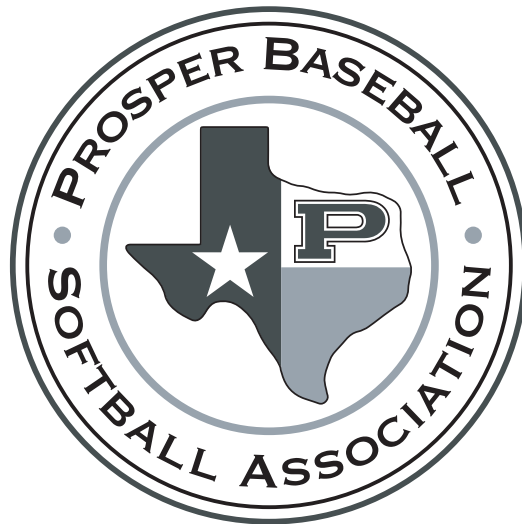


Prosper Baseball and Softball Association

Local Rulebook



1. General Principles.

The Prosper Baseball and Softball Association (PBSA), formerly the Prosper Little League, is the recreational baseball and softball association approved by the Town of Prosper. PBSA plays all or most of their games on Town of Prosper fields and is dedicated to developing players with good sportsmanship in a competitive environment for all teams while having fun.

2. Administration.

- a. The PBSA By-Laws provide for a Board of Directors to run PBSA.
- b. The Board of Director Positions are:
 - i. President: The President is a Director who is generally responsible for gathering the Board of Directors and for oversight over the daily operations of the league.
 - ii. Vice-President: The Vice-President is a Director who acts as President when President is absent or unreachable. There are two (2) Vice-Presidents, one for Baseball (the Baseball Commissioner) and one for Softball (the Softball Commissioner).
 - iii. Secretary: The secretary acts as registrar and coordinator for league administration.
 - iv. Treasurer: The Treasurer has custody of the corporate funds and securities, shall cause full and accurate accounts of receipts and disbursements to be kept and shall deposit all monies and other valuable effects in the name and to the credit of the PBSA as may be ordered by the Board of Directors and render to the Board of Directors whenever they shall require financial status of the PBSA.
 - v. Coaching Coordinator: The Coaching Coordinator approves and assigns coaches to teams in the Rec League.
 - vi. Player Agent: The Player Agent is responsible for all draft day activities and advocating on behalf of players.

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- vii. League Directors: The League Directors oversee the coaches, players, and gameplay rules within each division: Generally, there will be a League Director for League Play Divisions 5U, 6U, 7U, 8U, 9U, 10U, 12U, and 14U. There will also be a League Director for the Spikes and Pride.
 - viii. Equipment Manager. The equipment manager is responsible for procuring, distributing and tracking all PBSA equipment.
 - ix. Concessions. The concessions manager is responsible for all duties in running and operating the concession stand. This includes procuring the necessary suppliers, assigning volunteer and paid staff, and crediting/paying the staff.
 - x. At-Large Positions. There are At-Large positions that help out with varying duties such as Board Member on Duty, awards, sponsorships, pictures, ceremonies and other Board duties.
- c. The Board of Directors are generally organized as follows:
- i. Disciplinary decisions are made by the President, respective Vice President, and Coaching Coordinator for coaches and parents, and by the President, respective Vice-President, and Player Agent for players.
 - ii. Operational Decisions are made by the Executive Committee comprised of the President, Vice-Presidents, Secretary, Treasurer, Coaching Coordinator and Player Agents.
 - iii. There are several additional groups for pictures, awards, sponsorships and ceremonies.

3. Baseball.

- a. Leagues.
- i. PBSA offers a single league, called "League Play," for recreational play which is the primary focus of the association. PBSA also offers competitive Tournament-based teams for both Baseball and Softball, called the **Spikes** and **Pride** respectively. All players registered for League Play are assigned to a team and can participate in baseball and/or softball. Spikes and Pride teams are formed via open tryouts on an annual basis with seasonal tryouts to fill vacant roster spots.
 - ii. Ages for all baseball divisions are determined by the players age as of 05/01/2021, called the players League Age. Ages for all softball divisions are determined by the players age as of 12/31/2020, called the players League Age.
 - iii. Uniforms and Equipment. A team jersey and hat are provided for all registered players. Game balls are provided to the Head Coach of each team to be used in League games. Players are responsible for their own glove, bat, baseball pants, socks, belt, shoes, and any other optional equipment.

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b. League Divisions.

League Play Divisions (Birthdates set for Fall 2020 and Spring 2021 Seasons)								
Division Overview	5U T-Ball	6U Beg. Coach Pitch	7U Coach Pitch	8U Adv. Coach Pitch	9U Kid Pitch	10U Kid Pitch	12U Kid Pitch	14U Kid Pitch
Beginning Birthdate ^[1]	5/1/16	5/1/15	5/1/14	5/1/13	5/1/12	5/1/11	5/1/09	5/1/07
Youngest Birthdate	4/30/18	4/30/16	4/30/15	4/30/14	4/30/13	4/30/12	4/30/11	4/30/09
League Badges/Lanyards MUST be Worn by Coaches at all times	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Play Up 1 year ^[2]	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Minimum Defensive Playing Time	See Rule § 3.d.xxxii	See Rule § 3.d.xxxii	See Rule § 3.d.xxxii	See Rule § 3.d.xxxii	See Rule § 3.d.xxxii	See Rule § 3.d.xxxii	See Rule § 3.d.xxxii	See Rule § 3.d.xxxii
Scores and Standings Kept	No	No	Yes	Yes	Yes	Yes	Yes	Yes

¹ The birthdates are for the 2020 Fall and 2021 Spring seasons.

² A player may play up one year in any division, but it is strongly discouraged. Players that ask to play up on their own accord are likely to be the first players moved down to other divisions to fill out teams.

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c. Team and Division Formation.

- i. *Parent Choice.* Parents may choose to have a player play up one division in League Play (i.e., a player league age 9 can choose to play in 10U).
- ii. League Play teams (where scores and standings are kept) are formed pursuant to assessments and a draft (when the season permits) as more particular described in Rule 5.h., with parents allowing the players to return to the same team the following season. League Play teams (where scores and standings are *not* kept) are formed by their League Director, with oversight by PBSA, who will take into account kids that want to play with each other and other factors.
- iii. Playing Up
 1. PBSA may assign teams up (or move down if a team chose to play up) at its sole discretion, at any time.
 2. Teams or Coaches that attempt to “game” the system by not providing accurate information to PBSA or playing in divisions significantly below their team’s ability are subject to disciplinary action by PBSA, including without limitation, forfeiture of all playing right without return of fees paid.

d. Baseball Local Rules. The PBSA follows the USSSA rules except as modified in this document. USSSA rules follow the MLB National League rules, except as modified by USSSA Rules.

- i. This table provides an overview of the baseball rules:

League Playing Rules								
Playing Rules	5U T-Ball	6U Beg. Coach Pitch	7U Coach Pitch	8U Adv. Coach Pitch	9U Kid Pitch	10U Kid Pitch	12U Kid Pitch	14U Kid Pitch
Game Time	50 minutes	60 minutes	75 minutes	75 minutes	90 minutes	90 minutes	105 minutes	105 minutes
Number of Innings	3	4	6	6	6	6	6	7
Game Duration	Hard Stop	Hard Stop	See Rule 3.d.iii	See Rule 3.d.iii	See Rule 3.d.iii	See Rule 3.d.iii	See Rule 3.d.iii	See Rule 3.d.iii
Base Paths	60'	60'	60'	60'	65'	65'	70'	80'
Pitching Distance	N/A	N/A	30'	30'	46'	46'	50'	54'
Maximum Runs Per Inning	N/A	7	7	7	7	7	7	7
Mercy Rule in Effect	N/A	N/A	Yes	Yes	Yes	Yes	Yes	Yes

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Local Rulebook

League Playing Rules (contd.)								
Playing Rules	5U T-Ball	6U Beg. Coach Pitch	7U Coach Pitch	8U Adv. Coach Pitch	9U Kid Pitch	10U Kid Pitch	12U Kid Pitch	14U Kid Pitch
Players on Field	All	10	10	10	9	9	9	9
Runners Can Lead Off	No	No	No	No	No	Yes	Yes	Yes
Bunting	No	No	No	No	Yes	Yes	Yes	Yes
Balls	Safety	Safety	Standard	Standard	Standard	Standard	Standard	Standard
Lineup Batting	Entire per inning	6 Note 5	Note 6	Note 6	Note 6	Note 6	Note 6	Note 6
Defensive Substitution	N/A	Free	Free	Free	Free	Free	Free	Free
Dropped 3 rd Strike	N/A	N/A	N/A	N/A	N/A	Yes	Yes	Yes
Steals Allowed	No	No	No	No	Yes	Yes	Yes	Yes
Infield Fly Rule in Effect	No	No	No	No	Yes	Yes	Yes	Yes
On-Deck Batters	No	No	No	No	No	No	Yes	Yes
Umpire(s)	0	0	1	1	2	2	2	2
Runners Advance on Throw to 1st	No	1 Base @ own risk	1 Base @ own risk	@ own risk	@ own risk	@ own risk	@ own risk	@ own risk
Runners Advance on Plays in Fair Territory	1 Base @ own risk	1 Base @ own risk	Note 1	Note 2	@ own risk	@ own risk	@ own risk	@ own risk
Coach Pitching Rules	N/A	Note 3	Note 4	Note 4	N/A	N/A	N/A	N/A
Called Balls	N/A	N/A	N/A	N/A	1 warning	1 warning	No warning	No warning

Playing Rule Notes	
Note 1	Runners may advance until ball is controlled by an infielder in the infield.
Note 2	Runners may advance until the umpire determines the play is over.
Note 3	The batter will receive three (3) pitches. If a batter does not hit the ball into fair territory after three (3) pitches, the batter will hit the ball off the tee.
Note 4	The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.

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Playing Rule Notes	
Note 5	6U will bat in a continuous order. Kids will bat until the earlier of three (3) outs or all kids have batted.
Note 6	Continuous batting order. Players can be added or removed from the lineup and will not be counted as an out as long as the team has nine (9) players. If less than nine (9) players, its an out.

- ii. Mercy Rule. PBSA mercy rules adhere to § 7.03.B-1, which, as of 2020, are:

Length of Game	Run Differential	Inning
6 innings	15	3 rd inning
6 innings	8	4 th inning
7 innings	15	3 rd inning
7 innings	12	4 th inning
7 innings	8	5 th Inning

- iii. New Inning. A new inning begins upon the third out of the prior inning. The new inning will be played if (a) the division time limit had not expired prior to the start of the new inning (e.g., upon the third out of the prior inning), (b) the maximum number of innings hadn't been reached yet, or (c) the run rule is not applicable.
- iv. Extra Innings. In the event a game is tied after the maximum number of innings has been played AND five (5) or more minutes remains on the clock, one extra innings will be played; however the new inning will be played by placing the players on all bases (using the last three batters for the batting team in the prior inning) with one (1) out.
- v. Slash Bunting. No slash bunting allowed. If there is a slash bunt, the ball is dead and the batter is automatically out and ejected from the game. The umpire shall warn the coach, and any subsequent slash bunting is an automatic ejection.
- vi. Bats. Bats must adhere to USSSA Rule § 7.01, which as of the 2017 rules requires all bats for 14U and younger divisions to adhere to USSSA 1.15BPF Mark or BBCOR.50 certified mark. Bats may be 2 ¼", 2 5/8" or 2 ¾". On January 1, 2018, for 14U only, the rule changes to a maximum drop 5 (-5) with the official USSSA 1.15 BPF mark permanently stamped. This applies to all players in 14U whether they are league age 13 or 14.
- vii. Catcher Equipment. Protective equipment shall include: protective catcher's helmet with face mask, chest protector and shin guards. The catcher must wear protective equipment at practices, games, or when warming up a pitcher. In all kid pitch divisions, catcher's mitts must be used.

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viii. Kid Pitch Limitations. PBSA rules on kid pitching are as follows:

League Age	Pitches Allowed Per Day
17-18	105
13 - 16	95
11-12	85
9 - 10	75
7 - 8	50

Rest Requirements: Pitchers League Ages 7 to 16

Number of pitches in a day	Number of calendar days of rest before pitching again
61+	3
41 to 60	2
21 to 40	1
1 to 20	0

1. Enforcement: To ensure that pitching rules are strictly followed, PBSA imposes a number of other strict requirements:
 - a. Each coach is responsible to track pitch counts.
 - b. Each coach must provide the current pitch count for any pitcher when requested by either manager or any umpire, and notify the umpire-in-chief when a pitcher has reached the pitch limit, who will, in turn, notify the pitcher's manager that the pitcher must be removed.
 - c. Failure of the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager does not relieve the manager of his/her responsibility to remove the pitcher when that pitcher is no longer eligible to pitch.
 - d. Violation of the rule results in the following repercussions, or other repercussions as determined by PBSA:
 - i. First offense - Coach and player are ejected from the game (current rules state that a coach that is ejected for any reason is automatically suspended for one game and that remains in effect which means the coach is out an additional game). Pitcher is not allowed to pitch the next game after the required rest.
 - ii. Second offense -- Coach and player are ejected from the game. Coach is suspended for an additional two games. Pitcher is not allowed to pitch for the next two games after the required rest.

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- iii. Third offense. Coach and player are ejected. Coach is suspended for the remainder of the season. Pitcher is not eligible to pitch the next 3 games after the required rest.

2. Other Pitching Rules

- a. Pitcher to catcher ban: any pitcher who delivers 41 or more pitches in a game may not go behind the plate to play catcher for the remainder of the day.
 - b. Catcher to pitcher ban: Any player who catches more than 3 innings may not pitch for the remainder of the day.
 - c. Multiple games: Players may not pitch in more than one game in a day. Pitches in suspended/regulation tie games are charged against pitcher's eligibility. If suspended games are resumed on another day, pitchers of record at time game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper amount of days.
 - d. Completion of pitching to batter: If a pitcher reaches the pitch-count limit for their age while facing a batter, the pitcher may continue to throw until the batter reaches base, is thrown out, or the third out is made to complete the half-inning.
 - e. Rest Threshold: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - i. That batter reaches base
 - ii. That batter is retired
 - iii. The third out is made to complete the half-inning
 - f. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached prior to that at-bat, provided that pitcher is removed before delivering a pitch to another batter. For example, if a pitcher had 39 pitches prior to an at-bat, then pitched to another batter and complied with the obligations above (i.e., was removed after that at-bat), then the pitcher is required to have one day rest.
- ix. Forfeits . A minimum of 8 players are needed to start a game. Ten minute grace period from game time until a forfeit is called. A game is "on the clock" at scheduled game time. When a game is started with 8 players, you must have at least 8 players at all times. For any team that doesn't have enough players, there will be an automatic out for 9th missing player (i.e., a team with 8 players will receive an out for both the 9th batter if in a league that plays 9 player. The 10th Player does not require an out). Having only 7 players will result in a forfeit. All games resulting in a forfeit will be scored 7-0 with the team that forfeit the game receiving a score of 0 and the winning team receiving a score of 7.

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- x. Pool Players Pool players are allowed with the following purpose/restrictions:
 - 1. PBSA Player Pool Purpose. The goal of the PBSA Player Pool is to prevent forfeiture and rescheduling of games. Whenever possible, pool players will be drawn from the next lower division. The goal is to provide a win-win experience. The team that needs additional players can play as scheduled. Pool players also gain experience playing against tougher competition.
 - 2. Expressing interest in playing as a pool player. During the registration process, players may sign up to be added to their respective player pool. There is no additional cost involved to be a pool player, and there is no limit to the number of games a player may participate as a “pool player” .
 - 3. Pool player fulfillment. The league will provide a process for coaches to communicate a need for pool players as soon as they become aware of the need. The league director for that league or their designated representative will attempt to find an available pool player for that game time and put that parent of the pool player in contact with the coach.
 - 4. General pool player rules
 - a. Pool players will come from the next lower "A" league division whenever availability permits
 - b. Pool Players are assigned by the League Director for each division. Coaches cannot pull who they want. LD will notify both teams via email and coach with pool player must present it at the game pool player in playing in.
 - c. Coaches may NOT request or recruit pool individual pool players.
 - d. Pool players must bat last and play outfield
 - e. Pool players should be dressed in their original team’s uniform and must be identified as a pool player in team’s line-up.
 - f. All minimum defensive inning rules apply equally to pool players.
 - g. Up to 2 pool players may be used for any game.
 - h. More than 2 pool players on a team will result in the game being officially recorded as a forfeit. In this case, the game will still be played as long as minimum number of players is satisfied.
 - 5. As a courtesy, all coaches should notify the other team and PBSA as soon as they know they do not have enough players.
- xi. Cleats. No metal cleats in any division.
- xii. Sliding.
 - 1. No head first sliding except when returning to a base. The umpire will call the player out for any violation of this rule.
 - 2. The “No Contact” rule will be in effect, meaning:

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- a. If a player initiates contact with a defensive player, and it is deemed to be intentional, the player will be called out and ejected from the game. This “ejection” does not require a one game suspension to be served.
 - b. If the “No Contact” rule is called, the player is deemed out prior to achieving the base.
 - c. If the umpire feels that the contact was unintentional, the runner shall only be declared out.
 - d. “No contact” shall not be interpreted as “MUST SLIDE”. When enforcing this rule, the umpire shall judge the runner’s intent. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player, even if the defensive player is out of position and “obstructing” the runners’ path. If there is no play being made, then the runner does not have to “get down”, but rather must avoid contact.
 - e. Consequently, if the defensive player, without the ball, alters the runner’s path in this situation, the runner SHALL NOT be called out for leaving the base path in order to avoid contact. The umpire would then call obstruction, or at the very least, warn the defensive player about “being in the path”.
- xiii. 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.
- xiv. Parents. COACHES ARE RESPONSIBLE FOR THEIR TEAM AND FANS CONDUCT AT ALL TIMES, AND COACHES CAN BE EJECTED FOR THEIR PARENT’S CONDUCT. PARENTS WHO ARE UNRULY WILL BE WARNED BY THE COACH AND WILL BE REMOVED FROM THE AREA IF NECESSARY. GAME FORFEITURE CAN RESULT IF THE UMPIRE DEEMS NECESSARY.
- xv. 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. The umpire will impose a 15 minute (maximum) game delay before canceling a game.
- xvi. Rainouts. Incomplete games or “rain outs” will be made up if possible. The decision to make up games will be determined by the Scheduling Director, taking into account field and time availability. Some games may not be made up.
- xvii. Lineup Exchange. Coaches shall exchange line-ups at least 10 minutes before the start of a game. Line-up cards **must** include both player jersey numbers and player name.
- xviii. Official Scorekeeper. The Home Team shall provide the Official Scorekeeper.
- xix. Scoreboard. The Visiting Team is responsible for: A) Retrieving the scoreboard controllers and first aid kit from the concession stand prior to the game (or one parent taking a driver’s license or car keys to the concession stand if the controller is already at the field). B) Running the scoreboard during the game.

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- xx. Warmups. Pre-game warm ups – Each team shall get at least five (5) minutes of infield practice prior to each game. However, if there is less than ten (10) minutes available, team warm ups may be denied by the umpire. Infield practice is not allowed on game fields until ten (10) minutes prior to game time. All other warm ups shall be conducted in designated areas away from parents and other children.
- xxi. No practices on Game Fields. At no time are practices permitted on a prepared or closed game field by PBSA coaches or players. Violation of this rule will result in a mandatory one game suspension.
- xxii. Catcher Readiness. Coaches are encouraged to make sure that their catcher is ready for the next inning, as to speed up play. In an effort to expedite the catcher's preparedness, a designated runner may be used for the catcher when the catcher is on the base pads with 2 outs. In this case, the designated runner will be the offensive player who was the 2nd out.
- xxiii. Player Uniforms. 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 be removed from the game. Softball players are exempt from wearing a cap. They can choose to wear a hair band or have their hair pulled back.
- xxiv. Coach Uniforms. On the field coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.
- xxv. Throwing the Bat. – Bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.
 - 1. Players who throw their bat or batting helmet in disgust will be immediately ejected from the game.
 - 2. 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.
 - 3. If any thrown bat strikes the catcher or umpire, the umpire may call the batter out without warning.
- xxvi. Illegal Players. 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 and therefore ineligible to participate in the next scheduled game played by that team.
- xxvii. 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 as well as tournament seeding where applicable:
 - 1. Head-to-Head Play
 - 2. Runs Against-Season
 - 3. Runs For-Season
 - 4. Coin Toss

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- xxviii. No Tobacco Usage. Smoking or use of tobacco products in the presence of children is prohibited. This includes games, practices and any and all PBSA related events.
- xxix. No Alcohol/Drugs. Using, possessing, or being under the influence of alcohol or illegal drugs in the presence of children is prohibited. This includes games, practices and any and all other PBSA related events.
- xxx. Dugout Rules. The number of coaches/parents within the dugout shall be strictly enforced. Only coaches approved by PBSA are allowed in the dugout. 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.
- xxxi. Minimum Playing Time. For all teams, coaches must ensure that all kids get minimum playing time that must minimally meet this criteria:
1. 5U and 6U must play all defensive innings.
 2. For 7U and above, and to the extent feasible,
 - a. Each player should play a minimum of two defensive innings.
 - b. No player may sit out defensively two consecutive innings.
 - c. No player may sit out a second time on defense until all players have sit out, except that a coach may keep in a pitcher; provided however that when that pitcher is finished, the pitcher player must sit out defensively the next immediate inning (i.e., the pitcher may stay in at another position when removed in the middle of an inning, but must sit out the next time the team comes out defensively).
 - d. All players should play at least 1 inning in the infield per game unless player/parents request not to.
- xxxii. Stealing Home. Batters are not allowed to swing the bat if a runner on 3rd is stealing home. Doing so will result in the batter and runner both being called out.
- xxxiii. Coach Pitchers. In all Coach Pitch divisions, coach pitchers must leave the field immediately after the ball is put into play.
- xxxiv. Coach Pitch Distance. In Coach Pitch Divisions, the pitching coach will pitch from a minimum of 30 feet from the back of Home Plate.

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4. Softball.

a. Leagues.

- i. PBSA offers a single league, called “League Play,” for recreational play which is the primary focus of the association and plays inter-league games. PBSA also has competitive, tournament-based teams called “Pride”.
- ii. Ages are determined by the player’s age as of December 31st, 2020.
- iii. Uniforms and Equipment
 1. PBSA provides jerseys to all League players and Game Balls to all Head Coaches to be used in games.
 2. Players are responsible for pants, socks, belt, cleats, glove, bat, helmet w/facemask, equipment bag, and fielding masks.
 3. Fielding masks are required for pitchers in all divisions (5U/6U can wear helmet w/ facemask); **Fielding masks are strongly encouraged for all players in all divisions.**

b. League Divisions

	League Play Softball Divisions				
Division Overview	5U Tee Ball	6U Beginning Coach Pitch	8U Coach Pitch	10U Modified Kid Pitch	12U Kid Pitch
Beginning Birthdate	01/01/15	01/01/14	01/01/12	01/01/10	01/01/08
Youngest Birthdate	12/31/16	12/31/15	12/31/13	12/31/11	12/31/09
Can a player move up one age bracket (not one division)?	No	Yes	Yes	Yes	Yes
League Badges/Lanyards MUST be Worn by Coaches at all times	Yes	Yes	Yes	Yes	Yes
Minimum Defensive Playing Time	See Rule § 4.d.xxxii.	See Rule § 4.d.xxxii.	See Rule § 4.d.xxxii.	See Rule § 4.d.xxxii.	See Rule § 4.d.xxxii.
Scores and Standings Kept	No	No	Yes	Yes	Yes

c. Team and Division Formation.

- i. *Parent Choice.* Parents may choose to have a player play up one age bracket in League Play (i.e., a player league age 8 can choose to play in 10U, but a player league age 7 cannot).
- ii. League teams (where scores and standings are kept) are formed in the spring pursuant to assessments and a draft as more specifically described in Rule 5.h., with up to six (6) protected players. League teams (where scores and standings are not kept) are formed by the Softball Commissioner and/or League Director, with

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oversight by PBSA, who will take into account kids that want to play with each other, same school, same subdivision, etc. Coaches will keep their teams in the fall season and rosters will be filled by the Softball Commissioner and/or League Directors.

1. Pride teams are formed via tryout, with Coaches selecting the players for the team. Players are not guaranteed a spot on a Pride team if they try out.
- iii. Playing Up
 1. PBSA may assign teams up (or move down if a team/player chose to play up) at its sole discretion, at any time.
 2. Teams or Coaches that attempt to “game” the system by not providing accurate information to the PBSA or playing in divisions significantly below their team’s ability are subject to disciplinary action by the PBSA, including without limitation, forfeiture of all playing right without return of fees paid.
- d. Softball Local Rules. The PBSA follows the USSSA rules except as modified in this document below.
 - i. This table provides an overview of the PBSA Softball rules:

	League Play Softball Divisions				
	5U Tee Ball	6U Beginning Coach Pitch	8U Coach Pitch	10U Modified Kid Pitch	12U Kid Pitch
Game Time	50	60	75	75	90
Number of Innings	4	4	6	6	6
Game Duration	Hard Stop	Hard Stop	See Rule 4.d.iii	See Rule 4.d.iii	See Rule 4.d.iii
Base Paths	60'	60'	60'	60'	60'
Pitching Distance	20'	25'	30'	35'	40'
Maximum Runs per Inning	N/A	N/A	7	5	5
Mercy Rule In Effect	N/A	N/A	Yes	Yes	Yes
Players on Field	All (no catcher) ¹	All (no catcher) ¹	10 ¹	9 ¹	9 ¹
Outfield Positioning	At least 5' behind baseline	At least 10' behind baseline	Must play in the grass	Must play in the grass	Must play in the grass
Lineup Batting	Entire lineup bats each innings	Entire lineup bats each inning	Continuous batting order of entire lineup	Continuous batting order of entire lineup	Continuous batting order of entire lineup
Number of Pitches per at bat / Coach Pitch Rules	No coach pitch in spring; In fall, coaches discretion; max of three pitches then batter hits off tee	6 total pitches or 3 swinging strikes / then batter hits off the tee	6 total pitches or 3 swinging strikes / Foul on 6th pitch extends the at-bat	Coach Pitcher enters the game after 3rd ball and inherits strike count; last pitch must be in the strike zone²	N/A

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	League Play Softball Divisions				
	5U Tee Ball	6U Beginning Coach Pitch	8U Coach Pitch	10U Modified Kid Pitch	12U Kid Pitch
Loose or Tight Bases	Tight	Tight	Tight	Tight	Loose
Bunting	No	No	No	Yes against Kid Pitcher Only	Yes
Balls	10" Safety	10" Safety	11"	11"	12"
Defensive Substitution	Free	Free	Free	Free	Free
Dropped 3rd Strike	N/A	N/A	N/A	No	Yes
Steals Allowed (includes passed balls/wild pitches)	No	No	No	Yes (except home); one base only, even if there's an overthrow	Yes
Infield Fly Rules	No	No	No	No	Yes
On-Deck Batter	No	Yes	Yes	Yes	Yes
Umpire(s)	0	0	1	2	2
Runners Advance on Plays in Fair Territory	1 base @ own risk	Infield: 1 base @ own risk Outfield ³ : 2 bases @ own risk	Infield: 1 base @ own risk Outfield ³ : @ own risk	Infield: @ own risk; lead runner limited to 3 rd base Outfield ³ : @ own risk	@ own risk
Runners Advance on Overthrow	No	No	Yes (one base limit); cannot score on overthrow	Yes @ own risk; cannot score on overthrow	Yes @ own risk
Play is Dead	After an out is recorded or all players reach base safely	After an out is recorded or all players reach base safely	On an attempt to get the ball back to the pitcher	When the pitcher has control of the ball in the circle	When the pitcher has control of the ball in the circle
Runners Leave Base When Out	No	Yes	Yes	Yes	Yes
Three Outs End Inning	No	Clear the bases after three outs	Yes	Yes	Yes
Illegal Pitch	N/A	N/A	N/A	Warnings only	Yes, 1 warning
Hit by Pitch	N/A	N/A	N/A	Yes	Yes

¹ Only five players allowed in the infield (pitcher, first base, second base, shortstop, third base)

² If the last pitch from the coach is not in the strike zone and is not put in play/fouled off by the batter, **ONE** additional pitch is awarded, regardless of whether the batter swung and missed

³ Outfield hits are any ball that reaches the outfield grass or are otherwise fielded by an outfielder

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- ii. Mercy Rule. PBSA mercy rules adhere to USSSA Rules, which, as of 2020, are:

Length of Game	Run Differential	Inning
6 innings	12	3 rd inning
6 innings	10	4 th inning
6 innings	8	5 th Inning

- iii. New Inning. A new inning begins upon the third out of the prior inning. The new inning will be played if (a) the division time limit has not expired, (b) the maximum number of innings hasn't been reached, or (c) the run rule is not applicable. If the trailing team cannot win or tie based on the per inning run limit for that division, the game is over when the clock expires.
- iv. Extra Innings. In the event a game is tied after the maximum number of innings has been played AND ten (10) or more minutes remains on the clock, one extra inning will be played; however the new inning will be started by placing the player, who had the last completed at bat in the prior inning, on 2nd base.
- v. Slash Bunting. No slash bunting (a.k.a. fake bunt and swing) is 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.
- vi. Bats. **Bats must adhere to USSSA or USA Softball Rules, which as of the 2017 requires all bats to be 2¼", be marked "Official Softball", and/or have the New USSSA 1.20 BPF or USA Softball Mark. Tee-ball bats are allowed in 6U.**
- vii. Balls. **Balls must adhere to USSSA Rules. 10 inch safety balls will be used for 5U/6U. 11 inch balls will be used for 8U and 10U. 12 inch balls will be used for 12U and up. All balls will be optic yellow and must adhere to the following specifications:**
Compression: Maximum of 375#
COR: 46.25 +/-0.75
- viii. Catcher Equipment. Protective equipment shall include: protective catcher's helmet with face mask, chest protector and shin guards. The catcher must wear protective equipment at practices, games, or when warming up a pitcher. In all kid pitch divisions, catcher's mitts are preferred.
- ix. Kid Pitch Limitations. **Softball has no pitch limits or rest requirements, but all coaches are highly encouraged to develop more than one pitcher and use multiple pitchers.**
 1. A kid pitcher who hits 2 batters in an inning must be removed. That kid pitcher can re-enter the game in a later inning, but if she hits two more batters again in an inning, she is removed for good.
- x. Forfeits /Pool Players.
 1. A minimum of 8 players are needed to start a game (5U/6U excluded). Ten minute grace period from game time until a forfeit is called. A game is "on the clock" at scheduled game time. When a game is started with 8 players, you must

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- have at least 8 players at all times. For any team that doesn't have enough players, there will be an automatic out for each missing player (i.e., a team with 8 players will receive an out for the 9th batter/place in the order). Divisions that allow 10 defensive players do not have to take an out for the 10th batter/spot, as they can play with 9 defensive players. Having only 7 players will result in a forfeit. Forfeit games will be scored 7-0.
2. For League Play, registering players can choose to be a pool player. For League teams that need a pool player for a game (i.e., the team doesn't have enough regular players), a coach should contact the Player Agent and their league director who will try to find a pool player to play. There can be no more than two pool players used by a team, and pool players can only be used to fill the 8th and 9th spots on the roster for that game. Pool players bat last in the lineup and can only play the outfield.
 3. As a courtesy, all coaches should notify the other team and PBSA as soon as they know they do not have enough players.
- xi. Cleats. No metal cleats in any division, only rubber/molded cleats.
- xii. Sliding.
1. No head first sliding except when returning to a base.
 2. The "No Contact" rule will be in effect, meaning:
 - a. If a player initiates contact with a defensive player, and it is deemed to be intentional, the player will be called out and ejected from the game. This "ejection" does not require a one game suspension to be served.
 - b. If the "No Contact" rule is called, the player is deemed out prior to achieving the base.
 - c. If the umpire feels that the contact was unintentional, the runner shall only be declared out.
 - d. "No contact" shall not be interpreted as "MUST SLIDE". When enforcing this rule, the umpire shall judge the runner's intent. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player, even if the defensive player is out of position and "obstructing" the runners' path. If there is no play being made, then the runner does not have to "get down", but rather must avoid contact.
 - e. Consequently, if the defensive player, without the ball, alters the runner's path in this situation, the runner SHALL NOT be called out for leaving the base path in order to avoid contact. The umpire would then call obstruction, or at the very least, warn the defensive player about "being in the path".
- xiii. 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.**

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- xiv. Parents. COACHES ARE RESPONSIBLE FOR THEIR TEAM AND FANS CONDUCT AT ALL TIMES, AND COACHES CAN BE EJECTED FOR THEIR PARENT'S CONDUCT. PARENTS WHO ARE UNRULY WILL BE WARNED BY THE COACH AND WILL BE REMOVED FROM THE AREA IF NECESSARY. GAME FORFEITURE CAN RESULT IF THE UMPIRE DEEMS NECESSARY.
- xv. 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. The umpire will impose a 15 minute (maximum) game delay before canceling a game.
- xvi. Rainouts. Incomplete games or "rain outs" will be made up if possible. The decision to make up games will be determined by the Scheduling Director, taking into account field and time availability. Some games may not be made up. Games shall be considered complete if 3 innings were completed. A game suspended in the middle of the 4th or later inning will revert back to the last completed inning for a final score.
- xvii. Lineup Exchange. Coaches shall exchange line-ups at least 10 minutes before the start of a game. Line-up cards **must** include both player's jersey number and player name.
- xviii. Official Scorekeeper. The Home Team shall provide the Official Scorekeeper.
- xix. Scoreboard. The Visiting Team is responsible for: A) Retrieving the scoreboard controllers and first aid kit from the concession stand prior to the game (or one parent taking a driver's license or car keys to the concession stand if the controller is already at the field). B) Running the scoreboard during the game.
- xx. Warmups. Pre-game warm ups – Each team shall get at least five (5) minutes of infield practice prior to each game. However, if there is less than ten (10) minutes available, team warm ups may be denied by the umpire. Infield practice is not allowed on game fields until ten (10) minutes prior to game time. All other warm ups shall be conducted in designated areas away from parents and other children.
- xxi. No practices on Game Fields. **At no time are practices permitted on a prepared or closed game field by PBSA coaches or players. Violation of this rule will result in a mandatory one game suspension.**
- xxii. Catcher Readiness. Coaches are encouraged to make sure that their catcher is ready for the next inning, as to speed up play. In an effort to expedite the catcher's preparedness, a designated runner may be used for the catcher when the catcher is on the base paths with 2 outs. In this case, the designated runner will be the offensive player who was the 2nd out.
- xxiii. Between Innings. For kid pitch divisions, pitchers are allowed 8 warm-up pitches during their first inning of work. For all other innings, pitchers will be allowed five warm-up pitches, or 90 seconds from the time the final out is made. For coach pitch divisions, coaches should assist as necessary to expedite the inning change process.
- xxiv. Player Uniforms. 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 be removed from

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the game. Softball players are exempt from wearing a cap. They can choose to wear a hair band or have their hair pulled back.

- xxv. Coach Uniforms. On the field, coaches are encouraged to be dressed in the team uniform jersey or apparel matching team colors.
- xxvi. Throwing the Bat. – Bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.
1. **Players who throw their bat or batting helmet in disgust will be immediately ejected from the game.**
 2. 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.
 3. If any thrown bat strikes the catcher or umpire, the umpire may call the batter out without warning.
- xxvii. Illegal Players. 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 and therefore ineligible to participate in the next scheduled game played by that team.
- xxviii. 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 as well as tournament seeding where applicable:
1. Head-to-Head Play
 2. Runs Against-Season
 3. Runs For-Season
 4. Coin Toss
- xxix. No Tobacco Usage. Smoking or use of tobacco products in the presence of children is prohibited. This includes games, practices and any and all PBSA related events.
- xxx. No Alcohol/Drugs. Using, possessing, or being under the influence of alcohol or illegal drugs in the presence of children is prohibited. This includes games, practices and any and all other PBSA related events.
- xxxi. Dugout Rules. The number of coaches/parents within the dugout shall be strictly enforced. Only coaches approved by PBSA are allowed in the dugout. 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.
- xxxii. Minimum Playing Time. For all teams, coaches must ensure that all kids get minimum playing time that must minimally meet this criteria:
1. 5U/6U must play all defensive innings.
 - a. No player should be in the outfield in back-to-back innings unless roster size is greater than 10.
 - b. Every player must play every position during the season
 2. For 8U:
 - a. No player can play more than three total innings at pitcher and first base combined
 - b. No player can play more than two consecutive innings at catcher

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3. For 8U and above, and to the extent feasible,
 - a. Each player should play a minimum of two defensive innings.
 - b. No player may sit out defensively two consecutive innings.
 - c. No player may sit out a second time on defense until all players have sat out.
 - d. All players should play at least 1 inning in the infield per game unless player/parents request not to or roster size and innings played prevent such from occurring (catcher does not qualify as infield in 8U).
- xxxiii. 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).**
- xxxiv. Coach Pitchers. In all Coach Pitch divisions, coach pitchers must leave the field immediately after the ball is put into play without interfering with the play.
- xxxv. Coach Positioning.
 1. 5U/6U: Four defensive coaches are allowed on the field, but must be behind the baseline. Four offensive coaches are allowed; a pitcher, catcher, and 1st and 3rd base coaches.
 2. 8U: Two defensive coaches are allowed on the field, but must be in the outfield in foul territory. Four offensive coaches are allowed; a pitcher, 1st and 3rd base coaches, and a coach behind home to assist the catcher.
 3. 10U and up: Coaches are not allowed on the field while playing defense. Offensive coaches are allowed are 1st and 3rd base coaches and a pitcher (when necessary).

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5. General Rules (Baseball and Softball)

a. Disciplinary Actions.

- i. PBSA may choose to discipline coaches, players and parents whether infractions occur at the ballpark, practice, or elsewhere that may be related to an PBSA activity.
- ii. PBSA reserves the right to determine any disciplinary action necessary for the safety of all players, parents, coaches, Board Members, volunteers, Town of Prosper officials or employees it deems appropriate, including the suspension of coaching or attending any PBSA games or practices for any period of time.
- iii. Game Ejections.
 1. **When an ejection occurs, the Umpire Crew will file a report with the PBSA. The ejected person will also file a report (100 words or less).**
 2. PBSA officials can also eject coaches, parents and players from a game or practice.
 3. Standard Penalty: The ejected person will not attend the remainder of the game in which they are ejected and the next played game. This equals 2 games.
 4. Any person ejected more than once is immediately and indefinitely ejected for the remainder of the season, and must petition the Board before being allowed to attend any other game or practice.
- iv. PBSA may take disciplinary actions whenever it deems appropriate.
- v. The following conduct will not be tolerated and will be cause for immediate disciplinary action:
 1. The use of drugs or alcohol while attending an PBSA event
 2. Use of profanity
 3. **Poor sportsmanship or uncontrollable temper; this includes throwing anytype of equipment**
 4. Arguing or badgering with the field officials
- vi. Disciplinary actions taken by the PBSA against an individual may be shared with other youth sports organizations and/or posted on the PBSA Website. Note: Coaches are responsible for the conduct of their players and player's parents and the coach can be subject to ejection if he/she cannot control them.

b. Tournaments. PBSA will conduct an end of season tournament for all divisions where standings are kept. PBSA may sanction other tournaments at its discretion.

c. Awards. Awards (e.g., trophies, medals, rings, etc.) will be provided as follows.

- i. All players will receive a participation medal in divisions that do not keep score.
- ii. For divisions that keep score, the first, second and third place teams in regular season games will receive an award, and the first and second place teams will receive an award for the end of season tournament (if any).

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- d. Registration and Refund Policy. Refunds are offered for parents that request refunds from the Player Agent by the following dates:
 - i. 100% if a request is made to the President before the end of regular registration (i.e., extended registrations is not regular registration);
 - ii. 50% if a request is made to the President after the end of regular registration and before practices start; and
 - iii. 0% after practices start.

- e. Facility Usage. **The facilities, equipment and resources of PBSA are limited to PBSA registrants only, and shall not be used for any other purpose. For example, a coach may not use a PBSA practice slot that includes players not registered and approved by the PBSA.**

- f. Safety and Weather. PBSA is committed to providing your child with not only the best sports experience possible but also the safest possible experience. We offer these basic guidelines:
 - i. DROP OFF AND PICK UP – If you are unable to stay with your child during his/her game or practice, please do not leave your child at the field, unless you are 100% certain that there is a responsible adult (coach, another parent, etc.) who will remain there until you pick up your child. Make sure you know what time you need to pick up your child.
 - ii. SMALL CHILDREN – Please keep small children with you at all times while watching a PBSA event.
 - iii. BUDDY SYSTEM – If your child must walk to or from a PBSA practice or game, please insist that they do this with a “buddy”.

- g. Rainouts and Cancellations. Games may be cancelled at the Town of Prosper’s discretion. The Town will attempt to make a determination by 3:00pm daily to cancel games due to weather or other factors by recording a message on 972-662-8999. Several of the fields in the Town are equipped with lightning detectors. If a lightning detector is activated during a practice or game, all participants must immediately leave the field and go to their vehicles until the alarm stops. However, PLEASE DO NOT RELY SOLELY UPON THE LIGHTNING DETECTOR if you see lightning. Please use common sense and alert the coaches and game officials should you have a concern with lightning in the area.

- h. Assessments and Draft Rules (as applicable). For those divisions formed by the draft, the following rules apply:
 - i. Assessments. When the timing of the season allows, PBSA will conduct assessments and all players should attend those assessments. Protected players will be slotted as compared to other players. If a protected player does not attend an assessment, they will automatically be considered a first round choice. Any player that does not attend the assessments will be considered first whenever the PBSA has to slot kids in lower divisions.

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- ii. Divisions. Older divisions will draft first, then descending downwards to younger divisions. PBSA will attempt to place all players in their preferred divisions, but some players may be assigned in a lower division.
- iii. Draft Order. Teams will draw numbers to determine the order of selections. At the conclusion of each round, the draft will continue in the opposite direction of the previous round's selections. A team will be passed over in any round that the team has a protected or franchised player slotted in that round.

For example, if a division has three teams named the Royals, Rangers and Reds. The head coaches draw numbers to determine the team's will pick in the order of Royals, Rangers, and then the Reds. The Royals have one protected player slotted in the first round. The Rangers have two protected players slotted in the second and third round. The Reds have one protected player slotted in the third round. So, the draft would precede as follows.

EXAMPLE DRAFT				
	Round	Team #1: Royals	Team #2: Rangers	Team #3: Reds
⇒	1	1 st Pick* Slotted Protected Player	2 nd Pick**	3 rd Pick**
⇐	2	6 th Pick**	5 th Pick* Slotted Protected Player	4 th Pick**
⇒	3	7 th Pick**	8 th Pick* Slotted Protected Player	9 th Pick* Slotted Protected Player
⇐	4	12 th Pick**	11 th Pick**	10 th Pick**

* The Pick automatically chooses the slotted protected player.

** The Coach may choose any unprotected player from evaluations or pick a blind draft.

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iv. Siblings

1. For siblings that are not on any team's protected list, if one of the siblings is drafted, then all other siblings must be drafted in the next round(s) of the draft if:
 - a. The parent's preference is for the siblings to play in the same division.
 - b. The sibling(s) is not eligible to play in the lower age division.
 - c. If neither of the above scenarios exist and the coach elects to not draft the sibling of a previously drafted player in the required round, the undrafted sibling is ineligible for the remainder of the division draft.
2. For siblings on a team's protected list, then all other siblings must be drafted in round(s) of the draft assigned to them from their evaluation (or the preceding round if multiple siblings are assessed at the same round slot) if:
 - a. The parent's preference is for the siblings to play in the same division.
 - b. The sibling(s) is not eligible to play in the lower age division.
 - c. If neither of the above scenarios exist and the coach elects to not draft the sibling of a previously drafted player in the required round, the undrafted sibling is ineligible for the remainder of the draft.

v. Coach's Siblings

1. When a Head Coach's or Assistant Coach's sibling is not on a team's protected list, then all other sibling(s) must be drafted in the assigned round(s) of the draft if:
 - a. The coach's preference is for the siblings to play in the same division.
 - b. If neither of the above scenarios exist and the coach elects to not draft the sibling of a previously drafted player in the required round, the undrafted sibling is ineligible for the remainder of the division draft.
- vi. Head Coaches **must** submit their protected players, by emailing the Secretary, at least 24 hours prior to the Draft date/time. Any protected players submitted after this deadline will not be protected and will enter the normal draft.
- vii. Immediately following the conclusion of the draft and before conclusion of that night's draft, coaches may exchange players acquired in the draft. All trades must be approved by the PBSA Player Agent with both coaches present. Once a coach leaves the draft, their roster is final and no other trades will be allowed.
- viii. Discussion of draft order, procedures, activities and results is not permitted outside the draft facility.
- ix. No "gentlemen agreements" will be allowed, nor will a coach state that a player is "spoken for" during the draft.
- x. Coaches may not make any commitment to any player or parent / guardian about whom they intend to draft, as there is no guarantee that another team will not select a draft eligible player.
- xi. Coaches may not, in any way, manipulate a player or parent / guardian into refusing to play for another team.

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- xii. Coaches may not state or use any tactics to discourage other coaches from drafting certain players.
- xiii. Players nor parents / guardians will be told the position in which a player was drafted.
- xiv. Draft results and other materials are the property of PBSA and will be kept confidential by PBSA.
- xv. Only Board members, the respective age group League Director, the Head Coaches and the first Assistant Coach for teams within the age group being drafted, are permitted to attend the draft. All other parties will not be permitted to attend the draft. Players will not be permitted to attend the draft.
- xvi. Any violation of the above documented Draft Rules (along with discouraging a player to attend the skills evaluation) by a coach will result in a penalty ranging from forfeiture of a draft pick to dismissal of coaching duties and removal from the draft activities.
- xvii. Any violation of the Draft Rules by a parent / guardian will result in their child being removed from the draft and placed into the blind draw.
- xviii. Any questions with regard to the draft procedure and results must be referred to the PBSA President or Player Agent.