

Prescott Girls Softball Association: Rules and Regulations

PGSA Rules & Regulations

Section I – General

- 1) These operational rules and regulations can only be amended, omitted or changed during a general membership meeting through a majority vote of those members in attendance. Unless otherwise exempted herein, all games shall comply with the edition of the N.S.A. rulebook.
- 2) Players with physical/medical limitations must have a doctor's permission in writing to participate in the league program. Public liability insurance shall also be obtained to cover league operations. The Prescott Girls Softball Association (PGSA) board of directors (herein after referred to as the "board") may consider division changes based on player medical conditions.
- 3) Upon registration, each youth must provide acceptable documentation as to the player's age. Any and all documents provided to the league shall be confidential.
- 4) A registration fee is required for a child to participate in the league program. All such fee must be paid to the child's first scheduled league game, on a date established by the board.
- 5) All equipment and uniforms issued to team officials or players, except those designated as "giveaway" must be returned to the league upon request or at the end of the season, whichever is sooner, including broken equipment. Any player or manager failing to return such items or failing to adequately make restitution to the league may be suspended as a member of the organization or have legal action taken against them.
- 6) It is recommended that an adult female be present at all practices and games conducted by the team to ensure the welfare of the player, and she must remain with players until they are picked up by an adult.
- 7) Players may not be left unattended after a practice or game. If a manager continually has a problem with parent's picking up a player on a timely basis, the manager shall report the situation to the board who shall take action against the offending parent.
- 8) **The use of cigarettes /cigars/pipes/chewing tobacco or consumption of alcoholic beverages in the vicinity of the playing or practice fields is forbidden by spectators, players, coaches or officials. Violation of this rule will result in ejection of the offender from the game site and possible suspension for the season. This rule is to be enforced by any member of the board, coach or manager.**
- 9) Physical disciplining or verbal abuse by managers and coaches is forbidden, regardless of their relationship to the player. Benching is permitted for a player's failure to meet team standards for making practice, unsportsmanlike conduct, or other action by the player not in the best interest of the team. Such benching must be reported to the player's agent prior to imposing or the next day if benching occurred due to a situation on game day. The game umpire and the official scorekeeper shall be notified of any players benched, and the benching shall be noted in the scorebook.
- 10) Managers are responsible for the action of their players and spectators. Unsportsmanlike conduct or abusive language will not be tolerated from managers, coaches, players or spectators. Continued abuse by any of the above mentioned individuals towards a game official, the other team, or spectators of the other team shall be grounds for the umpire to declare a forfeit against the offending team. Any person having knowledge of infractions

of any rule, regulation, or policy of the league is responsible to report such infraction to the board as soon as possible.

- 11) It is the policy of the board that PGSA will provide a safe environment for those participating in the league program. It is the responsibility of every member of the organization to ensure that the facilities used, equipment issued and conduct of the game is as safe as possible.
- 12) The board must approve any actions taken in the name of the league or any of its teams, in advance. Any money solicited or accepted by any member of the organization is money to the league. No promised expressed or implied may be given to any donor or sponsor without board approval. Any fund-raising conducted by an individual team, must be approved in advance by the board. All monies in advance by the board. All monies will go to the league.
- 13) All coaches are required to maintain a first aid kit all games and practices.
- 14) Home team is responsible to maintain the official scorebook.
- 15) Each team is responsible for the cleanup of their side of the field, including bleachers.
- 16) PGSA will maintain one (1) adult umpire at all games for all divisions except for 8 & under. (8 & under the coaches will be the umpires.)
- 17) In the event no umpires are available, a bystander or coach may umpire if agreed upon by both managers. If a bystander or parent is agreed upon and one (1) ball is pitched, the game is official.
- 18) The winning team is responsible for calling or emailing the appropriate member of the board with the winning score. Umpires will also keep track of the winning scores.
- 19) Any player living within a twenty (20) mile radius of Heritage Park Prescott must be a part of PGSA system. The board will consider outlying areas upon request. The inclusion of charter and private schools are to be determined and voted on by the board.

Section II – Manager and Coaches

- 1) All managers and coaches shall be approved by the elected members of the board. A list of individuals interested in managing a team within the league shall be presented to the board in an executive session at least two (2) weeks prior to tryouts. If more than enough manager's request to manage in an age division, the following priority system shall be utilized to make the selection:
 - A. First (1st) priority shall be returning managers from the same age division from the previous year.
 - B. Second (2nd) priority shall be the managers who managed the previous year in the next lower age division.
 - C. Third (3rd) priority shall be a coach from a team where the manager has elected to cease managing.
 - D. Fourth (4th) priority shall be the consecutive number of years managed or coached in the league.
 - E. Fifth (5th) priority shall be the date the individual signed up to manage.

If a decision still cannot be made, a coin toss will decide.

- 2) In the event a team must be disbanded, the board will decide based on the reason for dissolution of team, the process in which the team will be placed. Each player will be placed on a team as determined by the board.

- 3) All business of the team on the field shall be handled by either the manager or head coach, as designated by the manager prior to start of the game. Any team player or member of the team management may act as a base coach, except in the 8 & Under division.
- 4) Managers and coaches are strongly encouraged to attend any training programs, conducted by the league. If written team rules are provided to players by the manager, such rules must be submitted to the board for approval prior to distribution. Notification of disapproval will be provided within seven (7) days of submitting to the board.
- 5) It is the manager's duty to report any of the following to the player agent: poor attendance of a player, benching, apparent drops from the team, or misuse of player or players on any team, so that the board may take appropriate action. The manager shall also complete an accident form for any injuries and submit the completed form to the board within twenty-four (24) hours of the accident.
- 6) Managers are to contact the President of the board concerning questions or possible changes to the league rules. Any other matters that a manager would like brought to the attention of the board is to be reported to respective division coordinator or player agent, who is responsible for placing the item on the board's agenda at their next regular meeting.
- 7) Managers and coaches are to maintain professional conduct at all times. Charges of misconduct submitted to the player agent or President concerning a manager or coach shall be acted upon by the board within seven (7) days.

Section III – Team Members

- 1) All players are to be in uniforms approved and/or provided by the league for all games.
- 2) All benchings are to be reported to the player agent, game umpire, and official scorekeeper. If a player feels they are being unfairly benched, they may lodge a complaint with the player agent. In the event of serious misconduct or repeated by a player or parent, said player or parent shall appear before the board for possible disciplinary action.
- 3) Any player who misses three (3) consecutive practices or games without a reasonable excuse may be given a minimum amount of playing time. Illness, family, school and church events are reasonable excuses. Parent's verification of illness shall be accepted.
- 4) No player shall be permitted to participate in any team function without having paid the required registration fees of \$75.00 for the first child, \$65.00 for the second child and \$55.00 for each child thereafter, unless the parent has made arrangements with the board for a scholarship. Requests for scholarships are to be submitted to the board with the player's registration form.
- 5) A full refund shall be made to any player resigning prior to the first league game, minus any costs incurred by the league on behalf of the player prior to the first league game, minus any costs incurred by the league on behalf of the player prior to receiving notice of resignation. Any other requests for refunds shall be handled on a case-by-case basis by the board. Any player who has played at least 50% of her team's games, and has not received any type of refund, shall be given any awards that her team may receive.
- 6) In the event that the league fails to obtain adequate adult leadership for any team in the league, that team shall be disbanded and the players placed on another team or refund given.

Section IV – Divisions

- 1) Depending on registration, the league will offer the following divisions of play:
 - A. 8 & Under 8 year olds (4 year olds, with board approval)
 - B. 10 & Under 9 to 10 year olds
 - C. 12 & Under 11 to 12 year olds
 - D. 14 & Under 13 to 14 years olds
 - E. 17 & Under 15 to 17 year olds

All ages are determined by the player's age as of January 1st of the current season.

- 2) Players, who wish to play up an age division, must notify the Registrar at the time of registration. Should a player, who opted to play up determine that she should have played in her own age division, she may return to that division if: A. no league games have been played; B. her coach agrees; C. and the player agent can place her on a lower team.
- 3) All players must decide which division they would like to play in, prior to the draft.
- 4) No player will be allowed to play down a division. (However, the board may consider requests due to medical circumstances.)

Section V – 8 & Under Division Team Organization

- 1) Teams are formed by coaches and the league. There is no draft. Players signing up with no team affiliation will be placed by the league on teams, keeping the age totals as equal as possible.
- 2) Team limits will be twelve (12) players.
- 3) Coach request, team request and carpooling will be considered in this division.

Section VI – 10 & Under, 12 & Under, 14 & Under and 17 & Under Draft and Team Organization

- 1) All teams will be made up of three (3) players. Each coach can choose up to two (2) assistant coaches and their child(ren) up to three (3) players. Regardless if the team is moving up a division or remaining in the same division. This includes coaches' daughters. The remainder of the team, up to fourteen (14) players, will come from draft. Coaches will notify the league two (2) weeks prior to tryouts of which their three (3) players will choose his/her make-up players in the final round of the draft.
- 2) Tryouts will be conducted approximately 1 week prior to the start of practices as directed by the board. Within seven (7) days following tryouts, the board will conduct a draft.
- 3) New coaches to the league will have first pick in the draft, in the event that there are more than one, those coaches will roll die to determine order. Moving-up teams will get second pick at draft, again rolling die to determine order if more than one. Coaches returning to same division will have last pick in the draft, rolling die to determine order, if multiple coaches.
- 4) Coaches will choose their team through a series of rounds until all players are chosen. No player shall be turned away from a team. The order of the coach's choice, after being determined by rule 3 above will then proceed with 1-5 order in the first (1st) round; then the second (2nd) round will be 5-1 order and so on throughout the draft until all players are placed on a team, with 5 being the example of total number of teams. A separate draft following this same procedure will take place for any high school players that are not allowed to attend tryouts after the players that attended tryouts are completely disbursed to teams. Knowledge of these players' abilities will be open discussion prior to draft selection.

- 5) All players have the right to exclude one (1) coach as someone the player would not like to be drafted by. The player must notify the player agent prior to tryouts.
- 6) No shows at either the main tryouts or the make-up tryouts, and players sign-up late will be placed on the next team with draft pick, and continuing in the draft order until all are placed on a team. NO player, who signs up late or does not show up for the tryouts, will be allowed to pick a team to play on.
- 7) Tryouts will be conducted by members of the board and will consist of batting, fielding, throwing and running. Each player will be given a number for identification. After the main tryout, players wishing to pitch and players the coaches wish to see pitch, will be allowed to do so.
- 8) Sisters and players residing within the same home must be drafted together, if both qualify for the same division. When a sister is selected, that coach also receives the sister and skips the next round of draft.

Section VII – Tournaments

- 1) PGSA, at the end of each season, will sponsor a double elimination tournament for all divisions, except 8 & Under.
- 2) Placement in the tournament will be determined by each team's season record. If a tie exists, the tie is to be broken by the following, in order: head-to-head competition, total points in the head-to-head games. If a tie still exists, a coin flip will break the tie.
- 3) The winners of this tournament will be crowned PGSA champions.
- 4) The year ending tournament will take place during evening games (with final rounds on the weekend or the following week as needed.)
- 5) All 8 & Under divisions players will receive an award. For all other divisions, First (1st) place awards will be given to the winner of the championship game. Any additional awards will be discussed and voted on by the board.
- 6) Rules for the tournament are to match regular season play.

Section VIII – Protests

- 1) All protests must be made in accordance with the current N.S.A. rule book. The intent to protest must be made immediately following the play prior to the next pitch. Once a pitch is made, the manager has forfeited his opportunity to protest the play. Player eligibility can be made at any time during the season.
- 2) An umpire's judgment cannot be protested, only an umpire's misinterpretation of a rule or misapplication of a rule.
- 3) To file a protest, the manager must submit a written protest to the director of umpires within forty-eight (48) hours of the game under protest. Said written protest must clearly describe the incident being protested as well as citing the rule to which the play pertains. A \$25.00 protest fee must accompany the written protest. If the protest is found to be valid, the protest fee will be refunded. If the protest is found to be invalid, the league shall retain the fee.
- 4) The board shall conduct a meeting within five (5) days to act on any protest properly submitted. The director of umpires is responsible to call the meeting and to provide written statements from the umpire in charge of the game, the manager of the opposing team, and any other individual necessary to obtain a clear understanding of the situation. Additionally, the director of umpires shall obtain and provide to the committee the official scorebook of the game. Any member of the board who has a child playing in

the age division, in which the protest is filed, shall be excluded from participated in the vote and discussion for such protest.

Section IX - 8 & Under Rules

ALL GAMES WILL BE PLAYED UNDER N.S.A. RULES WITH THE FOLLOWING EXCEPTIONS:

- 1) Teams will use a number 11 softie ball.
- 2) Teams will bat their entire line-up.
- 3) The coach will pitch, if the batter has not hit the ball after five (5) coach pitches, then the tee will be brought in. Batter has three attempts at hitting off the tee. If the batter is not successful, she is out.
- 4) There are no strike-outs.
- 5) All players on the team are to play during defense. The infield is to consist of six (6) players and the outfield the remainder of the team, evenly spaced in a symmetrical arc.
- 6) The ball is considered dead when an infielder who is located on the dirt, has control of the ball.
- 7) If a defensive player makes an out, the runner must return to the bench. Three (3) outs do not end an inning.
- 8) Runner receives one base on an overthrow. The ball is considered dead once the overthrow has occurred, regardless of the location of the overthrow.
- 9) No stealing is allowed.
- 10) Coaches will umpire.
- 11) Sliding is not allowed.
- 12) A batter will get one (1) warning for throwing a bat, the second (2nd) occurrence the batter is out.
- 13) All players from both teams must stay in dug-outs until last runner is in her dug-out.
- 14) No game shall be considered a forfeit due to lack of players. If both coaches agree, a forfeit may be called.
- 15) Coaches may coach from the field, with a limit of (3) three people at any one time.

All games will be one (1) hour. 1st game start time will be at 5:30 p.m.

Section X – 10 & Under Rules

ALL GAMES WILL BE PLAYED UNDER N.S.A. RULES WITH THE FOLLOWING EXCEPTIONS:

- 1) Teams will use N.S.A. regulation softball.
- 2) Six (6) runs per inning or three (3) outs. No continuation of the play points will be counted.
- 3) No player shall pitch more than five (5) innings in a calendar week (Monday-Sunday) in which two (2) games are played. In the event a third (3rd) game is played, the inning limit increases to nine (9) innings. One (1) pitch constitutes an inning. Failure to comply with this rule will result in forfeiture of the game in question, or the previous win by the team in violation. This rule does not apply during tournament play.
- 4) No stealing is allowed. When the ball leaves the pitchers hand, the player may lead off, but can't run until the ball is hit.
- 5) Infield fly rule does not apply.
- 6) Ball is considered dead when the pitcher has control of the ball in the pitcher's circle. If the base runner is more than half the distance to the next base, she is awarded that

base. This is a judgment call and will be determined by the umpire. Time out will be called.

- 7) Drop third strike rule does not apply.
- 8) Home team will have last bats, even if win is not possible as long as game time allows. Note: No new inning will start after expiration of game time, however, if an inning has started prior to the game time of one and one fourth (1 ¼) hours, that inning must be completed.
- 9) Runner receives one (1) base on an overthrow. The ball is considered dead once the overthrow has occurred, regardless of the location of the overthrow.
- 10) Teams will bat their entire line-up.
- 11) Coach pitch: There will be no walks on ball four. The player pitches until the fourth (4th) ball is thrown. At the point, the coach or designated adult comes in (pitching from the rubber), assumes the strike count and has up to an additional three (3) pitches. (Additional pitches will be awarded only when the last pitch is fouled off.) If the batter does not swing at any coach pitch, she is considered out. If the batter obtains three (3) strikes, she is out. The coach shall make every effort to avoid the ball when it is in play. If the ball should hit the coach it is still considered live and able to be played upon. Should the umpire determine the coach did not make a fair attempt, the player will be out.
- 12) There will be ten (10) defensive players on the field - six (6) infield, four (4) outfield, the fourth (4th) is not a rover. The four (4) outfielders must be evenly spaced in a symmetrical arc.
- 13) All substitutions must be entered no later than the third (3rd) inning or forty-five (45) minutes after the game has started which ever is sooner. All substitutions must play two (2) consecutive innings. Failure to comply with this rule will result in forfeiture of the game in question, or previous win by the team in violation. All players must play each game.
- 14) One (1) defensive coach may stand outside the dugout or in the outfield in order to coach or give the catcher signals. The coach must be standing and make every attempt to stay out of the way of the game.
- 15) A batter will get one (1) warning for a throwing a bat; on the second (2nd) occurrence the batter is out.
- 16) An official game shall be four (4) innings or one and one half (1 ½), hours whichever comes first, however no inning may start after one (1) hour fifteen (15) minutes. If the game is tied at the end of the time limit, the game will end in a tie. In the event of inclement weather, four (4) innings must be played or three and one half (3 ½), if the home team is leading, to be considered an official game.
- 17) Sliding should be taught and encouraged, provided field conditions are safe for sliding. A runner can be called out for not sliding during a close play at any base.
- 18) No game shall end in a forfeit due to lack of players, unless a coach decides that he/she cannot play the game. A game may be played with less than ten (10) players without any penalties.

All games to be 1 hr. 15 min. First game to start at 5:30 p.m.

NOTE: THE UMPIRE SHALL HAVE A LIBERAL STIKE ZONE

Section XI – 12 & Under, 14 & Under and 17 & Under

ALL GAMES WILL BE PLAYED UNDER N.S.A. RULES WITH THE FOLLOWING EXCEPTIONS

- 1) **ASA Run Rule will apply.** If a team is winning by fifteen (15) runs after three (3) innings, twelve (12) runs after four (4) innings or eight (8) runs after five (5) innings, the game shall end. Rule 5, Section 9 A1: Run Ahead Rule Fast Pitch “15 after 3 innings, 12 after 4 innings and 8 after 5 innings.”
- 2) There will not be a limit to the amount of innings that can be pitched by one player.
- 3) Teams will bat their entire line-up.
- 4) Home team will have last bats even if win is not possible.
- 5) All substitutions must be entered no later than the top of the third (3rd) inning or forty-five (45) minutes after the game has begun, whichever is sooner. All substitutions must play two (2) consecutive innings. Failure to comply with this rule will result in forfeiture of the game in question, or the previous win by the team in violation. All players must play each game.
- 6) An official game shall be seven (7) innings or two (2) hours, whichever comes first; however, no inning may start after one (1) hour and thirty (30) minutes. If the game is tied at the end of the time limit, the game will end in a tie. In the event of inclement weather, four (4) innings must be played or three and one half (3 ½), if the home team is leading, to be considered an official game.
- 7) Sliding should be taught and encouraged provided field conditions are safe for sliding. A runner can be called out for not sliding during a close play at any base.
- 8) There will be nine (9) defensive players on the field (six (6) infield, three (3) outfield.)
- 9) No game shall end in a forfeit due to lack of players, unless the coach decides that he/she cannot play the game. A game may be played with less than nine (9) players without any penalties.
- 10) NO metal spikes.

All games to be 1 hr. 30 min. (see rule 6). 1st game start time will be 5:30 p.m.