



Ballpark at PCAA Youth Girls Softball League Rules

If any rule is not covered herein, the USSSA FASTPITCH SOFTBALL RULES shall apply. Any rule herein that conflicts with the USSSA FASTPITCH SOFTBALL RULES shall take precedent.

TEAM FORMATION:

1. PCAA league will be formed according to age.
2. The age classification of a player will be determined by the player's age as of December 31 of the Season Year. Girls must be 4 through 14 on December 31st to qualify. The Season runs from August 1 to July 31 of the next year. Ie. For the season between August 1, 2023 and July 31, 2024, age is determined as of December 31, 2023.
3. The oldest player on the team will determine the age group a team will play in.
4. A player may "play up" but only to the next higher age classification. A player may not "play down".
5. All players must have proof of their age showing they are eligible to play in any league game or tournament. This must be a copy of an official document showing name and birth date. Examples: birth certificate, hospital record, passport, official school records, court documents, etc. If a challenge is made on the age of a player, the Coach must provide proof of age or the player(s) will be considered questionable. A formal protest must then be filed and proof of age supplied to the league coordinator within 72 hours. If the player(s) are found to be ineligible or proof is not provided within 72 hours, all games participated in will be forfeited.
6. Teams will be placed in the best interest of team formation.
7. All players must register through PCAA and pay all registration fees, fines and penalties before practicing or playing in a game. No player who has not registered with PCAA will be allowed to play. Teams are limited to the players on their official roster with PCAA and may not pick up players for games. A team with an illegal player will forfeit the game and may be disqualified from all league standings for the season and any awards. Players may not switch League teams during the season without prior written approval by PCAA. PCAA will determine if a player is allowed to switch teams mid season if there is a situation where both the coach and parent are in agreement, or the Board of Directors of EYSA determines the child would be better off placed on another team. PCAA may require coach and parent approval before allowing a player to change teams mid season. Each Coach must complete a PCAA TEAM ROSTER. These forms must be approved by the rules committee before a team or player is eligible to play. a) a player may play for other teams in tournament or exhibition play.



8. Coaches are to submit with the roster any dates that their team cannot play. The scheduler will attempt to schedule around these dates, however, if a team cannot play on a scheduled date, they must forfeit.

9. A Coach is not required to have more than 15 players on a team. PCAA recommends that a Coach not carry more than fifteen. Exceptions must be approved by the board.

OFFICIAL LINE-UP: The official defensive line-up consists of at least nine players. (see tball/8-under rules for exception) A team may start play in a league game with eight players if only eight players are present. The official defensive line-up of both teams must consist of all players present. Failure to include all players present in the lineup will result in a forfeit. Offensive lineup will consist of all players, all players will bat. Every girl present at each game must be included in the batting order. The official line-up must be reported to the home plate umpire and the opposing Coach. The official line-up consists of player's first/last name, uniform number and starting position.

PLAYING WITH EIGHT PLAYERS: A team may start and play a game with only eight players, if only eight players are present. If a team only has eight players, an automatic out must be taken for the missing ninth player. The missing player must be placed at the end of the official line-up. (see t-ball rules for exception)

REQUIRED PLAYING TIME: Each player must play at least three consecutive outs in the field. (see t-ball rules for exception) Failure to play all players at least three outs in the field will result in a forfeit. This rule does not apply to a player that becomes ill or injured during a game and is removed from the line-up. Every girl present at each game must be included in the batting order. Coach's retain the right to discipline any player for missing practice, games, etc. This player must be indicated on the game lineup provided to the opposing Coach and home plate umpire **PRIOR TO THE GAME**. A player so noted cannot play during that particular game.

LATE ARRIVALS: A late arriving player may be added to the game at the bottom of the official line-up. The home plate umpire and opposing Coach must be notified.

REPORTING DEFENSIVE SUBSTITUTIONS: The initial entry of a player must be reported to the umpire and the opposing Coach. No defensive changes beyond the initial entry of a player into the game must be reported. After a player has played the required time, they may be substituted in and out of a game at will, with no reporting to the opposing Coach or umpire. **ILLNESS/INJURY:** If a player becomes ill or is injured and is unable to continue to play, the player will be taken from the line-up for the remainder of the game. If the ill/injured player has been removed from the line-up and is the ninth player, an automatic out is taken for her next turn at bat. If a player is injured while on base and cannot continue playing, a courtesy runner will be inserted for her. The courtesy runner will be the player who made the



most recent out in either the present or last inning. The player who was injured must leave the game and cannot re-enter later.

BLOOD RULE: A player, coach, or umpire who is bleeding or who has blood on their uniform shall be prohibited from further participation in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall: a) stop the game and allow treatment of the injured player, b) immediately call a coach, trainer, or other authorized person to the injured player, c) apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.

TEAM WARM-UP: No warm-up or practice of any kind is allowed on the infield prior to the game starting. Teams may warm up in the outfield and warm-up areas only. There is no batting practice allowed on the field and no soft toss into the fences. Penalty: Any team violating the warm-up rule will receive one warning. Any additional violation will result in the team forfeiting the game.

STARTING TIME: 1. Starting time begins with the conclusion of the pre-game conference. 2. All league games have a scheduled start time. A forfeit will be declared if the game has not started within 15 minutes of the scheduled start time due to insufficient number of players and/or coach.

FORFEITS: If a team forfeits a game with less than 12 hours notice to PCAA, a fine will be assessed against the team. If notice of a forfeit is given to PCAA less than 12 hours before game time, the team shall be assessed a \$50 fine to be paid 24 hours before the team's next game. If no notice of a forfeit is given to PCAA, the forfeiting team shall be assessed a \$100 fine to be paid 24 hours before the team's next game. No team shall cause postponement of a game. A team that is not ready to play when the Umpire is ready for the initial plate meeting shall forfeit the game. A team, after paying the forfeiture fine, may appeal the fine in writing to the Board of Directors. If the Board of Directors waives the penalty, the fine will then be refunded to the team.

TIME LIMIT: A completed game will be declared if the game is played under a time limit and the time limit has expired. No new inning will start after the time limit has expired. A new inning is considered started when the final out of the previous inning is made. AGE TIME OR INNINGS ALLOWED 6U 50 minutes or 5 innings 7U, 8U 55 minutes or 5 innings 9U, 10U, 11U, 12U 1 hr. 10 minutes or 6 innings. The Umpire shall keep the official game time. A new inning will not start if there is less than 5 minutes left on the game clock. If time expires while the visiting team is at bat AND the home team is losing, the home team shall have the opportunity to complete the bottom of the inning. League Games may end in a tie. Game time begins at the conclusion of the plate meeting between the Umpires and Team Coaches.



RUN RULE: A game may end if time if the clock runs out, the number of innings played is reached, or one of the Run Differential After Innings set forth below is met:

AGE RUN DIFFERENTIAL AFTER INNINGS

6U Each team is limited to 6 runs per inning. The side shall switch once a team scores 6 runs or has 3 outs. No Additional Run Rule

8U Each team is limited to 6 runs per inning. The side shall switch once a team scores 6 runs or has 3 outs whichever occurs first. In addition, the game shall be called if a team is ahead: 12 runs after 3 10 runs after 4 8 runs after 5.

10U Each team is limited to 6 runs per inning. The side shall switch once a team scores 6 runs or has 3 outs whichever occurs first. In addition, the game shall be called if a team is ahead: 12 runs after 3 10 runs after 4 8 runs after 5

12U Each team is limited to 6 runs per inning. The side shall switch once a team scores 6 runs or has 3 outs whichever occurs first. In addition, the game shall be called if a team is ahead: 12 runs after 3 10 runs after 4 8 runs after 5.

COMPLETE GAME: In the event a game is called before the completing of the time limit, innings allowed, or run rule is applied, the game shall be deemed complete if 2 or more innings have been played and the Home team had last at bat unless the home team was winning at the time the game was called.

INCOMPLETE GAME: If a game is stopped and does not meet the requirements of a complete game, the game will be resumed where it left off at the time it was suspended. The umpire has the right to call the game for darkness, weather, or any unsafe playing conditions. A fully completed game will consist of the following innings:

TIE GAMES: League games ending in a tie will be recorded as such, there will be no tiebreaker. **OFFICIAL**

SCOREBOOK: The home team scorebook is the official scorebook. Scorekeepers should compare periodically and stop play as required until differences are resolved.

REPORTING SCORES: Both teams are responsible for reporting game scores to the designated person. If there is a discrepancy, the home book is official.

GAME BALLS: AGE BALL REQUIREMENTS 6U 8U 11" RIF 10 optic yellow ball 10U 11" hard core optic yellow ball (leather cover recommended) Each team is responsible for providing two softballs compliant with the ball requirement in the table above for each game played. Team Coaches must obtain Umpire approval of all game balls prior to use. In the event the original game balls are no longer available for use



due to damage or loss, the teams may provide additional balls to be used so long as they comply with the ball requirements set forth above and are approved by the Umpire. Teams are responsible for returning their game balls to the field of play in a timely manner to prevent game delays. UNIFORMS: All players must wear numbers on the back of their shirts. The numbers must be at least 6" in height.

EQUIPMENT/SAFETY REGULATIONS: Each team has the responsibility to obtain equipment, which will consist of the following minimum items:

1. Chest protector, shin guards, full helmet, mask, and throat protector shall be worn by the catcher at all times, including practices.
2. Batting helmets with face mask and chin straps (helmet must cover both ears and be NOCSAE approved) must be worn by girls while batting or running bases during games and practices. The batting helmet cannot be removed until after the player has entered the dugout.
3. 1 batting tee (t-ball only),
4. No metal cleats allowed. Players shall wear athletic shoes or molded plastic cleats.
5. Exposed jewelry, which is judged by the umpire as dangerous, is not permitted and must be removed. Medical alert items are not considered jewelry. If worn, they must be taped to the body so medical alert information remains visible.
6. Bats must meet official softball specifications and have a 1.20 USSSA stamp on bat. No baseball bats will be allowed. Players may use additional protective equipment when they deem it appropriate.

FIELD PREPARATION: League pitching and base distances are:

AGE GROUP PITCHING DISTANCE BASE PATH 8u 35' 60' 10u 35' 60' 12u 40' 60' 1All pitching distances are measured from the back tip of home plate to the front of the pitching rubber. Base distances are measured from the back tip of home plate to the back corners of 1st and 3rd bases closest to the foul line.

SCHEDULING: 1. Games will be scheduled according to PCAA guidelines. 2. Games will be rescheduled in the event of a rainout.

LEAGUE STANDINGS: Standings will be based on the overall win/loss percentage of games played. In the event of a tie, standings will be based on: 1. head-to-head records 2. total differential points 3. coin toss
Trophies will be awarded as follows: 1st place - team/individual trophies 2nd place - team/individual trophies



PLAYER CONTACT: No player shall run over or into or knock over another player unnecessarily or with malicious intent. Penalty: The Runner will be called out and may be ejected from the game if in the determination of the Umpire the contact was unnecessary or done with malicious intent. Tags by the catcher or a baseman may not be applied unnecessarily rough or with malicious intent. Penalty: The Runner will be allowed the next bag if in the determination of the Umpire the contact was unnecessary or done with malicious intent. No player shall block a base or home plate without the ball in possession. Penalty: The Runner will be allowed the next base. **ANY PLAYER MAY BE EJECTED AT ANY TIME FROM A GAME AT THE UMPIRE'S DISCRETION IF THE UMPIRE BELIEVES THE PLAYER'S BEHAVIOR IS HARMFUL, DISRESPECTFUL, OR DANGEROUS TO THE OTHER PLAYERS.** **BAT THROWING/EQUIPMENT THROWING:** Batters may not throw the bat. The umpire will give one warning per game per team to the coach. On the second and subsequent occurrences, the batter's turn will be over and an out will be recorded. If a player throws any equipment in anger, on or off the field, the umpire shall issue a warning for the first offense and eject the player for the second offense. The umpire shall skip the warning and eject the player on the first offense if the umpire deems the player's actions put any player, umpire, fan, or coach in danger.

DISPUTED CALLS PROCEDURE: Judgment calls and ball and strike shall not be disputed. Disputing judgment calls will result in immediate ejection. For example, a judgment call is whether a player is out or safe on a play. However, a non-judgment call would be whether a defensive player had their foot on the bag at the time of the play or the other umpire had a better angle on whether tag was applied. The proper procedure for a coach is discuss a non-judgment call is to: call time; calmly approach the umpire that made the call and calmly discuss the issue you want to present to the umpire. The coach can ask the umpire to discuss non-judgment calls with the other umpire on the field. However, no umpire is required to ask the other umpire for assistance. A coach will be immediately ejected for aggressively approaching an umpire or not discussing the issue in a calm manner. **REMINDER:** The coaches set the tone for their player and fans. PCAA expects coaches to always set a positive example and act in a professional manner.

PROTEST PROCEDURE: All protests must be made by the Head Coach. If a Head Coach wishes to protest a call made by the Umpire, the Head Coach must notify the umpire of the desire to protest the call prior to the next pitch. The UIC will determine whether the original call of the Umpire should stand or be overturned under the applicable rules.

JUDGMENT CALLS MAY NOT BE PROTESTED. ZERO TOLERANCE POLICY: Team coaches are responsible for their conduct, their player's conduct, their staff, AND FAN'S conduct. It is the Team Coach's responsibility to make all staff, players, and fans aware of the Zero Tolerance Policy prior to and during the game if a problem arises. Heckling of any kind (including players heckling the other team or unnecessarily chanting while play is going on) is not allowed. No one may approach or yell at an umpire to argue a play or play



made. There are established Dispute and Protest Procedures that shall be followed. No other form of protest is allowed. Disrespectful conduct by a coach, player, or fan is not permitted. Even casual comments such as “Awe come one, Ump! Or “That was Foul” Or “He was Out/Safe, Blue!” will not be tolerated. No individual is allowed to say anything to an opposing player/coach or player/coach on their team unless it is a positive comment. If anyone breaks these rules or is creating a scene, the Umpire will stop the game and address the issue with both coaches. One warning will be issued to both coaches upon the first stoppage of play. If the Umpire must stop the game a second time, the First Base Coach of the offending team will be ejected from the game. If the Umpire must stop the game a third time, the Head Coach will be ejected from the game. If the Umpire must stop the game a fourth time, the game will be called and one or both teams may be deemed to have forfeited the game, alternatively at the discretion of the Umpire, the score at the time the game was called may be used to determine the winner and standing. The Umpire, in its sole discretion, may forgo the warning and enforce any penalties for coach, player or fan behavior. **NO ONE MAY ARGUE BALLS AND STRIKES.** Questionable calls may be made during a game. The Dispute and Protest Procedures are available to address protestable issues. If a call is not protestable, the call of the Umpire shall stand and be accepted. Anyone ejected from the game by the Umpire must leave the ballpark immediately and not cause any further delay to the game. The ejected person may not return to the ballpark for any reason until the next scheduled game. If a person is ejected more than once, the person may be banned from returning to the park for the remainder of the League, Tournament, Season, or Life.

ADDITIONAL PARK RULES:

OUTSIDE FOOD AND DRINK: A player shall be allowed to bring in a personal water jug or drink. No other outside food or drinks are allowed in the park.

WEAPONS OR FIREARMS: No weapons or firearms are allowed. **PETS:** No pets are allowed.

TOBACCO/MARIJUANA/ILLEGAL DRUGS/ALCOHOL: No use of ANY tobacco/marijuana, illegal drugs, or alcohol products are allowed.

TRASH: The Team Coach is responsible for making sure the dugout is free of trash prior to leaving. Failure to reasonably clean up the dugout may result in penalties against the offending team.

MISCELLANEOUS: No skateboarding, rollerblades or bikes are allowed. No one is allowed on the infield when they are not in use. It is the Team Coach’s responsibility to make sure players, fans, and siblings remain off of the infield. Children should be supervised by an adult or responsible older child at all times. No one shall be allowed to dig in the dirt or damage the park property in any way.



PENALTY: Anyone violating the Park Rules will be asked to leave and their child may not be allowed to play until they comply with the park rules.

GENERAL PLAYING RULES:

1. Time will be called when a defensive player has possession of the ball in advance of the lead runner or the ball is returned to the pitcher with at least one foot on the sideline of the pitching circle. If a runner is more than halfway to the next base when time is called, the runner will be awarded the next base. If they are not halfway to the next base when time is called, they will be returned to the previous base safely. **HOLDING THE BALL IN THE AIR DOES NOT STOP THE PLAY.**
2. A runner may lead off (when the ball leaves the pitcher's hand) with the understanding that they can be thrown out.
3. The offensive team is allowed 2 coaches on the playing field, one in the first base coach's box and one in the third base coach's box.
4. A maximum of 6 players, including the pitcher and catcher can be on the infield, all other players must be in the outfield. *definition-on the dirt=infield; on the grass=outfield.
5. Bunting is allowed. Bunt that is fouled on third strike or fifth pitch (coach pitch) results in the batter being out.
6. Players making a play at any base, other than the base they play, must make an attempt to throw the ball as the play would require. Rolling or running the ball is not encouraged.
7. **DEFINITION:** a foul tip is a batted ball that goes sharply and directly from the bat to the catcher's hand(s) or glove and is legally caught by the catcher. On the third strike or fifth pitch (coach pitch) results in the batter being called out.

6U T-BALL AGE SPECIFIC RULES: This league is an instructional league only. There will be no official standings. Each girl will receive a trophy. 1. Batting order shall consist of all players present. Late arriving or early departing players can be added or deleted in accordance with EYSA rules. 2. There will be a 10' Tee Arc that a batted ball must pass to be considered a hit. 3. Run limit will be 6 runs per half inning. 4. **NO WALKS, NO INFIELD FLY, NO STEALING, NO BUNTING.** 5. The batter will be allowed 3 swings. If the batter misses the ball it will be counted as a swing. If the ball goes foul this will be considered a swing. If the 3rd pitch is fouled, the batter will continue to bat until a fair ball is hit or the batter strikes out. 6. The game shall be played with a maximum of 12 fielders. 7. You may play with only 7, 8 or 9 players with no automatic outs. 8. All players must play at least 2 complete innings in the field. A player can be suspended for disciplinary reasons. Please advise the opposing coach and umpire of players not playing



before game begins. 9. The home plate coach will set up the tee and assist the batter only. The tee should be removed as soon as the ball is in play or when someone is scoring. Any unintentional interference by a coach requires the play to be replayed. If intentional interference, the lead runner is out and the play replayed. If there are no runners, the batter is out. 10. A runner may not leave a base until the ball is hit off the Tee. Penalty for leaving early; runner will be called out. 11. Time will be called when a defensive player has possession of the ball in advance of the lead runner or the ball is returned to the player pitcher with at least one foot on the sideline of the pitching circle. If a runner is more than halfway to the next base when time is called, the runner will be awarded the next base. If they are not halfway to the next base when time is called, they will be returned to the previous base safely. HOLDING THE BALL IN THE AIR DOES NOT STOP THE PLAY. 12. The offensive team is allowed three coaches on the playing field at 1st, 3rd and home plate. Three defensive coaches may occupy an outfield position for instructional purposes. 13. Players making a play at any base, other than the base they play, must make an attempt to throw the ball as the play would require. Rolling or running the ball is not encouraged. 14. A maximum of 6 players, including the pitcher and catcher may be on the infield, all other players must be in the outfield. *Definition-on the dirt=infield; on the grass=outfield. 15. Defensive shifting will not be allowed. Players may not move out of position until the ball is hit. 16. The pitcher must play with at least one foot in the pitching circle, even with, or behind the pitching rubber until the ball is hit. No defensive player may play closer to home plate than where the pitcher is positioned. 17. No coach shall be allowed to physically hinder or advance a player while the ball is in play. Violation will result in player being called out. 18. No inappropriate chatter is allowed. You may cheer in a positive manner for your team. The head coach will be addressed in accordance with the Zero Tolerance Policy if inappropriate chanting and comments occur. The Head coach is responsible for his/her players, staff and spectators and the Zero Tolerance Policy will be enforced. 19. Runners may only advance one base on an infield hit and two bases on an outfield hit. A batted ball clearing the outfield fence in fair territory is a home run and all base runners 19. ALL OTHER RULES WILL BE USSSA FASTPITCH RULES.

7U, 8U COACH PITCH - AGE SPECIFIC RULES: 1. Run limit will be 6 runs per half inning. 2. The game will be played with a maximum of 10 fielders. 3. An automatic out must only be taken when there are eight players. 4. NO WALKS, NO INFIELD FLY, NO DROPPED THIRD STRIKE. NO STEALING. Bunting is allowed. If the batter squares to bunt, pulls the bat back and swings, it will be an automatic dead ball. The batter will be called out. No base runners will be allowed to advance. When the batter squares to bunt, the fielder may charge up to the hash mark. If any fielder crosses the hash mark before the ball is bunted, the play will automatically be a dead ball with all base runners advancing one base and the batter awarded first. 5. The coach will pitch all innings. Batter will receive a maximum of 5 pitches. A batter is out after three strikes. If the batter has not hit a fair ball, struck out or been put out they will be called out unless the batter fouls the last pitch. Batter will continue to bat until ball is hit fair or until the batter strikes and misses. 6. The coach will pitch to their own team but may not coach batters or base runners.



The pitching coach should stand with one or both feet on the pitcher's plate to deliver the each pitch with an underhand motion. In the umpire's judgment, the "PITCHER COACH" may allowed to move forward but must remain within the pitcher's circle to deliver each pitch. He/she may be moved forward if unable to deliver a hittable pitch. She may place the batter only in relation to home plate. Coaching the runners or batters will result in removal from the pitching position. The "PITCHER COACH" should stay within the eight (8) foot circle moving to avoid interference with any defensive player, batted or thrown ball. This includes squatting down to avoid interference with any throw. If the coach does interfere on a batted or thrown ball whether intentional or unintentional it will be a dead ball. The batter will be awarded first base and no other runners will be allowed to advance unless forced. If the interference is frequent or intentional, the "PITCHER COACH" will be removed. 7. A player must play defense from the pitching position. Player must be positioned to the side or back of the coach pitching with at least one foot in the pitcher's circle. 8. Batter hit by a pitch will not be awarded first base. 9. No additional coaches to the base coaches and pitching coach are allowed on the field of play during game. 10. No inappropriate chatter is allowed. You may cheer in a positive manner for your team. The head coach will be addressed in accordance with the Zero Tolerance Policy if inappropriate chanting and comments occur. The Head coach is responsible for his/her players, staff and spectators and the Zero Tolerance Policy will be enforced. 11. ALL OTHER RULES WILL BE USSSA FASTPITCH RULES.

9U, 10U – KID PITCH – AGE SPECIFIC RULES: 1. Run limit will be 6 runs per half inning. 2. No inappropriate chatter is allowed. You may cheer in a positive manner for your team. The head coach will be addressed in accordance with the Zero Tolerance Policy if inappropriate chanting and comments occur. The Head coach is responsible for his/her players, staff and spectators and the Zero Tolerance Policy will be enforced. 3. ALL OTHER RULES WILL BE USSSA FASTPITCH RULES. 11U, 12U, 13U, 14U KID PITCH – AGE SPECIFIC RULES: 1. Run limit will be 6 runs per half inning. 2. No inappropriate chatter is allowed. You may cheer in a positive manner for your team. The head coach will be addressed in accordance with the Zero Tolerance Policy if inappropriate chanting and comments occur. The Head coach is responsible for his/her players, staff and spectators and the Zero Tolerance Policy will be enforced. 3. All Other Rules Will Be USSSA FASTPITCH RULES.