

**Parkland League Girls Softball**  
**Official Playing Rules**  
**10, 12, 14 & 18 Under**

- 1) Official fast pitch softball rules as stated in the book titled "Official Softball Playing Rules" as adopted by the Amateur Softball Association of America, except as amended by these rules and the Parkland League constitution By-Laws.
- 2) Any organization that enters two (2) or more teams at any one age group must enter at least one team at Division 1.
- 3) **Players:** Ten (10) girls will make up a team on the field. They shall consist of the typical nine (9) players, plus another outfielder. Outfielders must begin play no closer than (20) feet behind the base paths before the ball is pitched. There must be a minimum of eight (8) players to start the game, eight (8) players to finish; otherwise, the game will be forfeited. Upon arrival of the ninth or tenth player, insert them at the end of the lineup.
- 4) **Minimum Player Rule:** Any rostered player who shows up to a game must play at least one inning in the field before the end of the 4<sup>th</sup> inning, two innings in a complete game; up to a maximum of 15 girls. At the coach's discretion, any girl above this maximum does not have to play the minimum innings. The Parkland League strongly discourages not playing every player who shows up, regardless of roster count. In the event of a shortened game, both teams are exempt from this rule.
- 5) **Player Eligibility:**
  - a) Players who are rostered on a school-sponsored or church sponsored team may roster and play on a Parkland League team at the same time. Any players rostered on a "Lehigh Valley" team, or a team that requires try-outs, or has cuts because of ability, or a Qualifying Tournament Team (with school players exempt) may not roster on a Parkland League Team. Violation results in forfeiture of any game in which the illegal player has played. Players on a Parkland League roster may not play on a "Lehigh Valley" team, or a team that requires try-outs, or has cuts because of ability, or a Qualifying Tournament team (with school players exempt). At the conclusion of the Parkland League Schedule, any player is free to join another team. The end of the Parkland League Schedule is the Championship game for that age group.
  - b) Code of Conduct: All players need to submit a signed and dated Parkland League Code of Conduct to be considered an eligible player.
  - c) Age Requirements:
    - i. 10U Cannot turn 11 before January 1 in the year the season takes place
    - ii. 12U Cannot turn 13 before January 1 in the year the season takes place
    - iii. 14U Cannot turn 15 before January 1 in the year the season takes place
    - iv. 18U Cannot turn 19 before January 1 in the year the season takes place
- 6) **Roster Rule:** All Parkland League rosters must be comprised of no less than eight (8) eligible players as defined in rule five of the Official Playing Rules. Each eligible player can only appear on one Parkland League roster regardless of age or division. Teams not meeting this requirement on Coaches Night will not be accepted as a Parkland League team for that particular spring season. Any player who participates in a Parkland League Game, must appear on a Parkland League roster. If a team is found to have used an ineligible player at any time during the season, all games in which that player participated will be forfeited.
- 7) **Roster Additions:** Eligible players in 10U, 12U and 14U may be added to a Parkland League roster up to midnight on May 20 of the given season. 18U may add eligible players to a Parkland League roster up to midnight on May 31 of the given season. All additions must be submitted and approved by the league president no later the assigned dates.

8) Players not approved by the deadline will not be considered eligible and cannot participate in any Parkland League game.

9) **Substitution Rule:**

- a) Players may be freely substituted throughout the game. Any player removed may reenter at any time.
- b) An eligible rostered player from a younger age Parkland League division may only be moved up to fill rosters for regular season and playoff games to prevent forfeit due to not having enough players up to 10 players total for a given game. Using younger age group players when not needed will constitute a forfeit. Coaches must report younger age players to opposing teams' coach prior to the start of the game. A player from a younger team may only move up to play for one team on the next age level. At no time may an eligible rostered player move down an age level or division. At 18U only, coaches may bring up unlimited eligible players to fill roster including pitchers.

10) **Complete Game/Time Limit/Run Limit/Game Suspension:**

- a) For a regular season game: A game is considered complete if the following conditions have been fulfilled:
  - i. If the two hour time limit has expired regardless of the number of innings played. If an inning is started before the time limit expires, the inning must be completed unless the winning team is the home team. Coaches need to mark the start time of the game in the scorebook or;
  - ii. If either team has achieved the lead run limit for their respective age group and the minimum innings have been completed; an equal number of offensive outs must have been played, unless the team leading is the home team.
    - a. For 10 & Under (4) innings and 20 runs
    - b. For 12 & Under (5) innings and 15 runs
    - c. For 14's and 18's (5) innings and 10 runs
  - iii. The teams have played the required number of innings and a team has the lead: 7 innings for all age groups, except 10 & Under which plays six.
  - iv. If teams have played the required number of innings and the score is tied and there is time remaining in the two hour limit, the international tie breaker rule will be used for all age groups and divisions. A runner, last player out from the previous inning, will be placed on second base at the start of each subsequent extra inning. If the time limit expires, the game will end in a tie.
- b) For all playoff games, championships and All-Star games:
  - i. The two hour time limit is not in effect.
  - ii. The international tie breaker will be used at the completion of the maximum innings and the game is tied.
- c) Game Suspension: If a game is suspended due to weather, darkness or any unforeseen causes, the game will be replayed from the beginning.

- d) Run limits per inning:
  - i. 10 & Under (all divisions) Limit of five (5) runs per team per inning.
  - ii. 12 & Under (all divisions) Limit of eight (8) runs per team per inning.

11) The Parkland League prohibits the use of the designated hitter at any age level.

**12) Field Dimensions:**

- a) 14U and 18U:
  - i. The pitching rubber must be forty-three (43) feet from home plate with an 8 foot radius around the rubber.
  - ii. The distance between all bases shall be sixty (60) feet.
- b) 12U Division 1 & 2:
  - i. The pitching rubber must be forty (40) feet from home plate with an 8 foot radius around the rubber.
  - ii. The distance between all bases shall be sixty (60) feet.
- c) 10U Division 1 & 2:
  - i. The pitching rubber must be thirty-five (35) feet from home plate with an 8 foot radius around the rubber.
  - ii. The distance between all bases shall be fifty-five (55) feet.

**13) Equipment:**

- a) Each batter must wear an ASA approved batting helmet with a fastened chin strap and face guard while batting and wear same until made out. Any player will be called out for refusing to wear the batting helmet or for deliberately removing and throwing same. Umpire will be responsible for this rule.
- b) Catchers must wear catching equipment including approved catcher's mask/helmet with throat protector, chest protector and shin guards.
- c) All players are required to wear appropriate footwear as per ASA rules. No slip-on shoes are allowed. No spikes or metal cleats.
- d) Only ASA approved softball bats allowed.
- e) 12" balls are to be used for all teams playing at 12U and above. 11" balls are to be used for all 10U teams. Recommended balls are SB12LNDFPY (12") and SBC11FPY (11"), however all balls must meet the following requirements:
  - i. Leather
  - ii. Optic Yellow
  - iii. Core Requirement of .47 or under
  - iv. Compression of .375 or under

- f) The home team must provide an ASA standard pitching rubber (24" by 6"). Baseball pitching rubbers will not be allowed. If they do not provide the appropriate rubber the home team forfeits the game.
- g) Double bags are mandatory. Any home team not providing a double bag will forfeit the game.

**14) Game Rules:**

- a) Bunting will be allowed.
- b) Sliding into any base will be allowed. A runner is out when she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If the runner maliciously runs into the fielder, she can be ejected from the game upon the umpire's judgment.
- c) Division Rules:
  - i. All age levels: A base runner must remain on base until a pitched ball leaves the pitcher's hand.
  - ii. 12U Division 2: Runners may steal first to second and second to third. A runner may not advance to home from third on an overthrow. A runner on third base may lead but cannot steal home unless played upon.
  - iii. 10U Division 1: Stealing from first to second and second to third base, no continuation on overthrows.
  - iv. 10U Division 2: NO Stealing: a base runner may not leave the base until the ball crosses home plate, but may not advance to the next base unless the ball is batted. There is no continuation play.
- d) Courtesy runners will be permitted with the mutual consent of both managers only if a base runner must be replaced because of injury or physical handicap. Also, a courtesy runner may be used for the pitcher and or catcher regardless of the outs, (to help speed up the game). The courtesy runner must be the last player to make an out.
- e) Batting lineup. All age levels, batting the bench is mandatory.
- f) The pitcher must have the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate when starting the pitch. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate. The pitchers feet must only move in a forward motion. The pitcher may take only one stride towards the plate.
- g) For all 10U and 12U Division 2 only: The dropped third strike rule does not apply. Batter is out when catcher drops the third strike regardless of whether or not first base is occupied.
- h) Pitchers:
  - i. All 14U: One pitch constitutes an inning pitched. A single pitcher can pitch until that team has an eight (8) run lead at which time a second pitcher must enter and pitch until a minimum of 3 outs are recorded or four (4) runs have been scored against her. At that time, the original pitcher may re-enter the game under the stated substitution rules.
  - ii. All 12U: Pitchers are limited to appearing on the mound a maximum of four (4) innings in a seven (7) inning game. One pitch constitutes an inning pitched.
  - iii. All 10U: Pitchers are limited to appearing on the mound a maximum of three (3) innings in a six (6) inning game. One pitch constitutes an inning pitched.
  - iv. Extra innings occurring in a game are considered to be a new game.

- i) For all 10U only: Infield fly rule will not apply
- j) 10U and 12U Division 1 teams may pull from a Division 2 team if they are short handed.

**15) Game Responsibilities:**

- a) The Home Team is responsible for contacting the visiting coach and umpire no later than forty-eight (48) hours prior to the game date.
- b) The Home Team is responsible for making the batter's box according to ASA rules (three (3) feet wide by seven (7) feet long and six (6) inches off the plate, good foul lines from home plate to first base and from home plate to third base and must have suitable bags and foul lines, flags or cones.
- c) The Home Team is responsible for making a 16-foot (4.88m) circle, 8 feet (2.44m) in radius, drawn from the center of the pitcher's rubber.
- d) The Home Team manager shall be the judge as to the fitness of the field. After the official start of the game, the umpire shall be in complete authority as to the playing conditions.
- e) The Home Team is responsible for rescheduling any canceled games within one week using the guidelines of Rule 22.
- f) The Home Team is responsible for game changes, including notification of the umpire, assignor and division statistician.
- g) Each team will supply one (1) new ball at the beginning of each game.
- h) Each team should provide a medical kit.
- i) All games are to be 7 innings in length. (Except 10U six (6) innings).
- j) The Winning Team is responsible for reporting game results to the division statistician within twenty-four (24) hours of completion of each game.

**16) Season Standings and Playoffs:**

- a) A team will be awarded two (2) points for each win, zero (0) points for each loss and one (1) point for each tie. These points will be used to establish the standings for the season with teams ranked from most to least points.
- b) If, at the appointed date, two or more teams in the same division have identical point totals, the following steps will be taken to determine all-star teams.
  - i. Head to Head play.
  - ii. Most wins in division.
  - iii. Standings will be determined by a draw from a hat to determine which team is part of a given all-star squad.
- c) If, at the end of the regular season, two more teams in the same division finish with identical point totals, the following steps will be taken to determine playoff seeding.
  - i. Head to Head play.

- ii. Most wins in division.
- iii. Four (4) teams or less, use single elimination playoff games with pairings, Home Team(s) and byes (if uneven numbers) to be determined by a draw from a hat.
- iv. More than four (4) teams. Due to time constraints the standings will be determined by a draw from a hat to determine each team's final standing.
- v. Note: The highest seed is always the home team playing the lowest remaining seed.

**17) Protests:**

- a) Any grievance during the game must be only discussed between the two (2) head coaches and the umpire.
- b) Sportsmanship – The manager of any Parkland League team may and should enter a protest, under the current bylaw procedure, for any unsportsmanlike verbal or physical abuse directed at his/her players, coaches or the game umpire(s). These protests will be strictly upheld by the league in accordance with its constitution and bylaws.
  - i. Examples:
    - a. Foul language and gestures.
    - b. Screaming directly at an opposing player.
    - c. Threatening of any kind.
    - d. Derogatory cheers.
    - e. Other similar actions.
- c) The manager requesting the protest will file a report with the Parkland Softball League President within forty-eight (48) hours of the game using the protest form found on the Parkland Softball League website.. The protest will be addressed under the Parkland Softball League and ASA rules. The protest board (see d below) decision must be either to deny the protest or award a win to the protesting team. The game will not be replayed.
- d) The protest board will consist of the league President, league secretary and division statistician. In the event any member of this board is a member of an organization involved in the protest, that member must be replaced by a league representative from an organization not involved in the protest as appointed by the league President.
- e) In the case of a dispute or protest resulting between teams or between managers or players, the umpire shall immediately notify the fans and managers that the game is being played under protest. The umpire shall Sign & Date BOTH score books during a protest. All protests must be in writing to the President, accompanied by a \$20 deposit within 48 hours after the game. When a protest is lost, the League retains the deposit.
- f) In presenting the protest, the manager must direct reference to the rule and section pertaining to same. Protests based on judgment decisions by the umpire will be immediately dropped. Protests will be handled the President and two (2) other Board Members designated by the President who are not involved in the protest. The protest must be made before the next pitch is thrown, otherwise it will not be accepted.

18) **Umpires:**

- a) One umpire per game – to be determined per completed game.
- b) All championship games will require two (2) umpires. One (1) at the plate and one (1) on the bases.
- c) Umpires are to be paid prior to the start of each game. Teams should split fees for all umpires for every game. In the event of a forfeit, the team causing the forfeit is responsible for the entire umpire fee.
- d) If umpire does not show, notify league President so proper action can be taken the same day.
  - i. If umpire does not show up, either team has the option to postpone the game; otherwise if the game is played, the right to protest is given up.
- e) See contract for complete rules.

19) **Miscellaneous:**

- a) All players except the batter and the on-deck batter must be seated on the bench throughout the game.
- b) No spectators are allowed behind the bench or behind the backstop.

20) **Trophies will be awarded, in all divisions in which standings are kept, as follows:**

- a) League Champions.
- b) Tournament champions and second place finishers.
- c) A maximum of fifteen (15) trophies will be provided to each team.

21) **Game starting times:** will be 6:00pm for weekday games and no later than 8:30pm for weekend games. Lights may be used on Friday and Saturdays during the season and anytime after school is done for the year. Game time for 18U will be no later than 8:30pm at anytime, however the home team must receive the visiting coaches' approval to schedule 8:30pm starts on school nights. A fifteen (15) minute grace period will be allowed for either team at the start of the game. After the fifteen (15) minute grace period, the umpire-in-charge may declare forfeiture. If a game is forfeited, the team that forfeits must pay the umpire fees.

22) No changes to any of the Parkland Softball League Official Playing Rules shall be made, even if consented to by both teams playing a game.

23) **Two Hour Time Limit:** Two hour time for regular season games. Two hour time limit will not be used for playoffs or all-star games. If the inning is started before the two hour limit, the inning must be completed. If this rule causes a game to be tied, the standings will indicate a tie. Coaches need to mark the start time of games in the scorebook.

24) **Minimize Rescheduling:** Any game moved from the original date must be played within two (2) weeks of the original scheduled date. If not rescheduled and played within two weeks, the team requesting the change will forfeit the game. Any exceptions to this rule must be approved by the commissioner. Changes to the schedule will be accepted up to one (1) week following the Coaches meeting. Within forty-eight (48) hours of a rainout, it is the responsibility of the home team to provide three dates within two weeks to reschedule. If the visiting team cannot agree to any dates, a forfeit will be awarded to the home team at the discretion of the commissioner.

25) For playoff and championship games each team will provide one new softball and pay one half of the umpire fee.

- 26) First playoff game will be played on the Saturday before the championship games. If there is a rainout on Saturday first playoff game will be played on Sunday or Monday. Second playoff game for all 10U and 14U will be played Tuesday, if there is a rainout on Tuesday, games will be made up on Wednesday or Thursday or Friday. Second playoff game for all 12U and 18U will be played Wednesday, If there is a rainout on Wednesday game will be made up on Thursday or Friday. Championship games will be played on Saturday. (With the exception of the 18U Championships will be a three (3) game series and will be scheduled by the statistician with approval of the league.
- 27) **International tiebreaker rule:** Will be in effect at all age groups. In the event of a tie game, within the two hour time limit of a regular season game, the international tiebreaker rule will be used. A runner, last batted out from the previous inning, will be placed on second base at the start of each subsequent extra inning. Under no circumstance will the game go past the two hour maximum time limit, Rule 20. If the time limit is reached the game will end a tie. For playoff games, the tiebreaker rule will be in effect without the time limit.
- 28) All games that are suspended will be replayed from the beginning.
- 29) **Lightning Guidelines:** Once lightning has been recognized a thirty (30) minute delay of game will begin. Any subsequent lightning after the beginning of the thirty (30) minute count should reset the clock and another count should begin.
- 30) All Parkland League coaches must have a working phone and email address.
- 31) **All-Star Games:** If any organization does not hand in the names of the girls playing for the all-star games when they are due, they will be fined \$20.00 for every day they are late.