal player shall be immediate forfeit of the game in which the player in question is playing. At minimum, the head coach shall be suspended for one game.
- e. Positions: there are ten (10) defensive positions; pitcher, catcher, first base, second base, shortstop, third base, and four outfielders (generally aligned to left field, left center, right center, and right field).
 - i. Outfielders must be positioned at least 15 feet into the outfield (previously defined).

- f. Playing Time: coaches must ensure that all kids receive the required minimum playing time and that they adhere to limits and restrictions, where applicable.
 - i. No player may sit out defensively for two (2) consecutive innings unless injured, sick, or there is an agreement with the player's parents.
 - ii. No player may sit out a second inning on defense until all other players have sat out at least one inning.
 - iii. All players should play at least one (1) inning in the infield per game unless there is agreement with the player's parents, or if the combination of roster size and innings played prevent such from occurring.

5. Coaches

- a. Coach Uniforms: on-field coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.
 - i. Each team is allotted four (4) coaches jerseys. Additional jerseys may be purchased.
- b. Defensive Coaches: coaches are not allowed on the field while their team is on defense. All coaches must stay within five feet of the dugout entrance.
- c. Offensive Coaches: three (3) offensive coaches are allowed; 1st and 3rd base coaches, and a coach pitcher, when necessary. The 1st and 3rd base coaches must remain in the coach's box.
 - i. The coach pitcher should refrain from coaching during the play.
- d. Appeals: all appeals and communication with umpires regarding calls during the game should be handled by the head coach, unless the umpire initiates the discussion with an assistant coach.
- e. Conduct: coaches must maintain proper sportsmanship at all times. Head coaches are responsible for the behavior of their players and players' parents. The head coach can be subject to ejection if he/she cannot help control them.

6. Pitching

- a. Player Pitcher: A player will pitch to each batter until an out is recorded or three (3) balls are called by the umpire, at which time the Coach Pitcher will take over.
 - i. All player pitchers are required to wear a fielding mask.
 - ii. On illegal pitches, the batter will be awarded a ball, but base runners will not be awarded a base.
 - iii. A player pitcher who hits two (2) batters in an inning can be removed at the umpire's discretion if deemed a safety issue. That player pitcher can re-enter the game in a later inning, but if she hits two more batters again in an inning, she will be removed and cannot re-enter.
 - iv. There are no pitch limits or rest requirements, but all coaches are highly encouraged to develop more than one pitcher and use multiple pitchers.
 - v. When the coach is pitching, the player pitcher must have at least one foot inside the pitcher's circle when the coach pitcher delivers a pitch. If a circle is not present or drawn incorrectly, the player pitcher must be positioned within eight (8) feet of the pitching rubber when the coach delivers a pitch.

- b. Coach Pitcher: after three (3) called balls, pitching must be done by an adult offensive coach.
 - i. The Coach Pitcher will inherit the strike count and receive three (3) pitches, less the strike count, regardless of accuracy. 0 strikes = 3 pitches, 1 strike = 2 pitches, 2 strikes = 1 pitch
 - ii. Coach pitching must be pitched underhanded from a standing position.
 - iii. The coach shall deliver the pitch with one foot in contact with the pitching rubber.
 - iv. Coach pitchers should do their best to leave fair territory once the ball is put into play without interfering with the play.
 - v. If the coach inadvertently interferes with a play or his hit by the batted ball, the ball is dead and “no pitch” is declared.
 - vi. If, in the umpire’s judgment, the coach *intentionally* makes contact with the ball or interferes with the play, the ball is dead, the batter is out, and the coach will be issued a warning. A second infraction will result in ejection of the coach.

7. Batting

- a. Batting Lineup: teams will have a continuous batting order of all players, regardless if they are playing defensively.
- b. Bunting: is allowed against the player pitcher only.
- c. Slash Bunting: slash bunting (fake bunt and swing) is not allowed. If there is a slash bunt, the ball is dead and the batter is automatically out. The umpire shall warn the coach, and any subsequent slash bunting is an automatic ejection of the player and coach.
- d. Hit by Pitch: a batter hit by a pitch from the player pitcher with an effort to avoid being hit shall be awarded first base. Effort to avoid being hit is umpire discretion.
- e. Throwing the Bat: bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.
 - i. Players who throw their bat or batting helmet in disgust will be immediately ejected from the game.
 - ii. If a bat is accidentally thrown (per umpire’s judgment); the offensive team will receive one warning. Any subsequent violation will result in the batter being called out.
 - iii. If any thrown bat strikes the catcher or umpire, the umpire *may* call the batter out without warning.
- f. Max Pitches: only in effect versus the coach pitcher.
 - i. The batter will receive three (3) pitches, less the strike count, from the coach pitcher. 0 strikes = 3 pitches, 1 strike = 2 pitches, 2 strikes = 1 pitch
 - ii. After the final pitch in which the result is not a foul ball, the batter will be declared out, regardless of whether she swung or how many strikes she has.
 - iii. Uncaught foul balls on the final and all subsequent pitches will extend the at bat until a pitch is put in play, swung at and missed, or taken.
- g. Walks: there are no walks.

8. Base Running

- a. Stealing: there will be tight bases and stealing against the player pitcher only. A runner cannot leave the base until the ball reaches home plate.
 - i. Runners are allowed to steal one base per pitch, regardless of overthrows (applies to advancing on wild pitches and passed balls, as well).
 - ii. Runners are not allowed to steal home or score on wild pitches and passed balls.
 - iii. If a runner leaves early, a warning will be issued to the head coach. Subsequent instances will result in a dead ball, a "no pitch", and the runner being called out.
- b. No Contact: the no contact rule is in effect and will be called at the discretion of the umpires.
 - i. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player (typically by sliding), even if the defensive player is out of position due to the act of making the play.
 - ii. If there is no play being made, the runner still must avoid contact. However, if the defensive player, without the ball, alters the runner's path, the umpire can make an obstruction call.
 - iii. When making a "No Contact" call, if the umpire feels that the contact was unintentional, the runner shall be declared out prior to achieving the base.
 - iv. When making a "No Contact" call, if the umpire feels that a runner intentionally initiated contact with a defensive player, the player will be called out and ejected from the game.
 - v. Intentional contact initiated by the defensive player will also result in ejection.
- c. Infield Hits: an infield hit is a batted ball that does not reach the outfield (as previously defined) and is not fielded by an outfielder.
 - i. On infield hits, all runners may advance at their own risk, but the lead runner may not advance past third base. The "lead runner" is the runner occupying the furthest base when the pitch is delivered, not including third base. If the bases are empty, the batter is the lead runner.
 - ii. If there is an overthrow, defined as any throw that gets at least ten (10) feet beyond the fielder to whom it is being thrown, a runner may attempt, at their own risk, to advance until the play is dead, but the lead runner (as previously defined), may not advance home. If a subsequent overthrow occurs, runners are allowed to advance until play is dead or the lead runner reaches third base.
 - iii. A runner that begins the play on third base and is not forced home must commit towards home, without hesitation, before a thrown ball reaches its intended target. Otherwise, the runner will be placed back on third base.
 - iv. Play is dead once the pitcher has control of the ball in the circle. Please note: because of the aforementioned base running limitations, umpires may kill the play once runners can no longer advance.
- d. Outfield Hits: an outfield hit is any batted ball that reaches the outfield (as previously defined) or is otherwise fielded by an outfielder, even if fielded in the infield.
 - i. On outfield hits, all runners may advance unlimited bases, at their own risk, until the play is ruled dead.
 - ii. Play is dead once the pitcher has control of the ball in the circle.

- iii. Runners that have already passed a base once “control” is achieved by the pitcher may continue to the next base at their own risk, but may not advance past that base for any reason.
- iv. Overthrows are not applicable on outfield hits.
- e. Courtesy Runner: a courtesy runner may be used for the catcher with two outs or for an injured player. The courtesy runner shall be the player who made the most recent out.

9. Umpires

- a. PBSA will provide two umpires for the game. In rare cases, games may be called by one umpire.

10. Scoring

- a. Official Scorekeeper: The Home Team shall provide the Official Scorekeeper.
- b. Scoreboard: The Visiting Team is responsible for running the scoreboard during the game.
- c. Reporting Scores: Either head coach may report the score of the game, preferably within 24 hours of completion. Scores must be entered on the league website via account portal.

12U Softball - Kid Pitch

PBSA Local Softball Rulebook

Summary

Duration:	75 minutes or 6 innings	Official Inning:	3 outs or 5 runs
Mercy Rule:	16 after 3, 11 after 4, 6 after 5	Umpires:	Two
Base Paths:	60 feet	Pitching Distance:	40 feet
Ball:	12 inch	Defensive Players:	9
Bunting:	Yes	Hit by Pitch:	Yes
Infield Fly:	Yes	Dropped 3rd Strike:	Yes
Walks:	Yes	Illegal Pitch:	Yes (one warning)
Tight Bases:	No	Stealing:	Yes

Division Rules

1. Playing Field

- a. Bases: set at a distance of 60 feet.
- b. Pitching Rubber: set at a distance of 40 feet.
- c. Pitcher's Circle: shall be 16 feet in diameter (8-ft. radius) drawn from the mid-point of the front edge of the pitching rubber. On turf fields, the umpires and teams will use their best judgment to determine where the circle would be.
- d. Double First Base: the double first base shall consist of a base in fair territory that is white and a base in foul territory that is orange.
 - i. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the orange portion.
 - ii. Warnings shall be issued for initial infractions. Repeated infractions will result in interference/obstruction calls and could lead to player and coach ejections.
- e. Dugouts: the first base dugout is designated for the home team.

2. Equipment

- a. Bats: must adhere to USSSA or USA Softball Rules, which as of 2017 requires all bats to be 2¼", be marked "Official Softball", and/or have the "USSSA 1.20 BPF" or "USA Softball Certified" mark.
- b. Ball: the ball is an 12-inch optic yellow softball with a max compression of 375# and a COR of 46.25 +/- 0.75.
- c. Batting Helmets: all batting helmets must have a facemask.

- d. Catcher's Equipment: shall include a catcher's helmet with face mask, chest protector, and shin guards. Catcher's mitts are preferred, but not required. The catcher must wear protective equipment at practices and games, including pregame warmups.
- e. Cleats: only rubber/molded cleats allowed. No metal cleats.
- f. Fielding Masks: all defensive players are strongly encouraged to wear a fielding mask.

3. The Game

- a. Regulation Game: six (6) innings or 75-minute time limit will constitute a complete regulation game.
 - i. There is not a hard stop. Once time expires, the inning will be completed with consideration of the score and home team assignment. If the trailing team cannot win or tie based on the 5-run per inning run limit, the game is over.
 - ii. A new inning begins upon the third out of the prior inning. The new inning will be played if (a) the time limit has not expired, (b) the maximum number of innings has not been reached, and (c) the mercy rule is not applicable.
 - iii. In the event a game is tied after the maximum number of innings has been played AND ten (10) or more minutes remain on the clock, one extra inning will be played; the new inning will begin by placing the player who had the last completed at bat in the prior inning on 2nd base. In all other circumstances, the game ends in a tie.
- b. Run Limit: each team will be allowed a maximum of five (5) runs per inning.
- c. Mercy Rule: if a team is leading by at least 16 runs after 3 complete innings, 11 runs after 4 complete innings, or 6 runs after 5 complete innings, the game shall be officially complete.
 - i. If both coaches agree, the teams may continue to play, without umpires, but must utilize a hard stop when time expires. The official score shall be the score when the game was called due to mercy rule.
- d. Rainouts: a game called due to weather shall be considered complete if three innings were completed or 45 minutes had elapsed from the official game clock.
 - i. The official score will revert back to the last completed inning.
 - ii. Incomplete games will start over, if rescheduled.
- e. Postgame Handshake: players and coaches must line up and shake hands with their opponents at the conclusion of every game.
- f. Dropped 3rd Strike: is in effect.
- g. Infield fly: is in effect.
- h. Look-back Rule: is in effect.
- i. Catcher Readiness: coaches are encouraged to make sure their catcher is ready for the next inning, which could entail the use of a courtesy runner with two outs.
- j. Between Innings: pitchers are allowed eight (8) warm-up pitches during their first inning of work. In all subsequent innings, pitchers will be allowed five (5) warm-up pitches, or a maximum of 90 seconds from the time the final out is made in the previous half inning.

4. Players and Substitutes

- a. Lineups: coaches shall exchange lineups before the start of a game. Lineup cards must include each player's jersey number and name.
 - i. A minimum of eight (8) players is required to start a game. Teams playing with eight must take an automatic out for the 9th spot in the lineup.
 - ii. Late players are added to the end of the lineup.
 - iii. Free substitutions are allowed at any time during the game.
 - iv. If a player has to leave the game for any reason and at least nine batters remain, the departing player's spot in the batting order will be skipped. If only eight batters remain, an automatic out must also be taken.
- b. Forfeits: a ten (10) minute grace period from the scheduled game time will be given to allow for the minimum number of players to arrive. After the grace period expires, a forfeit is called.
 - i. A team that starts with eight (8) or more players must maintain at least eight players the entire game or a forfeit will be called.
 - ii. Forfeited games will be officially scored 7-0.
 - iii. In the case of neither team having eight players, a double forfeit with a score of 0-0 will be declared.
 - iv. Teams may still use their allotted game time to scrimmage without umpires, if desired, but must utilize a hard stop once time expires.
- c. Pool Players: to avoid forfeits, teams may utilize up to two (2) pool players (players from other teams).
 - i. Pool players can only be used to reach eight (8) or nine (9) total players.
 - ii. Pool players must bat at the bottom of the lineup and are required to play the outfield.
 - iii. ALL POOL PLAYERS MUST BE APPROVED BY THE COMMISSIONER OR LEAGUE DIRECTOR. The head coach of the team that requires a pool player(s) should contact their league director as early as possible.
 - iv. As a courtesy, and if time allows, the opposing coach will be notified of the use of pool players.
- d. Illegal Players: the penalty for use of an ineligible/illegal player shall be immediate forfeit of the game in which the player in question is playing. At minimum, the head coach shall be suspended for one game.
- e. Positions: there are nine (9) defensive positions; pitcher, catcher, first base, second base, shortstop, third base, left field, center field, and right field.
 - i. Outfielders must be positioned at least 15 feet into the outfield (previously defined).
- f. Playing Time: coaches must ensure that all kids receive the required minimum playing time and that they adhere to limits and restrictions, where applicable.
 - i. No player may sit out defensively for two (2) consecutive innings unless injured, sick, or there is an agreement with the player's parents.

- ii. No player may sit out a second inning on defense until all other players have sat out at least one inning.
- iii. All players should play at least one (1) inning in the infield per game unless there is agreement with the player's parents, or if the combination of roster size and innings played prevent such from occurring.

5. Coaches

- a. Coach Uniforms: on-field coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.
 - i. Each team is allotted four (4) coaches jerseys. Additional jerseys may be purchased.
- b. Defensive Coaches: coaches are not allowed on the field while their team is on defense. All coaches must stay within five feet of the dugout entrance.
- c. Offensive Coaches: two (2) offensive coaches are allowed as the 1st and 3rd base coaches. The 1st and 3rd base coaches must remain in the coach's box.
- d. Appeals: all appeals and communication with umpires regarding calls during the game should be handled by the head coach, unless the umpire initiates the discussion with an assistant coach.
- e. Conduct: coaches must maintain proper sportsmanship at all times. Head coaches are responsible for the behavior of their players and players' parents. The head coach can be subject to ejection if he/she cannot help control them.

6. Pitching

- a. Player Pitcher: All pitching will be done by a player.
 - i. All pitchers are required to wear a fielding mask.
 - ii. A pitcher who hits two (2) batters in an inning can be removed at the umpire's discretion if deemed a safety issue. That pitcher can re-enter the game in a later inning, but if she hits two more batters again in an inning, she will be removed and cannot re-enter.
 - iii. There are no pitch limits or rest requirements, but all coaches are highly encouraged to develop more than one pitcher and use multiple pitchers.

7. Batting

- a. Batting Lineup: teams will have a continuous batting order of all players, regardless if they are playing defensively.
- b. Bunting: is allowed.
- c. Slash Bunting: slash bunting (fake bunt and swing) is not allowed. If there is a slash bunt, the ball is dead and the batter is automatically out. The umpire shall warn the coach, and any subsequent slash bunting is an automatic ejection of the player and coach.
- d. Hit by Pitch: a batter hit by a pitch from the player pitcher with an effort to avoid being hit shall be awarded first base. Effort to avoid being hit is umpire discretion.
- e. Throwing the Bat: bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.

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- f. Walks: batters will take first base upon the fourth called ball by the umpire.

8. Base Running

- a. Stealing: there will be loose bases. A runner can leave the base when the pitcher releases the ball.
- b. No Contact: the no contact rule is in effect and will be called at the discretion of the umpires.
 - i. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player (typically by sliding), even if the defensive player is out of position due to the act of making the play.
 - ii. If there is no play being made, the runner still must avoid contact. However, if the defensive player, without the ball, alters the runner's path, the umpire can make an obstruction call.
 - iii. When making a "No Contact" call, if the umpire feels that the contact was unintentional, the runner shall be declared out prior to achieving the base.
 - iv. When making a "No Contact" call, if the umpire feels that a runner intentionally initiated contact with a defensive player, the player will be called out and ejected from the game.
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- c. Courtesy Runner: a courtesy runner may be used for the catcher with two outs or for an injured player. The courtesy runner shall be the player who made the most recent out.

9. Umpires

- a. PBSA will provide two umpires for the game. In rare cases, games may be called by one umpire.

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- a. Official Scorekeeper: The Home Team shall provide the Official Scorekeeper.
- b. Scoreboard: The Visiting Team is responsible for running the scoreboard during the game.
- c. Reporting Scores: Either head coach may report the score of the game, preferably within 24 hours of completion. Scores must be entered on the league website via account portal.

15U Softball - Kid Pitch

PBSA Local Softball Rulebook

Summary

Duration:	75 minutes or 6 innings	Official Inning:	3 outs or 5 runs
Mercy Rule:	16 after 3, 11 after 4, 6 after 5	Umpires:	Two
Base Paths:	60 feet	Pitching Distance:	43 feet
Ball:	12 inch	Defensive Players:	9
Bunting:	Yes	Hit by Pitch:	Yes
Infield Fly:	Yes	Dropped 3rd Strike:	Yes
Walks:	Yes	Illegal Pitch:	Yes (one warning)
Tight Bases:	No	Stealing:	Yes

Division Rules

1. Playing Field

- Bases:** set at a distance of 60 feet.
- Pitching Rubber:** set at a distance of 43 feet.
- Pitcher's Circle:** shall be 16 feet in diameter (8-ft. radius) drawn from the mid-point of the front edge of the pitching rubber. On turf fields, the umpires and teams will use their best judgment to determine where the circle would be.
- Double First Base:** the double first base shall consist of a base in fair territory that is white and a base in foul territory that is orange.
 - Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the orange portion.
 - Warnings shall be issued for initial infractions. Repeated infractions will result in interference/obstruction calls and could lead to player and coach ejections.
- Dugouts:** the first base dugout is designated for the home team.

2. Equipment

- Bats:** must adhere to USSSA or USA Softball Rules, which as of 2017 requires all bats to be 2¼", be marked "Official Softball", and/or have the "USSSA 1.20 BPF" or "USA Softball Certified" mark.
- Ball:** the ball is an 12-inch optic yellow softball with a max compression of 375# and a COR of 46.25 +/- 0.75.
- Batting Helmets:** all batting helmets must have a facemask.

- d. Catcher's Equipment: shall include a catcher's helmet with face mask, chest protector, and shin guards. Catcher's mitts are preferred, but not required. The catcher must wear protective equipment at practices and games, including pregame warmups.
- e. Cleats: only rubber/molded cleats allowed. No metal cleats.
- f. Fielding Masks: all defensive players are strongly encouraged to wear a fielding mask.

3. The Game

- a. Regulation Game: six (6) innings or 75-minute time limit will constitute a complete regulation game.
 - i. There is not a hard stop. Once time expires, the inning will be completed with consideration of the score and home team assignment. If the trailing team cannot win or tie based on the 5-run per inning run limit, the game is over.
 - ii. A new inning begins upon the third out of the prior inning. The new inning will be played if (a) the time limit has not expired, (b) the maximum number of innings has not been reached, and (c) the mercy rule is not applicable.
 - iii. In the event a game is tied after the maximum number of innings has been played AND ten (10) or more minutes remain on the clock, one extra inning will be played; the new inning will begin by placing the player who had the last completed at bat in the prior inning on 2nd base. In all other circumstances, the game ends in a tie.
- b. Run Limit: each team will be allowed a maximum of five (5) runs per inning.
- c. Mercy Rule: if a team is leading by at least 16 runs after 3 complete innings, 11 runs after 4 complete innings, or 6 runs after 5 complete innings, the game shall be officially complete.
 - i. If both coaches agree, the teams may continue to play, without umpires, but must utilize a hard stop when time expires. The official score shall be the score when the game was called due to mercy rule.
- d. Rainouts: a game called due to weather shall be considered complete if three innings were completed or 45 minutes had elapsed from the official game clock.
 - i. The official score will revert back to the last completed inning.
 - ii. Incomplete games will start over, if rescheduled.
- e. Postgame Handshake: players and coaches must line up and shake hands with their opponents at the conclusion of every game.
- f. Dropped 3rd Strike: is in effect.
- g. Infield fly: is in effect.
- h. Look-back Rule: is in effect.
- i. Catcher Readiness: coaches are encouraged to make sure their catcher is ready for the next inning, which could entail the use of a courtesy runner with two outs.
- j. Between Innings: pitchers are allowed eight (8) warm-up pitches during their first inning of work. In all subsequent innings, pitchers will be allowed five (5) warm-up pitches, or a maximum of 90 seconds from the time the final out is made in the previous half inning.

4. Players and Substitutes

- a. Lineups: coaches shall exchange lineups before the start of a game. Lineup cards must include each player's jersey number and name.
 - i. A minimum of eight (8) players is required to start a game. Teams playing with eight must take an automatic out for the 9th spot in the lineup.
 - ii. Late players are added to the end of the lineup.
 - iii. Free substitutions are allowed at any time during the game.
 - iv. If a player has to leave the game for any reason and at least nine batters remain, the departing player's spot in the batting order will be skipped. If only eight batters remain, an automatic out must also be taken.
- b. Forfeits: a ten (10) minute grace period from the scheduled game time will be given to allow for the minimum number of players to arrive. After the grace period expires, a forfeit is called.
 - i. A team that starts with eight (8) or more players must maintain at least eight players the entire game or a forfeit will be called.
 - ii. Forfeited games will be officially scored 7-0.
 - iii. In the case of neither team having eight players, a double forfeit with a score of 0-0 will be declared.
 - iv. Teams may still use their allotted game time to scrimmage without umpires, if desired, but must utilize a hard stop once time expires.
- c. Pool Players: to avoid forfeits, teams may utilize up to two (2) pool players (players from other teams).
 - i. Pool players can only be used to reach eight (8) or nine (9) total players.
 - ii. Pool players must bat at the bottom of the lineup and are required to play the outfield.
 - iii. ALL POOL PLAYERS MUST BE APPROVED BY THE COMMISSIONER OR LEAGUE DIRECTOR. The head coach of the team that requires a pool player(s) should contact their league director as early as possible.
 - iv. As a courtesy, and if time allows, the opposing coach will be notified of the use of pool players.
- d. Illegal Players: the penalty for use of an ineligible/illegal player shall be immediate forfeit of the game in which the player in question is playing. At minimum, the head coach shall be suspended for one game.
- e. Positions: there are nine (9) defensive positions; pitcher, catcher, first base, second base, shortstop, third base, left field, center field, and right field.
 - i. Outfielders must be positioned at least 15 feet into the outfield (previously defined).
- f. Playing Time: coaches must ensure that all kids receive the required minimum playing time and that they adhere to limits and restrictions, where applicable.
 - i. No player may sit out defensively for two (2) consecutive innings unless injured, sick, or there is an agreement with the player's parents.

- ii. No player may sit out a second inning on defense until all other players have sat out at least one inning.
- iii. All players should play at least one (1) inning in the infield per game unless there is agreement with the player's parents, or if the combination of roster size and innings played prevent such from occurring.

5. Coaches

- a. Coach Uniforms: on-field coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.
 - i. Each team is allotted four (4) coaches jerseys. Additional jerseys may be purchased.
- b. Defensive Coaches: coaches are not allowed on the field while their team is on defense. All coaches must stay within five feet of the dugout entrance.
- c. Offensive Coaches: two (2) offensive coaches are allowed as the 1st and 3rd base coaches. The 1st and 3rd base coaches must remain in the coach's box.
- d. Appeals: all appeals and communication with umpires regarding calls during the game should be handled by the head coach, unless the umpire initiates the discussion with an assistant coach.
- e. Conduct: coaches must maintain proper sportsmanship at all times. Head coaches are responsible for the behavior of their players and players' parents. The head coach can be subject to ejection if he/she cannot help control them.

6. Pitching

- a. Player Pitcher: All pitching will be done by a player.
 - i. All pitchers are required to wear a fielding mask.
 - ii. A pitcher who hits two (2) batters in an inning can be removed at the umpire's discretion if deemed a safety issue. That pitcher can re-enter the game in a later inning, but if she hits two more batters again in an inning, she will be removed and cannot re-enter.
 - iii. There are no pitch limits or rest requirements, but all coaches are highly encouraged to develop more than one pitcher and use multiple pitchers.

7. Batting

- a. Batting Lineup: teams will have a continuous batting order of all players, regardless if they are playing defensively.
- b. Bunting: is allowed.
- c. Slash Bunting: slash bunting (fake bunt and swing) is not allowed. If there is a slash bunt, the ball is dead and the batter is automatically out. The umpire shall warn the coach, and any subsequent slash bunting is an automatic ejection of the player and coach.
- d. Hit by Pitch: a batter hit by a pitch from the player pitcher with an effort to avoid being hit shall be awarded first base. Effort to avoid being hit is umpire discretion.
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