



10-Year-Old Girls — Softball Rules

PHBSA Closed League Representative: Casey Blake (330) 933-0573

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Philosophy:

Although the rules for playing the games are important, it is the belief of the supporting association officers and boards that the spirit of sportsmanship, fellowship and fair play carry beyond these guidelines. A winning spirit is recognized as an important part of all of us, but winning should never become so possessing, that how to accept defeat is forgotten.

Managing or coaching a team is one of the most satisfying achievements a person can experience. The rewards are more fully recognized by the manager or coach, who, when the game is over, has gained the respect of all his players.

Spectators are the morale builders of the players. There is nothing more inspiring than faithful, cheering fans. *Negative, critical, jeering spectators are the instigators of poor sportsmanship.*

Because of the young age of the players involved with this league a strong emphasis is put on teaching the basic fundamentals of softball to the players. The rules created for “Girls — 10-Year-Old” Softball have been designed to reinforce this philosophy. Managers have been instructed to equalize the playing time on defense over the season.

A. League rules of conduct — managers, coaches, players, parents and spectators

A1.1 It is everyone’s responsibility to immediately report all violation(s) of the following rules.

A1.2 At the direction of the presidents of all the participating associations, the following **zero tolerance policy** will be in force. Any verbal or physical demonstration against any umpiring decision will result in the immediate ejection of the offender without warning. Prior to each game each manager will verbally remind all team personnel, parents, and spectators of this policy.

A1.3 A manager will be responsible at all games for the actions of him/herself, the coaches, players and parents. He/She will be disciplined by their association where necessary.

A1.4 Anyone that displays unsportsmanlike conduct during a game will be asked to leave and may be subject to further discipline from the league.

A1.5 The second ejection and/or suspension from a

league function in a season by anyone, will require that they attend a hearing with the league representatives to consider possible suspension from the program.

A1.6 Profanity or obscenity either by word or action is prohibited at any league event. The umpire will immediately eject any offender(s) without warning. The umpire will report the incident to the umpire-in-chief. *The offender may be subject to further discipline from their respective association.*

A1.7 The use of alcohol or drugs at *any time* or *any location* by any manager, coach, player, official, parent or spectator is strictly prohibited. If discovered during a game, the offender will be ejected from the game. It is suggested that someone that knows the individual, transport the offender from the field. Do not allow anyone to drive under the influence of drugs or alcohol. Any such conduct at any time will be reported to a league representative immediately. The “home” association president will conduct a hearing and review of the incident with the individual(s) to consider suspension from the program.

A1.8 The use of tobacco products (*smoking or chewing*) is not permitted at practices or games, in the bench or playing field area. The violator will be asked to leave the area for the remainder of the event. Failure to comply may result in suspension from the program. (*See A1.1*)

A1.9 Upon ejection, offender(s) must leave the view of the playing field at the direction of the umpire. Failure to comply with the directions of the umpire after an ejection will result in forfeiture of the game. ***There is no appeal of this situation.***

B. Family Participation

B1.1 This league is sponsored by the softball organizations participating in the league. These organizations have successfully worked together for many years to provide the opportunity for the young people in their communities to play baseball. It takes both men and women with many different talents to make these organization’s function. Each year these organizations need to replace board members. Please do not wait to be recruited. Please volunteer your talents and time.

B1.2 The fees to play in this league are kept very low (\$2.00 per game which amounts to \$24 per team) to allow everyone the opportunity to play. The only way this can be accomplished is by mandating that *every parent* will help with a *minimum* of one team event during *this* season.

B1.3 It is recommended that everyone participate in this “instructional league.” The players in this league are just beginning to play team sports. As a result they need the support of everyone to gain the attitudes (*softball can be fun*), knowledge (*learning the “rules”*) and skills (*how to pitch, catch and throw, etc.*). There can only be one manager to decide when and where to have an individual play. But every player needs someone to practice with at home. Every team will need a first *and* a third base coach. Every team will need a treat mother to coordinate who or where or how the players will be treated after each game. Every team will need someone to help keep order on the team bench when at bat and in the field. It does not have to be the same individual every game or all season. So if you have a schedule that will not permit regular participation, there is still plenty of tasks that need done that will allow you to help. When a manager asks you to help, please say yes. Your child needs to learn that it a team sport and everyone on the team needs to help if they’re going to be successful learning to play softball. Managers, please try to break down all the work into smaller tasks that need to be done. Give every player’s parents an opportunity to participate, even if you have to ask the same people several different times. Do not have everything for the team done by a select few. *Parents do not wait to be asked, If you see something that you would like to do, please volunteer to do it.*

C. Points of emphasis for safety

C1.1 Safety shall be *the* prime concern for *everybody* at *any league function*. Any unsafe situation observed shall be corrected *immediately* and the situation shall be reported to your league representative so they may make everyone in the league aware of the situation.

C1.2 By sliding or other means, all players are to avoid “*intentional*” contact with opposing players on the base paths, thus avoiding injury to either player. The umpire will call either *obstruction or interference*. (**See K1.3**)

C1.3 Play is to be halted if there is danger of lightning. If there is lightning sighted by the manager of either team, play will be immediately suspended and *all* spectators, players, coaches and managers shall seek shelter away

from the field (*Best suggested area inside their vehicle. Do NOT seek shelter under tall trees*). The managers should insure that everyone seeks shelter while play is suspended. *Both teams will remain at the park. There is a 30 minute wait after each streak of lightning.*

C1.4 Blood rule. A player or coach who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game, until appropriate treatment can be administered. The player or coach *may* return to play when there is no bleeding present, the wound is covered and/or there is no blood present on the individual’s uniform. Interpretation of this rule would allow a player or coach to continue a game with a change of clothes and allow them to play “out of uniform” the remainder of the game. It is recommended that all teams have a clean jersey and pants available in a plastic bag for this purpose. Managers and coaches are advised keep a spare jersey or shirt in their car.

C1.5 Any player that faints or loses consciousness during any game or practice will not be allowed to continue for the remainder of the day. The player’s parent is to be informed of the incident in order to seek treatment for the player at their discretion.

C1.6 No metal spiked shoes are to be worn by managers, coaches or players.

C1.7 No jewelry will be worn on the playing field.

Examples: Pierced jewelry of any type (earrings, nose rings, newly pierced ear posts or loops) necklaces, bracelets and watches.

Exception: Medical alert tags, which shall be taped into position in such a manner as not to distract other players.

C1.8 Players must wear the complete uniform issued by their respective association during all games.

Exception: (See C1.4)

D. Player Eligibility

D1.1 No child will play in this league that is 11 or more years old on or before January 1 of this calendar year.

Exception: With permission of all league representatives a girl may play down. However, prior to participation, written request from the custodial parent along with a signed statement from the family physician briefly stating the reason for the exemption, must be submitted and approved by all the league representatives.

D1.2 A player's birth certificate must be submitted within 72 hours upon request. A player whose age is questioned will complete that game. Then she will be suspended and ineligible to participate in any game until her birth certificate is submitted to the umpire-in-chief.

D1.3 Prior to schedule handout each manager will provide a team roster listing the following information for each player. The player's name and current mailing address and phone number. The names of two other adult personnel along with their phone numbers so that league officials or representatives can communicate with the team in the absence of the manager. *No one* will be given a schedule until their team roster is submitted.

D1.4 Any additions to a team's roster will require a revised roster *be submitted* in writing to the umpire-in-chief, listing the addition, prior to participation of the new player. Any additions to this team roster is subject to the approval of all the league representatives. The new player is not eligible until the roster is submitted.

D1.5 A player may only be listed on one PHBSA Closed League team roster during the league's season. Although, a player may be listed on another roster unaffiliated with PHBSA. A player must play in at least half of the PHBSA games to be eligible for the PHBSA tournament.

D1.6 No player will change team roster without prior consent of all league representatives.

D1.7 No player will change team roster after *May 31* of this year.

Note: When an association can field more than one team in a two year league, that association will attempt to set rosters by age grouping. When possible, the league will be divided into divisions according to age groups. When a team has a mixed age roster within the eligibility requirements of the league, the association presidents of the league will place the team in an age division. In the long term interest of the players, it is proposed that the associations participating in the league use the Stark County Girls ASA territorial boundaries. The reason for this proposal is to eliminate a girl becoming part of a "team," only to be ineligible because of territorial boundaries when she becomes part of the Stark County ASA leagues. However, even with the territorial boundary restrictions, a girl may obtain a release to play outside of their residential boundaries according to the Stark County ASA rules. Respecting these boundaries as a girl begins participating in softball,

will eliminate paperwork and possible hard feelings on the part of players, parents and associations involved.

E: Officiating, Conduct, Protest Procedure

E1.1 The home association shall schedule and arrange payment of the umpire for each regular season game. The umpire must be paid prior to the start of the game.

E1.2 All compensation issues regarding the umpires are the responsibility of the home association. They will set policy on price regarding games, travel to game sites prior to rain outs (pay 1/2 fee) and "makeup" game fees, equipment, etc.

E1.3 Once the game begins, the umpire is in charge of the game and will enforce all the league rules.

E1.4 A manager is responsible for the conduct of his spectators, parents, players, coaches and himself. (*See A1.2*)

E1.5 All "judgment calls" made by the umpires are final. There will be no comment, discussion, appeal or protest of these decisions.

Examples: Safe, out, fair, foul, interference or obstruction, leaving a base too early, whether the pitcher had control of the ball in the circle, thrown bat, etc.

E1.6 If a situation arises in the game that involves the interpretation of the playing rules, this procedure will be used to resolve it. The manager will wait until the completion of the play and then request time. No manager will come onto the playing field until they have been granted time. The umpire *will* grant time and allow only the manager or a designated coach to discuss the disputed rule. After the initial protest, the **UMPIRE WILL REQUEST** the opposing manager to join the discussion. Only interpretation of the playing rules will be permitted. Protests solely intended to delay the game will not be permitted and to continue to do so will result in ejection from the game. The discussion will continue as long as necessary, to resolve the situation, as long as the manager retains his self control. The only protests in this league that are considered, are those that follow the attached protest procedure *exactly*. No yelling, swearing or intimidation will be permitted.

Penalty — The manager or coach will be ejected from the game.

E1.7 An adult ejected from any game will be required to leave the playing area (they must be out of sight and

sound and not interfering with play) within 2 minutes.

Penalty — *Failure to comply will result in the game being forfeited. At this point the umpire will write forfeit in the score book and go to his car and leave the area without further discussion. Within 12 hours, he will contact the Umpire-In-Chief or the home team's League Representative. (See Rule A1.4 & A1.5)*

F. Field Size

F1.1 A field layout is attached at the end of these rules.

F1.2 The distance between the bases 60' and at the half way point, there will be a 2' marked placed in the base line between 1 & 2, 2 & 3, and 3 & home plate. A diagonal measurement of the bases is 84' - 10". It is 35' to pitching rubber. The pitcher's area will be outlined and will be a circle with a 8' radius drawn from the center of the pitching rubber. From the back edge of the 8½" side of home plate, the batter's box will extend forward 4' and backward 3' and will be 6" from the side of the plate. The batter's box will be 3' wide. The catchers box will extend 10' deep from the back edge of the batter's box and the width shall be the same as the inside edges of the batter's box.

G: Game time: (Starting, ending, delays)

G1.1 The home team will be responsible for preparing the field for play. The home team will furnish one new ball and one used ball for the game.

G1.2 Games will start at 6:00 p.m. on weekdays and no earlier than 10:00 a.m. on Saturdays with a 15 minute grace period before forfeiture.

G1.3 A regulation game is 7 innings unless the home team is ahead after 6½ innings. Managers, please contact your league representative, if you believe a manager is not putting forth a good effort to have his team run on and off the field or is not organized such that it is delaying the game.

G1.4 There will be a maximum limit of three minutes between half innings to position the defensive team in the field. There will be no warm-up in the infield or outfield.

G1.5 A game may be postponed *only due to* poor field conditions *or* conflict with school functions which prohibit fielding 9 players. Failure of any manager to comply will result in forfeiture of the game(s) involved. Any manager or umpire that discovers a field playable, and has a league

representative physically confirm that the field was playable, will result in forfeiture of the game.

G1.6 On inclement weather days, the home team manager will decide if a game will begin. Managers, this will be the toughest decision you'll have to make all year. Try to get the game played if at all possible, because there are only a few open dates on some of these softball fields. If a game is canceled, the home team manager will contact the umpire and the visiting team manager before informing his own team of the cancellation. The home team manager will be responsible for rescheduling the field with his association at the next available open date. He must then obtain an umpire and finally confirm the date, time and location with the visiting manager. **MANAGERS PLEASE TALK TO EACH OTHER PERSONALLY OR HAVE THE VISITING MANAGER CONFIRM THE DATE AND THE TIME AND THE LOCATION WHEN LEAVING MESSAGES ON ANSWERING MACHINES.**

G1.7 "Makeup" games must be rescheduled to be played within 7 days of the original date through the local associations and the umpire scheduler. If the managers can not agree on a playing date, the umpire-in-chief will set the playing date. Failure to appear for the rescheduled game will result in forfeiture of the game, with all the game fees paid by to the team that failed to appear.

G1.8 *The following rule is not in effect on Friday, Saturday or during summer vacation.* Games are limited to 2 hours and 15 minutes. No inning will begin after 8:00 p.m. The umpire is in charge of the game and will attempt to stop the game at the end of a half inning.

G1.9 A game "called" by the umpire because of rain, darkness or time limit is considered a regulation game if 5 or more complete innings have been played, or if the home team has scored more runs in four or more innings than the other team has scored in 5 or more innings.

A) Games that are not regulation are to become "suspended" and shall be resumed at the exact spot where they were stopped. All "suspended" games are to be completed on the next Saturday or ASAP.

G1.10 During any game delayed by rain, *both teams will remain at the field (See Safety — C1.3).* Play can be resumed if the weather clears at any time. The umpire will decide if a further wait is required or if the game will be called.

H: 10-year-old girls softball offensive and defensive game requirements

H1.1 A scheduled game will begin on time, *when there are 9 players present*. Play will continue with eight players. If only seven players are available at any point during play, the game will be stopped and forfeited to the opposing team.

H1.2 OFFENSE — Prior to game time, the team manager or his or her representative will enter the *1st initial* and *last names* and *uniform numbers* of all eligible players in the order they are to bat in the score book. Each player will then go to bat when her name appears in the rotation, regardless of whether she is playing defense or not that inning. This is a continuous batting order.

Exception: A player that becomes injured or ill during a game, will be reported to the umpire and the opposing team's scorekeeper prior to the start of an offensive half inning. The umpire will make the determination whether the player can continue or not. Once a player is removed from the batting rotation, she may not return to the game. Note the decision by the umpire is a judgement call and may not be protested. Each scorekeeper will note the player's removal and the batting rotation will continue as if she never appeared. If a player leaves before the umpire determines whether the player is ill or injured, each time her turn comes to bat in the rotation she will be called out.

H1.3 DEFENSE — All players must play a minimum of 2 innings in the field. **STARTERS** do not have to play consecutive innings but must play at least 2 innings in the field. **ALL SUBSTITUTES** must play 2 consecutive innings (12 outs). **ALL SUBSTITUTES** are to be made by the top of the **THIRD INNING**. Each manager will report the *names* and *numbers* of his defensive changes to the opposing team's scorekeeper before the defensive half inning, *until the completion of the inning*. Both scorekeepers will list the inning number beside or below each player's name in the score book that she played defense. **Note:** the position of the fielder is *not required*.

A) Once every player on a team has completed two innings on defense, there is unlimited defensive substitution. *Note: The batting rotation does not change because of a defensive substitution.*

B) Each team may use 10 fielders. *They must be placed in traditional baseball/softball positions. Pitcher, catcher, first base, second base, third base,*

shortstop, left field, left-center field, right-center field & right field. NO SHORT FIELDER!

H1.4 All teams must bat their entire roster in consecutive and continuous order. If a player is injured or ill and does not complete his turn at bat, he may not continue to play in the game.

H1.5 A player may play at the discretion of his or her manager if she has not attended the most recently scheduled game or practice. If the manager chooses to use the player, then he must comply with rules H1.2 and H1.3.

H1.6 If a manager does not adhere to rules H1.2, H1.3, or H1.4, upon discovery, all games involving these violations will be forfeited to the opposing team.

H1.7 Managers will carry a current copy of their roster and upon request will make it available to the umpire or opposing manager.

H1.8 The winning team will notify the league secretary of the game results within 48 hours. Failure to do so may jeopardize your team's tournament draw position.

I: Offensive play of the game

I1.1 A wooden or metal bat with a maximum length of 30" and stamped with "Official Softball" by the manufacturer may be used. *Double-walled bats are NOT permitted.*

I1.2 The batter can advance to first base on a dropped third strike.

Note: The batter can only advance on a dropped third strike when 1st base is open with less than two outs. When there are two outs, the batter may advance on the dropped third strike even if 1st base is occupied.

I1.3 There is no "infield fly" rule in this league.

I1.4 *Bunting is permitted.* Note: on a bunt attempt where the batter puts the bat across the plate: *Unless the batter moves the bat towards the ball, a strike on the pitch will not be called if the ball is out of the strike zone.*

I1.5 A team's turn at bat will consist of a maximum of 5 runs or 3 outs, which ever comes first. The last inning will be 8 runs or 3 outs, which ever comes first. After 5 complete innings, the game will be stopped, if either team has a 14 run lead. After 6 complete innings, the game will be stopped if either team has a 9 run lead.

I1.6 A batter may not release her bat in an uncontrolled fashion after swinging at the ball. Upon the first occasion the umpire shall issue a team warning, and the warning shall be noted in the official score book at the batters turn. *There is one warning per team.*

Penalty — *If a second incident occurs by any batter in the game, that batter will be called “out” and the ball is “dead” and no baserunner may advance. The batter is not ejected from the game.*

Exception: *If the bat is thrown out of anger, the player could be ejected for unsportsmanlike conduct.*

I1.7 Any umpire that views a player throw any equipment (e.g. bat) or part of their uniform (e.g. cap) out of anger, shall eject that player from the remainder of the game. That player shall remain within the bench area for the remainder of the game.

Note this is league directive to umpires. *There is no warning from the umpires. Managers will inform both players and parents of the existence and enforcement of this rule.*

J: Running the bases

J1.1 All baserunners are permitted to “lead off” and “steal” when the ball reaches the batter.

Penalty — *A runner leaving base early will be called out. There will be no warning issued. This is a judgment call and cannot be appealed.*

J1.2 All baserunners that lead off must immediately advance to the next base or return to the last base legally occupied. There will be no “delayed steal” as the catcher returns the softball to the pitcher.

J1.3 Runners starting at first and second base may steal only one base per pitch with liability of being put out.

Note: *A runner attempting to advance beyond one base (over run or slide) may be put out while between bases. A runner cannot be put out while in contact with a base. After all play ceases, any runner that occupies a base beyond the one legally entitled, will be returned to the correct base without liability of being put out.*

J1.4 Runners starting at third base cannot steal home.

Exception: *If the catcher puts the ball into play in an attempt to retire any baserunner. The baserunner at third base may attempt to steal home.*

J1.5 On any pitch called “ball four,” the batter-runner may only advance to first base. Only baserunners forced to advance, are permitted to advance without risk of being put out.

Note: *The batter/runner will remain at 1st base.*

J1.6 No manager or coach will touch any runner while the runner is in the process of advancing along the base paths.

Penalty — *The baserunner is out.*

J1.7 At no time will a baserunner be permitted to run into a fielder attempting to field a batted or thrown ball. All play will be “dead” from the point of contact. No baserunners will advance further than the last base legally occupied prior to the point of contact. The runner will be out. Any runs scored *prior* to the point of contact will count.

J1.8 No baserunner may run into a fielder at a base with the apparent attempt to knock the defensive player down. Incidental contact such as sliding or attempts to reach the base are to be ignored.

Penalty — *At the moment of contact, the ball is “dead.” The baserunner is out and is to be ejected from the game. All other baserunners may not continue to advance. This is an umpire’s judgment call and should only be used in a flagrant attempt to run over the defender. Sliding is permitted but head first sliding is not recommended.*

J1.9 The umpire will call “time” when:

A) When the pitcher has control of the ball inside the pitcher’s circle. Play is not “dead” until the umpire calls time. An umpire will not call time when a pitcher passes through the circle while attempting to put a baserunner out.

B) In order to speed up play, the umpire will call time when any *infielder has control* of the ball and *the advance of the lead runner stops*. At that time, all other baserunners that have advanced *more than* half way toward the next base will continue to that base, while all other baserunners will return to the last base reached.

J1.10 When a play is being made at home plate and the ball is in within 10’ of the plate, the baserunner will slide to avoid contact with the catcher. This rule is to prevent a contact injury to either player.

Penalty — Failure to slide will result in the runner being called out. The run will not score. The ball is dead and no other baserunner will advance.

K: Fielding — Playing the defensive part of the game

K1.1 Each defensive team will use 10 fielders, 1 pitcher, 1 catcher, 4 infielders and 4 outfielders. The outfielders must start at least 10 feet behind the bases and must be in traditional outfield positions. The catcher must be positioned in the catcher’s box. The infielders must start no closer than 35 feet from home plate.

K1.2 For maximum safety the catcher *will* properly wear all the following equipment at all games and practices and position herself in the catcher’s box using a catcher’s stance prior to the pitch. This equipment will be provided to each team in the league. The team manager will check it prior to its use before every inning to insure that it is in good condition. Each catcher will wear a chest protector, a catcher’s helmet with throat guard and mask, and two shin guards. The catcher *may* use any glove she wishes.

K1.3 No defensive player may impede the progress of the baserunner by being in the base line or on the base without the possession of the ball. The baserunner has the right of access to the base and base paths.

Penalty — The baserunner may be awarded additional bases at the conclusion of the play at the discretion of the umpire.

The instant the umpire sees the obstruction he should clearly call “obstruction” and let the play continue. At the end of the play the umpire should award any bases he felt the runner could have reached. This is a judgment call and can not be protested.

L: Pitching — Brief synopsis of fast pitch rules for instructional purposes. See ASA Rules for more complete information

L1.1 League pitching limits. A player can pitch a maximum of 4 innings in a game. If a player exceeds the four innings as a result of double or triple play, she will not have violated this rule.

Penalty — Upon discovery, the team in violation of this rule will forfeit that game and the manager will be subject to a hearing within 48 hours by the league.

L1.2 Preliminary to delivery of pitch. The pitcher starts with both feet in contact with the pitcher’s plate. The pitcher will take signs with both hands separated from each other. The pitcher will hold the ball in both hands for 1 to 10 seconds prior to releasing it. Both feet must remain in contact with the pitching plate prior to the forward step. The pitcher may be near or on the pitcher’s plate without the ball.

L1.3 The delivery starts when the pitcher takes one hand off the ball after the hands were together.

L1.4 The pitcher must not make a stop or a reversal of the forward motion after separating the hands.

L1.5 The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and rear before starting the windmill motion.

L1.6 The delivery must be an underhanded motion with the hand below the hip and wrist not farther from body than the elbow.

L1.7 The release of the ball and follow through of the hand and wrist must be forward and past a straight line of the body.

L1.8 When delivering the ball, the pitcher must take one step forward with the non-pivot foot simultaneous to the release of the ball. The step must be forward and toward batter. Raising the foot off the plate and returning it creates a rocking motion and is an illegal act.

L1.9 The pivot foot must remain in contact with or push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the pitching plate.

M: Tournament Play

M1.1 All the above rules will be used in post season tournament play.

M1.2 Post season tournament play will consist of a single elimination tournament.



Girls Closed-League Protest Procedure

1) NO GAME CAN BE PROTESTED ON A JUDGMENT CALL

Examples: Safe, Out, Fair, Foul, Interference or obstruction, Leaving a base too early, whether the pitcher had control of the ball in the circle, thrown bat, etc..

2) If a situation arises in the game that involves the interpretation of the playing rules, the manager must request time and is not to approach the umpire until he is granted it.

The umpire will grant time at the completion of that play. No manager will come onto the playing field until they have been granted time. Only the manager or a designated coach will be allowed to discuss the disputed play. Only interpretation of the playing rules will be permitted. After the initial protest, the umpire will request the opposing manager to join the discussion. Protests solely intended to delay the game will not be permitted and to continue to do so will result in ejection from the game. The discussion will continue as long as necessary to resolve the situation as long as the manager retains his self control. No yelling, swearing or intimidation will be permitted.

Penalty — The manager or coach will be ejected from the game. He will be required to leave the playing area (he must be out of sight and sound and not interfere with play) within 3 minutes.

Penalty — Failure to comply will result in the game being forfeited. At this point the umpire will write forfeit in the score book and go to his car and leave the area without further discussion. He will contact the umpire-in chief or league representative of his association within 12 hours.

3) In case of a protest the game will be stopped. The umpire and the managers will make every effort to resolve the dispute at that time using the appropriate rule books.

4) If after discussion the manager is certain that a playing rule is not being properly applied, he may protest the game. He must do so at this time by having the umpire write protest in that batters box in the home team score book and note the position of each baserunner. The manager will write a *short* explanation in the margin stating what rule is being violated and the umpire will initial it. Only this rule will be considered for this protest. Then the game will continue.

5) The manager protesting the game must file a written report that is accompanied with a \$20 check payable to the association that he is playing against. If the protest is upheld it will be refunded. It must be presented to his League Representative within 24 hours if available or to the opposing team's League Representative.

6) The umpire involved will contact the appropriate League Representative of the protesting manager to offer remarks regarding the protest and will make himself available to the protest committee.

7) The protest committee will consist of the League Representatives from each association in the league. They may consult with the umpire-in-chief regarding the interpretation of rules.

8) The protest committee will meet and resolve all protests within 7 days. If the protest is upheld, the game will be rescheduled within 10 days and the game will proceed from the point of infraction with the same umpire where possible.

10-year-old girls league representatives

A1.1 It is everyone's responsibility to immediately report all violation(s) of the following rules.

Please contact these league representatives:

Perry: Casey Blake (330) 933-0573



Closed-League Safety Rules

The following rules are to be applied to all age groups, both boys and girls playing in the **Closed League**.

1) Slide Rule

Any runner advancing to home will slide to avoid contact with the catcher to prevent injury to the catcher and themselves. Failure to do so will result in the advancing runner being called out but not ejected from the game. At that instant of contact, the ball will become “dead” and any remaining runners will not advance further than the last base legally occupied. This rule is to be applied without the umpire issuing a warning. Exception to this rule would be a flagrant collision with the catcher with no attempt to avoid the collision. In such cases, the runner will be ejected from the game for unsportsmanlike conduct.

The umpires will use this guideline to determine whether to call the advancing runner out for not sliding. **When the catcher is in position in front of the plate and the ball is within 10' of the plate the baserunner must slide to avoid contact.**

2) Helmet Rules

A) All players must wear their helmet while in play. Any player who removes their helmet before they are in the out of play area will be called out.

Example: If a runner scores and removes his/her helmet after crossing the plate but before leaving the field of play, he/she will be called out and the run will not count.

B) It is a mandatory requirement that all girl players must wear a helmet equipped with a cage and chin strap. This rule applies to Closed League as well as ASA. The back of the helmet must be stamped as NOCSAE approved.

C) It is **NOT MANDATORY** that a pitcher in PHBSA Closed Leagues wear the batting helmet with cage while on the pitcher's mound. For safety, a manager (or parent) may *choose* to have his pitchers wear the helmet.

9 & 10-YEAR-OLD GIRLS FIELD LAYOUT FOR CLOSED LEAGUE

