

ALL DIVISION GENERAL HOUSE RULES

PGSL House rules override the USA softball rules

CONSULT YOUR DIVISION DIRECTOR IF YOU ARE NOT SURE OF ANY RULES!

Coaches will receive an email from TeamSideline requesting the final score of each game. Coaches will select the link and enter the score. Scores post automatically if both teams enter the same score. If scores are different division director will resolve

Home team is listed first on the PGSL website schedule

Home team takes third base dugout unless another team previously occupies it from the game immediately before it

TeamSideline has an "ARROW" next the game that is the last scheduled game of the day.

The Home team puts all bases away and lock the lock after the last game of the day on the field they are playing

No warming up on the infield on Saturday games. All fields have several games on Saturdays and they are not maintained between games. You may warmup between the fence and first base line and fence and third base line

Weekday games - Visiting team has the right to infield practice from 5:00 - 5:10. Home team has the right from 5:10-5:20. The players may not do live hitting in the infield if the other team is warming up in the outfield

This is a rec league, including the "Comp" Divisions. The goal is for all girls at all levels to have equal playing time in the field and that all of the girls play in the infield at least one inning per game. Pitcher and catcher count as infield.

This is a continuous batting league. All girls present and not injured should be batting in the lineup the entire game

The fence and extended fence line on all fields constitutes an out of play line

Do not hit hard balls against the fences.

Girls may leave a game for any reason without having to take an out in her batting spot

Scrimmage/pre-season games do not count toward standings

T-Ball, 6U and 7U do not keep score

Regular Season games can end in a tie. If two or more teams finish season in a tie. Tiebreaker is head to head, runs against, runs scored, coin toss

If the time limit has not expired when the last out in the bottom of an inning is made, then a new inning shall commence

If the time limit expires during the visitor's at bat they get to finish their "at bat". Then the home team gets to bat if needed

If the home team is winning after the visitor's at bat in the "last inning", the game is over and a final score is recorded

If time expires during the home team's at bat and they have the lead, the game is over and the score at that time score is recorded

If the home team is tied or behind, they get to finish their last at bat

For safety reasons, all plays at home in 10U Teal and below divisions are force plays. Catcher should be taught to set up on the front of the plate to give the runner a clear lane to home plate. Runner should be taught to touch the back of the plate to reduce interference. Tagging the player is not required for an out. Catcher may not block home plate without possession of the ball.

T-Ball DIVISION HOUSE RULES

Ball	10"	
Batting Lineup	Entire Team	All players on the roster bat. All players hit off a tee
Bunting	No	
Commit Line	Yes	Once the runner passes the commit line they may not return to third base. Exception, If a batted ball is caught, a runner that passed the commit line can return to third and decide to tag up
Drop 3rd Strike	No	
Infield Fly	No	
Minimum Innings/Game	2	
Number of Fielders	10	6 Infielders including catcher, NO CLOSER THAN pitcher (30') until ball is hit
"Comp" Divisions. The goal is for all	4	Stay behind baseline until ball is hit
Play	No Advance	
Overthrow Rule: Ball Stays In Play	No Advance	Runners are not to advance to the next base when a ball is thrown past a fielder
Pitching	No	All batters use tee
Pitch Distance	30'	
Pitch Limit	N/A	
Hit By Pitch	N/A	
No running home to tag a runner, except catcher	Must Throw	Plays at home plate must be thrown from original point of control of batted ball. Defensive player cannot run home to force or tag runner from original point of control. Catcher or other defensive player may tag or force runner at home after ball has been thrown from original point of control
Plays at Home	Force Play	Catcher should be taught to set up on the front of the plate to give the runner a clear lane to
Runner Leaves Base When Ball	Is Hit	
Per Inning Run Limit Thru 4th Inning	3 All Game	
Sliding	No	
Stealing	No	
Stealing Home	No	
Time Limit/Max Inn/Game	75 mins/6 Inning Max	There is NOT a "Drop Dead" time rule!
Game.	NA	

6U DIVISION HOUSE RULES		
Ball	10"	
Batting Lineup	Entire Team	All players on the roster bat
Bunting	No	
Drop 3rd Strike	No	
Infield Fly	No	
Minimum Innings/Game	2	
Number of Fielders	10	6 Infielders including catcher, NO CLOSER THAN pitcher (30') until ball is hit.
Outfielders	4	Stay behind baseline until ball is hit.
"Comp" Divisions. The goal is for all	No Advance	
Overthrow Rule: Ball Stays In Play	No Advance	Runners are not to advance to the next base when a ball is thrown past a fielder.
Pitching	Yes	1st half of season: Coach pitches 4, then tee is used until ball is hit in play. Batter cannot strike out. 2nd half of season: Player pitches 3, coach pitches 3. If batter does not put ball in play, batter hits
Pitch Distance	30'	
Pitch Limit	2 Inn/Gm	Pitching limit applies to each pitcher
After 3 Pitches	tee	
Hit By Pitch	N/A	
No running home to tag a runner, except catcher	Must Throw	Plays at home plate must be thrown from original point of control of batted ball. Defensive player cannot run home to force or tag runner from original point of control. Catcher or other defensive player may tag or force runner at home after ball has been thrown from original point of control.
Plays at Home	Force Play	should be taught to set up on the front of the plate to give the runner a clear lane to home plate.
Runner Leaves Base When Ball...	Is Hit	
Per Inning Run Limit Thru 4th Inning	3 All Game	
Sliding	No	
Stealing	No	
Stealing Home	No	
Time Limit/Max Inn/Game	75 mins/6 Inning Max	There is NOT a "Drop Dead" time rule!
Start Game.	NA	

8U DIVISION HOUSE RULES		
Ball	10"	
Batting Lineup	Entire Team	There is no penalty (automatic out), if a player leaves the game for any reason. The spot in the batting order is skipped. If a player shows up late, she can be inserted into the bottom of the line-up
Courtesy Runner	Catcher Only	Replacement shall be the LAST BATTED OUT for the team that is AT BAT. Catcher that was replaced must begin the next defensive 1/2 inning at that position. Injured runner may be replaced by the last batted out.
Bunting	No	
Drop 3rd Strike	No	
Minimum Innings/Game	3	Three complete innings or more is considered a complete game
Infield Fly	No	
Number of Fielders	10	Infielders, 6 including catcher, NO CLOSER THAN pitcher (30') until ball is hit.
the "Comp" Divisions. The goal	4	Stay behind baseline until after ball is hit.
Overthrow Rule- Ball Goes Out of Play	USA Softball RULE	The fence and extended fence line on all fields constitutes an out of play line. Runners are entitled to advance, without liability to be put out, when the ball is overthrown or blocked (out of play). Effect: The ball is immediately dead. The award shall be governed by the position of the runners when the ball left the fielder's hand.
Overthrow Rule- Ball Stays In Play	No Advance	Runners are not to advance to the next base when a ball is thrown past a fielder.
Pitching	Yes	
Pitch Distance	30'	
Pitch Limit	2 Inn/Gm	Pitching limit applies to each pitcher
After 3 Pitches	Coach Pitch	Player pitches until they throw 4 balls or 3 strikes with umpire calling balls and strikes. Batter cannot strike out from player pitcher. Coach inherits count if three strikes coach gets one pitch. All coach pitches are strikes. Batter does not strike out on foul ball. Coach should pitch from the rubber.
Hit By Pitch	Ball	No base when hit by the ball
Batted Ball Hits Coach Pitcher	Coach Pitch	Batted ball that hits coach while on field for "coach pitch" is a FOUL BALL. Dead ball, runners return to base they occupied at time of obstruction, provided the defensive player did not touch ball first. If defensive player touches batted ball first, ball is live.
No running home to tag a runner, except catcher.	Must Throw	Plays at home plate must be thrown from original point of control of batted ball. Defensive player cannot run home to force or tag runner from original point of control. Catcher or other defensive player may tag or force runner at home after ball has been thrown from original point of control.
Plays at Home	Force Play	For safety reasons, all plays at home in 10U year and below divisions are force plays. Catcher should be taught to set up on the front of the plate to give the runner a clear lane to home plate. Runner should be taught to touch the back of the plate to reduce interference. Tagging the player is not required for an out. Catcher may not block home plate without possession of the ball.
Runner Leaves Base When Ball...	Is Hit	
Per Inning Run Limit Thru 4th Inning	3 All Game	
Sliding	Yes	
Stealing	No	
Time Limit/Max Inn/Game	Inn Max	No "Drop Dead" time rule. 10 run rule game over applies after 5th inning.
Start Game.	7	No out taken in batting order

10U RECREATIONAL DIVISION HOUSE RULES		
Ball	11"	
Batting Linup	Entire Team	is inserted at the bottom of the line-up
Bunting	Yes	No bunting off of coach pitch
Drop 3rd Strike	No	
Infield Fly	No	
Number of Fielders	10	Maximum of 6 players in infield including catcher. All others must start the play in outfield grass until ball is hit
Outfielders	4	Stay on grass until ball is hit
Overthrow Rule - Ball Goes Out of Play	USA Softball Rule	put out, when the ball is overthrown or blocked (out of play). Effect: The ball is immediately dead. All runners shall be awarded two
Divisions. The goal is for all girls at all	Live Ball	
Pitch Distance	35'	
Pitch Limit	After	Each pitcher can only pitch two of the first four innings per game. Starting the 5th inning a pitcher can pitch the rest of the game. In
After 4 Balls	Coach Pitch	Coach inherits remaining strikes in count after 4 balls or if player is hit by pitch. Batter struck out if she does not hit coach's pitches.
Hit by Pitch	Walk	
Batted Ball Hits Coach Pitcher	Coach Pitch	Batted ball that hits coach while on field for "coach pitch" is a FOUL BALL. Dead ball, runners return to base they occupied at time of
Plays at Home	Force Play	touch the back of the plate to reduce interference. Tagging the player is not required for an out. Catcher may not block home plate
Courtesy Runner	Catcher Only	Replacement shall be the LAST BATTED OUT for the team that is AT BAT. An injured runner may be replaced by the last batted out
Sliding	Yes	
Stealing	Yes	No stealing off of coach pitch. Base runners advance only 1 base from the base where they started. May not advance on overthrow
Runner Leaves Base When Ball..	Crosses Plate	
Stealing Home	No	Runner may not advance from 3rd base on steal attempt of home. Achieving home plate only on play started by batted ball.
Minimum Innings/Game	3	Three complete innings or more is considered a complete game
Per Inning Run Limit Thru 4th Inning	4	After 4th inning unlimited runs
Time Limit/Max Inn/Game	Max	No "Drop Dead" time rule. 10 run rule game over applies after 5th inning
Game	7	<i>Summer Rec:</i> No minimum or forfeits required.

MIDDLE SCHOOL RECREATIONAL DIVISION HOUSE RULES

Ball	12"	
Batting Linup	Entire Team	There is no penalty, if a player leaves the game for any reason. The spot in the batting order is skipped. If a player shows up late, she can be inserted into the bottom of the line-up
Courtesy Runner	Catcher Only	Replacement shall be the LAST BATTED OUT for the team that is AT BAT. An injured runner may be replaced by the last batted out
Bunting	Yes	
Drop 3rd Strike	No	
Infield Fly	No	
Number of Fielders	10	Maximum of 6 players in infield including catcher.
Outfielder Rule	4	Outfielders must start the play in outfield grass until ball is hit.
This is a rec league, including the "Comp"	USA Softball Rule	The fence and extended fence line on all fields constitutes an out of play line. Runners are entitled to advance, without liability to be put out, when the ball is overthrown or blocked (out of play). Effect: The ball is immediately dead. All runners shall be awarded two bases. The award shall be governed by the position of the runners when the ball left the fielder's hand.
Overthrow Rule- Ball Stays In Play	Live Ball	
Pitch Distance	40'	
Pitch Limit	2 Of First 4 Innings, No Max There After	Each pitcher can only pitch two of the first four innings per game. Starting the 5th inning a pitcher can pitch the rest of the game. In any inning if a pitcher throws one pitch it's considered a full inning.
After 4 Balls	Walk	
Hit By Pitch	Walk	
Runner Leaves Base When Ball..	Leaves Pitcher's Hand	
Sliding	Yes	
Stealing	Yes	
Stealing Home	Yes	
Minimum Innings/Game	3	Three complete innings or more is considered a complete game
Per Inning Run Limit Thru 4th Inning	4	After 4th inning unlimited runs.
Time Limit/Max Inn/Game	No New Inn After 90 min/7 Inn Max	No "Drop Dead" time rule. 10 run rule game over applies after 5th inning
Minimum Number of Players to Start Gam	7	No out taken in batting order. Need 7 players to "finish" a game. <i>Summer Rec:</i> No minimum or forfeits required.

SUPPLEMENTAL
Overthrow Rule

agree with it.

USA Softball has an "Overthrow Rule" that applies to a ball that is thrown out of play. We use the USA Softball Overthrow Rule when a ball is thrown over the fence, or when a ball goes past the extended fence line. This applies to balls that touch the ground out of play, are touched by a player out of play or is carried out of play by a fielder. We apply this rule at 8U and higher levels. See this rule below.

At 6U the girls go from one base to the next base on a hit. In 8U, the girls may run past first base on a hard hit to the outfield.

In 10U Rec we try to take it up a level to make the game more like real softball. We use the "One Overthrow - Base+One" rule to help with this. The intention of this rule is to prevent things like the "Little League HomeRun" off a routine batted ball. At this level, we want the offense to learn to run the bases more and we want the defense to learn the importance of backing up their fellow fielders. We want players to understand that the play does not stop once a player advances one base. We want to do this without allowing the craziness of a 3 to 4 error "home run", though. This adds more excitement to the game versus just going "station to station" like lower levels of softball. However, all of the girls at this level are still learning how to field, throw and catch balls. We want to encourage girls to try to make the play at an appropriate base and have their teammates back up plays and also try to make that second throw to try to make an out at the next base after a first bad throw. The "One Overthrow - Base+One Rule" encourages the fielder to try to make that second throw to another base after the first error without the fear of her team making several costly errors on the same play that leads to the runner running all the way around the bases.

count as infield.

For the "One Overthrow - Base+One" Rule, the runner should not advance more than one base past the base that they were nearest to at the time the ball leaves the thrower's hand.

If there were no other "overthrows" on the play and the defensive team "overthrows" the pitcher when trying to get the ball back to the circle, the offense may attempt to advance one base on the "overthrow" to the pitcher. The defensive team can try to get that runner out, but no runner can advance more than one base past the base they were NEAREST to at the time of the overthrow.

Typical example:

Runner on first base. Batter hits a ground ball to the second baseman. Second baseman fields the ball and tries to throw the girl out at first base, but she throws the ball over the first baseman's head. The ball does not go over the fence or past the fence line so this is a "One Overthrow - Base+One" situation. The runner that was running to first attempts to run to second and the runner that started on first that was running to second attempts to run to third. The umpire does not automatically "give" the runners second and third base. If the defending team fields the ball that was thrown over the first baseman's head, they can attempt to throw the girl out running to second or third. Once the batter runner gets to second base and the runner from first base reaches third base a dead ball is called and the runners cannot attain any more bases.

If the coach of the defensive team thinks that the offensive team took too many bases during a play, they should call time out with the home plate umpire and have a conference with the umpires AND the other team's head coach. The only people on the field that should be questioning the umpire's call are the HEAD coaches of the teams. A coach should NOT be going to a junior umpire and asking them to change a call without a discussion with both head coaches and the umpires. The USA umpire or junior umpire's decision is final at the end of the discussion. When in doubt, the umpire should lean toward sending the girls back to the previous base. There will be "judgment calls" by the umpires. Let the umpires make the calls. Both coaches may not agree on every call. Remind the coaches that this is 10 year old girl softball. We make decisions, we