

2010 Rules of the Game

Overview:

All ASA rules are followed, with the exception of the following PRGSL rules. These rules are not to be used for All-Star season play.

Time and Duration of the Games:

1. Pony Tail Division games shall be limited to 1 hour or 4 innings, whichever occurs first.
2. 8-U, 10-U, 12-U & 16-U shall be limited to 1½ hours or 5 innings in 8-U, 6 innings in 10-U, 7 innings in 12-U and 7 innings in 16-U or whichever occurs first. Games end after 2 hours, score reverts to last completed inning. Games may end in a tie.
3. Mercy Rule – The ASA Mercy rule is in effect. The game is called if a team is ahead by 15 or more runs after the 3rd inning, 12 or more runs after the 4th inning or 8 runs after the 5th inning.
4. Tiebreaker: Games are limited to a total of 2 hours from the beginning of play. If a game ends in a tie after the full regulation innings are played or the time limit is reached, the game will continue under international tiebreaker rules until the tie is broken, darkness, or 30 minutes/ 2 hours expire, whichever comes first. If the tie is not broken after the 30-minute time limit, the game shall be scored as a tie. Only complete innings will be counted during extra inning play. Incomplete innings shall revert back to the previous full inning score.

Batting Order-All Divisions :

1. The batting order shall include all players attending the game. (Exception: Injured or suspended players)
2. All players must take the field at least two innings of each game. (Exception: Games called because of inclement weather or suspended players).

Playing Rules:

1. There is a run rule every inning (8-U - 4 runs, 10-U - 5 runs, 12-U -6 runs, 16-U - 8 runs), except during the last inning, where there will not be a limit. The last inning does not need to be verbally declared the last inning. The home team cannot have a no-limit inning if the visitors were stopped at the run limit in the top of the inning. The home team shall be allowed to have a no-limit inning if the visitors did not reach a run limit.
2. A pitcher may pitch an entire game in 10U, 12U, and 16U. Pitching limit for 8U is 2 innings per game.
3. Continuation Rule. More than the above mentioned runs may be scored on a continuation of a play. For example, bases loaded with 4 runs already scored. A home run is hit so the teams gets credit for 8 runs even through there is a 5-run limit. The Play must be continuous, if a girl running stops and goes the other direction, the play is over.
4. Cheering is allowed as long as it is not a negative personalized cheer. The umpire has the final say on what is appropriate or not. Coaches need to ensure that the cheering stays positive.

Playing Rules-Pony Tail/6-U: No scoring, these are instructional games, the emphasis is FUN!

1. Each player must play at least 1 of the 2 innings in the infield.
2. No bunting allowed.
3. Every player will bat during the inning. The inning is over after every player bats. A deserving hit make take bases as warranted. (ie: double or triple) Girls should not take extra bases on over-throws.
4. A batter will be called out on a complete defensive play at a base.
5. There is no stealing or sliding.
6. Extra bases are allowed only when ball is hit past the base line (line between 1st and 2nd or 2nd and 3rd) No extra base is allowed on an overthrow. Play is to stop when the ball is in the pitching circle, or an attempt to throw the ball to the pitcher is made.
7. A Lite-Flite ball will be used. The batter will receive 3 pitches from the coach and if needed, 3 swings off of a tee.

8. No more than 2 coaches from the team on defense, shall be on the field at any given time.

Playing Rules-Specific to 8U

1. No walks on balls may be granted. After the fourth ball, the batter's coach will pitch a maximum of two balls to the batter. The batter may make an attempt to hit the ball on the first pitch. If she chooses not to swing or swings and misses the ball, she will receive a second pitch. If she chooses not to swing or swings and misses the second pitch, she is called out. A foul ball will result in an additional pitch.
2. The coach may only pitch from the rubber at the prescribed distance. (30 ft)
3. The batter is only allowed a single off any coach pitch. If the batter makes an attempt to go to 2nd base, the batter must return to first base. The umpire, at his/her discretion, may return advancing runners to their previous base if, in their opinion, a play on the batter/runner allowed runners to advance unnecessarily.
4. The coach must allow the pitcher to field their position by immediately backing behind the pitcher or make an attempt to avoid the play
5. If the ball strikes the coach after being hit by the batter, the ball is in play and the runners may advance at their own risk.
6. Prior to midseason, no stolen bases will be allowed. Runners can only advance on a hit ball. After midseason, (to be determined by coaches and board) only 1 stolen base at a time, even on an overthrow. No stealing of home.
7. No drop third strike. The batter is called out on the third strike.
8. The use of an 11" Soft Dot Ball will be used.

Playing Rules-Specific to 10-U

1. For the preseason, no walks on balls may be granted. After the fourth ball, the batter's coach will pitch a maximum of two balls to the batter. The batter may make an attempt to hit the ball on the first pitch. If she chooses not to swing or swings and misses the ball, she will receive a second pitch. If she chooses not to swing or swings and misses the second pitch, she is called out. A foul ball will result in an additional pitch. The coach may only pitch from the rubber at the prescribed distance. (35 ft)
2. Coach pitch will be discontinued by the prior to the beginning of the 1st regular season game.
3. The batter is only allowed a single off any coach pitch. If the batter makes an attempt to go to 2nd base, the batter must return to first base. All runners can only advance one base. The umpire, at his/her discretion, may return advancing runners to their previous base if, in their opinion, a play on the batter/runner allowed runners to advance unnecessarily.
4. The coach must allow the pitcher to field their position by immediately backing behind the pitcher or make an attempt to avoid the play
5. If the ball strikes the coach after being hit by the batter, the ball is in play and the runners may advance at their own risk.
6. Only 1 stolen base at a time. Home plate is live and may be stolen from 3rd base. No base stealing during coach pitch. Players are limited to advance only 1 base per pitch, even on an overthrow.
7. Drop 3rd strike in effect. No drop third strike during coach pitch.
8. The use of an 11" regulation ball shall be used.

Number of Players:

1. Pony Tail/6-U, 8-U, and 10-U may play ten (10) players on the field. 12-U and 16-U will field nine (9).
2. A legal game must be played with a minimum of 8 players.

Forfeiture :

1. Failure to field the required number of players for a legal game within ten (10) minutes of game time or at any time during the game result in a forfeiture of the game.
2. Failure to play a player the required number of innings shall result in a forfeiture of the game in question. It is each manager's responsibility to ensure all players, regardless of their skill, get to play in the game.

Score Keeping :

1. Scorekeepers from each team shall agree on the score after each inning. The game shall not resume until differences have been resolved. The umpire shall determine the score when scorekeepers cannot decide between themselves.
2. The winning team manager or their designee will email the score to President@PRGSL.org, VP@PRGSL.org, and prgslwebsite@aol.com within 24 hours to be posted on the website. Failure to do so will result in a forfeiture of the game played.
3. All divisions except 6U/Pony tail shall keep score

Uniforms & Equipment:

1. Players shall wear the PRGSL issued team uniforms during the games. Uniforms shall consist of a PRGSL issued shirt. Players may purchase either black shorts or black softball pants from a vendor of their choice. Uniforms must be tucked in at all times.
2. Plastic visors are not allowed as headgear.
3. Long hair MUST be worn up and out of the way. Long ribbons or hard headbands are not allowed.
4. All jewelry MUST be removed. Medical ID bracelets are allowed to be worn but must be taped to the player's wrist with the alert tag still visible.
5. Jackets and sweaters may be worn during adverse weather and should not create a safety hazard.
6. Pitchers may not wear yellow long sleeve shirts under or over their uniforms.
7. The batter, base runners, players who base coach, and the on deck batter MUST wear batting helmets at all times.
8. Helmets must have a chinstrap attached to the helmet and the chinstrap properly worn under the chin and have an attached face mask.
9. Catchers will wear all protective gear, including mask with a helmet, when catching and warming up a pitcher, in games and in practice.
10. No Metal Cleats are allowed.
11. Pony Tail/6-U will use bases 45' apart.

Pitching Distances from home plate shall be as follows :

1. Pony Tail/6-U & 8-U – Thirty feet (30')
2. 10-U - Thirty-five feet (35')
3. 12-U & 16-U - Forty-feet (40')

Home Team Responsibilities:

1. The home Team will be listed second (2) on the league schedules.
2. Occupy the third base dugout.
3. Furnish a new ball for the game, which is provided by PRGSL.
4. Prepare the field for play. This consists of raking, dragging, watering (if necessary), and chalking the field.
5. Provide the official scorekeeper and scorebook.
6. Make sure all equipment: Bases, rakes, hoses, etc. are locked up in the storage units.
7. Pick up and dispose of trash into the bins after the game and put a new liner in the trash can.

Visiting Team Responsibilities:

1. Occupy the first base dugout.
2. Furnish the back-up game ball.
3. Prepare the field for play. This consists of raking, dragging, watering (if necessary), and chalking the field.
4. Pick up the bases and any other equipment after the game and store properly in the storage units.
5. Pick up and dispose of trash into the bins after the game and put a new liner in the trash can.

Rescheduling of Games:

1. All games will be played on the day indicated on the schedule. If the minimum of eight players is available, the game shall be played. Failure to play the game shall be considered a forfeiture of the game by the offending team.
2. There is no rescheduling of any games by Managers without approval of the PRGSL President and UIC. If a team is not able to play their game on the scheduled day, the game will be a forfeit.
3. If an umpire fails to show up for a game, and both managers cannot agree upon a substitute ASA umpire, the game will be rescheduled.
4. Inclement weather will result in games being rescheduled.

Umpires:

1. The plate umpire shall be in charge of the game and all matters regarding the safety of players.
2. It is left to the umpires' discretion when a player throws the bat to warn the player, their coach, and both teams that the next player throwing a bat will be called out.

Protest:

1. Protests may only occur upon rule violations, not on judgment calls.
2. An official protest must be made to the home umpire of the game and noted in the official score book at the time of the alleged offense. The protesting manager must post a deposit of twenty-dollars (\$20.00) with the home umpire at the time of the protest. The protest must be submitted in writing to the PRGSL Board within forty-eight hour (48) of the game along with an additional twenty-dollar (\$20.00) deposit. The PRGSL Board must rule on the protest within seventy-two (72) hours after receipt of the official written protest.
3. All protest must adhere to ASA Rule II.
4. Return of the forty- dollar (\$40.00) deposit is conditional upon the protest being upheld. If the protest is denied, the league will retain the deposit.

Disciplinary Action:

1. The manager has the prerogative of not playing a player for reason of unexcused absence for practice, games or other disciplinary actions. The opposing manager and the umpire must be notified of such action before the beginning of play.
2. The manager has the prerogative of removing a player from a game after play has started, regardless of innings played, if the player exhibits unsportsmanlike conduct. A player may not, however, be removed from the game because of unintentional ineffective play. The umpire must agree with the manager's intentions. (Exception: Pony tail/6-U)
3. Players missing more that one-half (1/2) of the pre-season practices may be subject to removal from the team roster at the recommendation of the manager and the approval of the PRGSL Board.
4. Player's missing more than three (3) consecutive games may be subject to removal from the team roster at the recommendation of the team manager and approval of the PRGSL Board.
5. Managers shall be held responsible for the conduct of the players, parents and coaches on their team. If a Manager cannot control the conduct of the players, parents and coaches on their team the umpire may eject the Manager from the game. Unsportsmanlike conduct shall be subject to disciplinary actions by the PRGSL Board.

Local Field Rules

At Barney Schwartz Park, the drains on the field located halfway on the field behind the backstop are out-of-play and shall be a dead ball only if the ball remains in the drain area. If the ball goes into the drain and then back onto the field of play, the ball is still live.

Complaints:

See Articles Of Association.