

PYLGSA POLICY SUPPLEMENTARY RULES
EFFECTIVE 03-04-2025

The following PYLGSA League Policy Supplementary Rules (L.P. Supplementary Rules) are in effect for the PYLGSA playing season. These rules, in most cases, cover situations not included in the PYLGSA Bylaws, Association Policy or in the Amateur Softball Associations Official Softball Rules Handbook (A.S.A. Official Softball Rules). In cases of conflict between the A.S.A. Official Softball

Rules and these L.P. Supplementary Rules, the L.P. Supplementary Rules will apply.

Section 1: Conduct

- A. Managers/Coaches are responsible for the conduct of their team and spectators. All participants will be required to adhere to the ASA VIP Coaching Standards.
- B. Managers, Coaches, players and spectators may not say things to harass the pitchers or players on the opposing team.
 - 1. Examples are; comments directed to the batter from the catcher, derogatory remarks about a player, yelling "Swing" at the batter.
 - 2. Penalty:
 - a) No pitch will be declared by the Umpire.
- C. Manager and Coaches shall not smoke or chew tobacco during the game.
- D. Penalty: Repeated offenses of misconduct, as described above in A, B, and C, are grounds for ejection and/or forfeiture. Ejection of any participant shall result in suspension from the next game and a letter of reprimand being sent to the individual by the President. If you are ejected you will not be allowed to be present in any capacity at the team's next game. Repeated ejection will be grounds for termination of league membership.
- E. Bat Throwing
 - 1. Bat throwing by the batter may be called intentional or unintentional by the umpire.
 - a) No more than one (1) warning per team per game will be given
 - 2. Penalty:
 - a) Intentional bat throwing in an unsportsmanlike manner will result in the ejection of the offending player.
 - b) In the case of unintentional bat throwing, the Umpire has the option of letting the play stand or calling the batter out and having all runners return to the base held at the time of the pitch (dead ball).

Section 2: Deals

- A. No "deals" will be made by the Managers/Coaches of opposing teams regarding rules, eligibility, field conditions, or any other matter.
- B. Penalty: Forfeiture of the game by both offending teams.

Section 3: Innings Required

- A. In all Divisions other than 8u (and in a regulation game), no player shall sit out more than two innings AND may not sit two

- B. consecutive innings. In the 8u division, no player may sit more than one of the first four innings. A player may sit her 2nd inning in the 5th inning and may not sit in consecutive innings.
- C. Exceptions
 - 1. Benching or injured players listed on line-up sheet.
 - 2. Players injured or ejected during game.
 - 3. Games called due to the Mercy Rule, time limit, darkness, weather or disaster
 - 4. If the player is unavailable to complete the game or arrives late.
- D. Penalty:
 - 1. If a player does not play the required number of completed innings, a protest can be called by the opposing team and the offending team will forfeit the game. Absent a protest, if a parent or player complains, the Agent shall give one warning to the manager. Managers with a repeat offense shall be suspended for one game.

Section 4: Line-Up Sheets

- A. All players present must be listed, with their uniform number, on a batting line-up sheet. Any player present but not playing must be listed with the reason why they are not playing.
- B. A minimum of eight (8) players must be listed on the line-up sheet and be present to begin the game.
- C. No alterations may be made to the line-up after the first ball has been pitched, except when a player is hurt or leaves early. In this instance, the player will be taken out of the game and cannot re-enter.
- D. If a team is reduced to eight (8) active players on the line-up sheet due to injury or a player leaving early, play continues without penalty (no shorthanded rule).
- E. If a team has less than eight (8) players due to injury or a player leaving early, that team must forfeit the game.
- F. In all divisions, all players who are present will bat in order listed on line up sheet. Exception will be the player(s) who is/are hurt and cannot play.
- G. Players arriving late MAY be added to the bottom of the lineup.
- H. Penalty: Failure to adhere to batting in order will be dealt with in the ASA Rule Book. Refer to the current ASA Rule Book.
- I. Managers/Coaches should make two (2) copies of the line-up sheet: one (1) for their team and one (1) for the opposing team.
- J. Courtesy Runner(s)
 - a. 8U ONLY – No courtesy runners are allowed.
 - b. 10U and 12U ONLY – In an effort to speed up the game, when there are one or more outs, the team who is up to bat has the option to have the last recorded out run as a courtesy runner for the CATCHER of record only. The pitcher may not receive a courtesy runner.
 - c. Injured players are not awarded courtesy runners.

Section 5: Re-Entry Rule

- A. Players may leave and re-enter a defensive position as frequently as the manager desires, but all defensive substitutions will be made at the 1/2 innings (Exception: injury or illness).

- B. In addition, pitchers may be substituted in any part of an inning, but they must complete pitching to the current batter unless there's an injury to the pitcher, or the pitcher becomes ineligible, before this substitution may occur.
 - 1. The player off the bench swaps with the current pitcher, and must pitch to at least one (1) batter before leaving that position.
- C. Players may leave that game at any time with no penalty. Players may not return once that player's at-bat has been passed over. Players that arrive to the game once the game has started will be placed as last batter in the line-up.

Section 6: Complete Game

- A. A complete game in the 16U, 14U and 12U Divisions shall consist of the following:
 - a. Seven (7) innings of play, or
 - b. One (1) hour and twenty-five (25) minute's time (no new inning), whichever comes first.
- B. A Complete game in the 10U Division shall consist of the following:
 - a. Six (6) innings of play, or
 - b. One (1) hour and twenty-five (25) minutes time (no new inning), whichever comes first.
- C. A complete game in the 8U Division shall consist of the following:
 - a. Five (5) innings of play, or
 - b. One (1) hour and twenty (20) minutes time (no new inning) OR (1) hour and (35) thirty-five minutes time drop dead, whichever comes first.
- D. T-Ball Division
 - a. Five (5) innings of play, or
 - b. One (1) hour and fifteen (15) minutes time, whichever occurs first.

Section 7: Official Game

- A. A game will be considered complete and official for the 16U, 14U and 12U Divisions providing four (4) innings of play have been completed before termination of play by the home plate umpire.
 - 1. Three and a half (3 1/2) complete innings of play with the home team ahead will constitute an official game for these Divisions.
- B. A game will be considered complete and official for 8U and 10U Divisions providing three (3) innings of play have been completed before termination of play by the home plate umpire.
 - 1. Two and a half (2 1/2) complete innings of play with the home team ahead will constitute an official game for these Divisions.
- C. If a game is called and the required innings for an official game has not been played, then the game will be continued on another date. The VP of Operations will schedule the "continued game. The game will be continued from the point of suspension. The official scorekeeper should note who is on base, outs, batting order, the batter, and her count, and the defensive players and their positions. The game will play until an official game has occurred.

Section 8: Time Limit

- A. Time limit is defined in PYLGSA POLICY Supplemental Rules, Section 6.

- B. No new inning shall be started after the time limit has elapsed since game start time. If an inning is in progress, it must be completed (unless the home team is ahead, and at bat, and an official game has been played).
- C. Games tied after the required innings and time limit has expired will stand as a tie. If there is time left, the tie will be determined by International tie breaker until time runs out. If this tie occurs in a championship game, the game will be continued on the next available date the 1st Vice President can secure. A "tied ball game" in championship format will be played out until the Board deems it necessary to call it a tie.
- D. Games will be called due to darkness at the discretion of the umpire.
- E. The umpire shall call the game on time when time has expired and there is no chance, based on the run limit, of the team behind catching up.
- F. Game time starts after the home plate conference and upon announcement by the umpire to both team managers.

Section 9: Run Limits and Mercy Rule

- A. Run ahead rule as stated in ASA rule book.
- B. Runs allowed per ½ innings:

8U – 4 runs

10U – 4 runs

12U – 5 runs

Any runs scored after the run limit in an inning will not be recorded.

- C. There shall be no run limit in the last inning of a complete game as defined below.
 - a. 8U - the fifth inning of play.
 - b. 10U - the sixth inning of play.
 - c. 12U - the seventh inning of play.

Section 10: Playing Fields

- 1. The umpire will move a game to another field in the event that a playing field becomes, in the judgment of the umpire, unplayable prior to completion and another field is available within the same complex.
- 2. Dimensions

<u>DIVISION</u>	<u>PITCHING DISTANCE</u>	<u>BASELINE DISTANCE</u>
16U & 18U	43 FEET	60 FEET
14U	43 FEET	60 FEET
12U	40 FEET	60 FEET
10U	35 FEET	60 FEET
8U	30 FEET	55 FEET
T-BALL	30 FEET	55 FEET

Section 11: Official Uniforms

- A. All players fielded must be in the official uniform of current issue. The league provides the following:
 - 1. Pants or shorts as issued by the league.
 - 2. Shirt - color selected by the Manager on the day of the draft. The shirts are the players to keep.
 - 3. Socks - white or color coordinated with the shirt color. The socks are the players to keep.
 - 4. Shorts are the players to keep.
- B. Players must supply the following:
 - 1. Athletic Shoes
 - a. "Tennis type" shoes may be worn (Cleats are recommended).
 - b. Rubber cleats, no metal cleats, will be allowed.
- C. Optional Items
 - 1. Non-hooded sweatshirts, or sleeves may be worn under the PYLGSA shirts and should be nearly the same color for all team members. Colors should match one of the colors of the uniform.
 - 2. Baseball caps or visors may be purchased by individual teams. They must match one of the colors in the uniform. Use by players is not required.
 - 3. Players may wear jackets, sweatshirts, or sweaters during a game except when batting. Jackets, sweatshirts, or sweaters must be worn zipped, buttoned or snapped.
 - 4. PYLGSA authorized baseball/softball pants may be worn during inclement weather.
- D. The uniforms may be decorated, painted, patched, or altered in accordance with PYLGSA POLICY, Section 10.
- E. All batters and base runners are required to wear protective headgear. Players who do not will be considered out of uniform.
- F. Catchers and any player warming up the pitcher between innings must wear protective headgear and masks with throat protectors or they will be considered out of uniform.
- G. No swapping of jerseys will be allowed to get a player into official uniform.
- H. Out of Uniform Penalty:
 - 1. If a team is unable to field eight (8) players, because a player(s) has been determined "Out of uniform" by the a forfeit will result. umpire,
- I. No jewelry may be worn by players.
- J. Penalty: Players may be ejected from the game and not allowed to return to that game if they fail to comply with above rules A, B, C, D, E, F, G, & I, at the request of the umpire.

Section 12: Innings of Pitching

CONFERENCE	# OF OUTS
12U	UNLIMITED
10U	12*
8U	9*

- A. Restrictions on the number of innings a player may pitch are as follows:
 - *8U: NO pitcher may pitch more than 6 of the first 12 outs, plus 3 outs in the 5th inning.*
 - *10U: NO pitcher may pitch more than 9 of the first 15 outs, plus 3 outs in the 6th inning.*

*There shall be no pitching limit in extra innings

At levels where there are run limits per inning, any unused outs in that inning will be applied to the last pitcher of that inning.

- B. Penalty: Forfeit.
- C. Exception: These restrictions do not apply to extra-inning games.
- D. If a double play, triple play, or a play made not as a result of a batted ball (i.e.; a runner stealing third, etc.) causes the pitcher to exceed the out limit, this does not constitute an intent to exceed the out limit and will not result in a forfeit.

Section 13: T-Ball Supplementary Rules

A. OBJECTIVE

- 1. To teach and learn the basics of softball.
- 2. To create a minimal competitive environment (no standings)
- 3. To achieve a balance of five (5) and six (6) year-old players on each team.

B. TEAM FORMATION

- 1. The T-ball teams will consist of division age five (5) and six (6) year-old players.
- 2. There will be no try-outs, these teams will be established by a blind draw based on school location and playing experience.
- 3. In most cases, and whenever possible, teams will be made up of players attending the same school attendance area.
- 4. The team formation shall consist of players not selected to play at the 8 and under level.
- 5. This division shall consist of not less than four (4) teams. Additional teams may be added at the discretion of the Division Agent and Registrar. Any less will require the players to be incorporated into the 8 and Under Division.

C. There shall be no team standings (win/loss record). Emphasis placed on playing rather than winning.

D. Each inning will consist of batting the entire line up, after 3 outs the bases will be cleared and the batting team will continue to bat until the end of their line-up.

E. The defensive team will play all players present with the "extra players" stationed in the outfield. The defensive team will also be allowed to have two (2) coaches on the field for instructional purposes only. No player shall play more than two (2) innings at each position. Each player shall play a minimum of 1 inning in the outfield and 1 inning in the infield.

F. Batting:

- 1. A maximum of 4 pitches shall be thrown to each batter by a "friendly coach". If the batter did not put the ball into play, they shall have no more than two (2) swings at the ball on a tee. The ball must travel a minimum of ten (10) feet from the tee to be in play. The batter is out if the ball is not put into play.
- 2. The "friendly coach" shall pitch from within the pitching circle.
- 3. No player shall have a bat in their hand until they are up to bat

G. There will be no infield fly rule, stealing, bunting, dropped third strike, or hesitation rule.

H. All players shall be in regular field positions (pitchers must be on the pitching rubber, catcher in the catcher's box, infielders in the infield where a line connecting 1st, 2nd and 3rd base is drawn, and outfielders be behind the base paths.) The manager/coach must remove Tee after the ball is in play or an out will be recorded.

I. End of Play

1. A ball fielded by an infielder - Play is considered stopped when the pitcher has possession of the ball in the pitcher's circle. Runners who have advanced past the mid-point between bases may continue to the next base at the risk of being put out. Runners, who have not advanced past the mid-point, are returned to the previous base (unless they are forced to the next base by a runner behind them) without risk.
2. A ball fielded by an outfielder - Play is considered stopped when the ball is in the possession of an infielder, inside the first to second to third base paths, who is not making a play. Runners, who have not advanced past the midpoint, are returned to the previous base (unless they are forced to the next base by a runner behind them) without risk.
3. If the defensive team holds the ball to prevent the base runner(s) from advancing beyond the base they started at, the base runner(s) will be awarded the next base without risk of being put out if they are forced from that base by a runner behind them.

J. A "No pitch" will be ruled if a batted ball hits a coach, however, if a coach intentionally touches ball or interferes with the ball, while in play, an out will be recorded.

Section 14: 8 and Under Supplementary Rules

The 8 and Under Division shall be the next level of play after T-Ball. While winning plays are an important role at this level, the major emphasis is a continuation of learning the basic skills and gaining game experience. There will be player evaluations for all players set by the division agent(s). ALL PLAYERS must attend to be evaluated for a team.

- A. The 8u division shall be the next level of play after T-ball. While winning plays an important role at this level, the major emphasis is a combination of learning the basic skills and gaining game experience. There will be player evaluations prior to team formation to assist the agents in team formation. Each player will be evaluated unless she attended player evaluations the preceding Fall season. Teams will be established based on skill level, school location and playing experience. In most cases, and whenever possible, teams will be made up of players attending the same school attendance area.
- B. Teams will play three (3) outs or four (4) runs, whichever occurs first. An inning shall end with the third out or at the time of the fourth (4) run scoring. Any runs after four (4) will not be recorded. However, there will be no run restriction in the 5th inning or in the event of extra innings.
- C. The defensive team will play with ten (10) players, four of which will be outfielders, (i.e. players who are behind the base paths.)
- D. Players will pitch to the opposing team.

UNTIL the midpoint of the season, as decided by the Vice President;

1. In the event the player pitcher pitches (4) balls, as adjudged by the umpire, the designated "friendly coach" will come in to pitch and the strike count will remain the same and the coach will continue to pitch until:
 - a. The batter either hits the ball in fair territory, or
 - b. The batter strikes out (swinging or called strike by the umpire), or
 - c. The "friendly coach" throws five (5) pitches.
2. In the event the batter fails to hit the ball after five "friendly coach" pitches, then the batter will be called out unless the fifth pitch is ruled a foul ball. In that case, the batter will remain at bat as long as she continues to make contact.
3. If the batter is hit by the opposing player pitcher the strike count will revert to zero and coach pitch begins and will follow the rules outlined above.
4. If a batted ball hits the coach pitcher, the play will be counted as a dead ball and "no pitch" will be ruled, however, if the coach pitcher interferes with the fielder's ability to make a play, an out will be recorded.

AFTER the midpoint of the season, as decided by the Vice President.

5. Batters may be walked by the pitcher; however, batters may not be walked if the bases are loaded. If the bases are loaded and the pitcher has thrown four (4) balls in a single at bat, the coach pitcher will come in to pitch and follow the rules as outlined in section 14.E.1 above.
- E. No infield flies and dropped third strike.
- F. Stealing of bases and the look back rule will be allowed with the following conditions:
1. Base runner may take a lead off the base after the ball has left the pitcher's hand.
 2. Only third base may be stolen and not on a friendly coach pitch.
 3. If a base runner leaves early, a No pitch shall be declared and the runner leaving early shall be declared out.
- G. Home plate is CLOSED at all times. A runner may not advance to home except: 1) on a batted ball or; 2) when awarded home by the Umpire (exception: on a legally pitched ball that subsequently becomes dead, home will NOT be awarded).
- H. Bunting and stealing will not be allowed on a friendly coach pitch.
- I. Only one base shall be awarded to the runner(s) in the case of any dropped ball or an overthrow to first or third base, that lands in foul territory. The runner(s) shall be awarded the base they are going to at the time the throw is released. A batter-runner shall only be awarded an extra base on the throw to first base if the batter-runner has crossed the halfway line between 1st and 2nd base at the time the throw is released.
- EXCEPTION: Runners shall not be awarded a base on an overthrow that is not as a result of a batted ball.
- J. The friendly coach must pitch from the pitching plate (rubber).
- K. The pitcher must be in the circle during the friendly coach pitching.
- L. There shall be a halfway line between 1st and 2nd base and between 2nd and 3rd base and any player not past the half way line when the pitcher has control of the ball in the circle will be returned to the previous base. The ball is dead on an overthrow back to the Pitcher on a pitched ball.

- M. No player shall have a bat in their hand until they are up to bat.
- N. 8U fielders not to be able to encroach batter, until the pitcher releases the ball.

Section 15: 10 and under Supplementary Rules

- A. Home Plate will be OPEN, and dropped third strike rule is in effect for the entire season.
- B. Stealing:
 - 1. Base runner may take a lead off the base after the ball has left the pitcher's hand.
 - 2. Only one base at a time may be stolen.
- C. Number of players
 - 1. (FALL ONLY) During the fall season, a team may play with 4 outfielders at any time. This does not need to be declared at the home plate meeting and may be changed throughout the game.
 - 2. During the spring season, a team must only play with 3 outfielders (9 players total).