

# PLANO SPORTS AUTHORITY GIRLS' FAST PITCH SOFTBALL (Revised 2/09)

## 2009 GENERAL RULES AND INFORMATION

A. **PURPOSE** -The purpose of this document is to provide general rules for all leagues of the PSA Girls' Fast Pitch Softball.

### 1. DEFINITIONS

**TIME LIMIT** - No new inning shall be started after the specified time limit has expired. Play is considered to begin when the umpire concludes the pre-game meeting with the coaches or declares "PLAY BALL". The next inning shall be considered as started the instant the last out is made in the preceding inning. An inning in progress when time expires must be completed unless the run differential is greater than 5. If at any point after time expires the run differential is greater than 5, the game will be declared over. At any point after time expires, and the home team takes the lead in the bottom of the inning, the game is over. An exception to this is if either team has players that have not batted. In that situation the umpire will extend the time until all players have batted at least once. On fields with scoreboards the scoreboard clock will be the official clock, in all other situations the umpire's countdown timer will be the official timepiece. The timer should be in clear view on the backstop.

2. **DEFENSIVE POSITIONS** - All players must play in normal defensive positions. The tenth player shall be the fourth outfielder. All outfielders shall be positioned no less than twenty (20) feet behind the baselines (Imaginary lines connecting the bases) until the pitcher has released the ball.

3. **CONTINUOUS BATTING ORDER** - All girls present for a game shall be in the batting order with each girl taking a regular turn at bat.

A. An amendment to this rule is any girl who meets all of the following criteria is exempted from this rule:

1. The girl has a physical condition that does not permit her to bat.
2. A physician provides in writing a waiver stating why the girl cannot bat.
3. A copy of the signed physician waiver is on file at PSA before any game is played.

B. Under this rule no team will be penalized in

any way for fielding a player who meets all of the above criteria.

4. **PSA BAT THROWING RULE** - After a hit the batter must leave the bat so that some part of the bat is within the imaginary circle around home plate. This includes a bat that rolls out of the circle. Violation of this rule will result in the batter being called out. Base runners may not advance.

CIRCLE: Kindergarten & UNDER = Five (5) foot radius with home plate as center

ALL OTHERS = Eight (8) foot radius with home plate as center.

5. **MALICIOUS CONTACT RULE** - A base runner must slide into base (second, third or home) or attempt to avoid contact with the defensive player when the defensive player has the ball in her possession and is attempting to tag the base runner. If the base runner fails to perform this act, the base runner shall be declared out by the umpire. *THIS CALL IS A JUDGMENT CALL BY THE UMPIRE AND IS NOT DEBATABLE.*

6. **PSA RUN RULE (INNING ENDING)** - As soon as the team at bat shall have scored the specified number of runs in any given inning, that team's half of the inning shall be ended.

7. **PSA RUN RULE (GAME ENDING)** - If a team is leading its opponent by the specified number of runs after five (5) or more innings (4 1/2 if the home team is leading) have been played, the game shall be terminated, and the team with the lead shall be declared the winner. Only applies to leagues for 7<sup>th</sup> grade teams and above.

8. **PASSED BALL** - A legally delivered pitch that the catcher fails to field.

9. **PITCHER'S CIRCLE** - A circle with an eight (8) foot radius shall be drawn around the pitcher's plate with the plate as the center of the circle. (Circles are optional in all leagues except 2<sup>nd</sup> grade and younger.)

### B. FORFEITURE OF GAME

1. First game of the day: a forfeit shall be declared in the event of a team not being on the field with the minimum number of players (8) and ready to play within five (5) minutes after the scheduled game time.

2. After the first game of the day; a forfeit shall be

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declared in the event of a team not being on the field with the minimum number of players (8) and ready to play within five (5) minutes of the last out in the preceding game or at the scheduled game time, whichever is applicable. **Play will not continue with less than eight (8) players.**

### **3 TIE GAMES: APPLIES ONLY TO 5<sup>th</sup> GRADE AND ABOVE: GAMES FOR 4<sup>th</sup> GRADE AND BELOW THAT END IN A TIE WILL NOT BE EXTENDED IN THE REGULAR SEASON.**

If a game is tied when time has expired or the maximum number of innings has been played, an extra inning will be played in an attempt to break the tie. It will start with the last player making an out taking a position on second base. Each batter will start with a 2 balls-2 strikes count. If the score remains tied after the completion of the extra inning, a tie will be recorded for each team.

NOTE: No tournament games can end in a tie. See your league coordinator for extra innings rules specific to your age group.

### **C. MANDATORY PLAYER PARTICIPATION**

1. **SEASON:** All players must start at least one-half (1/2) of all regular season and play off games with the following exceptions:
  - A. If a player misses a scheduled game due to disciplinary action as approved by the League Coordinator.
  - B. If a player misses a scheduled game due to personal reasons, those absences will count against the minimum playing time and minimum starts.
2. **INNINGS:** All the players must play at least two (2) full innings in the field per game. A coach's failure to comply with this rule may result in a two (2) game suspension.
3. **REMEDY:** If the player misses her two (2) inning minimum, she will play four (4) innings in the next game.
4. **DISCIPLINE:** If necessary the head coach has the right to discipline a player for missed practices (for not attending two (2) team meetings per week) or other misconduct by not playing her in the next game. In this case the head coach must contact the League

Coordinator and the player's parent(s)/ guardian(s) at least twelve (12) hours before game time.

5. **SELECT PLAYERS:** Girls who play on a select / traveling softball team may play on a PSA team. However, if the player is a pitcher / catcher on her select team she may not play either of those positions if she plays in her grade level on her PSA team. A select pitcher/catcher may play that same position on her PSA team if she plays up at least one level. For example, a select pitcher in 5th grade can pitch for a 7th/8th grade PSA team.
6. **SELECT TEAMS:** Select / traveling teams may not play in a PSA recreational league at the same age level. The League Directors may allow a select team to play but the team must play up at least one level from the select team's age group. A team would be considered a select team if 5 or more players also play for a select team.

### **D. PROTESTS AND PROTEST COMMITTEE**

1. **FILING:** No protest based on an official's judgment call will be allowed.
  - A. The League Coordinator or another Softball Board member must be notified of the protest immediately after the game involved.
  - B. A \$100.00 cash/money order deposit must be presented to the softball Director within Forty Eight (48) hours of the protest.
  - C. The Softball Board will meet as soon as is reasonably possible to discuss the protest.
  - D. The Decision of The Board is Final. The will be no appeals.
2. **GOVERNING BODY:** The Protest Board shall contain the Softball Director, the PSA Executive Director, all League Coordinators and the Umpire In Chief. The protest shall be presided over by the Softball Director, and the Protest Board shall hear all the information regarding the protest. The decision of the Protest Board

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shall be decided by majority vote in a closed meeting.

### **E. CITY OF PLANO**

1. **ALCOHOLIC BEVERAGES:** City ordinance states no alcoholic beverages are to be taken on property where any sports activity is going on. It is prohibited at any athletic facility including this parking lot.