



8-Year-Old Girls — Softball Rules

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

Umpire-in-Chief: Mike Williams (330) 209-3792 (cell)

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 — 8-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 softball. 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 the 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 catch and throw, where’s 1st base, 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 “batting tee coach” or a “coach pitcher.” Every team will need a first *and* a third base coach. Every team will need to have two coaches in the outfield to help the players determine where to throw the ball. 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 can 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 L1.5*)

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 9 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 are 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.

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, those that follow the attached protest procedure *exactly*. No yelling, swearing or intimidation will be permitted. 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 50'. 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 70' - 6". It is 35' to pitching rubber. The pitcher's area will be outlined by a circle with a 5' radius drawn from the center of the pitching rubber. The *Raymond Line* will be drawn starting up each baseline, 40' from home plate. It will form a square, intersecting behind the rubber, 56' from home plate (See field diagram at the end of these rules).

F1.3 There will be a 2' wide mark placed 20' from home plate. The mid-point of the mark will intersect a line between home plate and second base. This mark indicates the *minimum pitching distance. This is the closest distance a "coach pitcher" may approach the batter while pitching.* This line will be removed when using a batting tee.

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 week days and no earlier than 10:00 a.m. on Saturdays.

G1.3 Games are limited to 1 hour and 30 minutes. You may finish an inning that has started before 7:30 but may not start a new inning after 7:30. For weekend games, note the starting time at the beginning of the game. Again, games are limited to 1 hour and 30 minutes. You can't start a new inning after the initial hour and a half has elapsed but you may finish an inning that started before the hour and a half was up. The umpire is in charge of the game and will attempt to stop the game at the end of a half inning.

G1.4 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.

G1.5 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 re-scheduling 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.**

G1.6 "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 the team that failed to appear.

G1.7 There will be a maximum limit of two minutes between half innings to position the defensive team in the field. There will be no warm-up in the infield or outfield.

G1.8 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/her team run on and off the field or is not organized such that it is delaying the game.

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.

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

H: 8-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 the *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. The infield must start behind the 40' Raymondi Line. 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, 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, after discovery and a hearing, 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 There will be no bunting in this league. To put the ball into play, the batter *must take a full swing*. A full swing means that the batter may not intentionally bunt the ball by using a bunting stance or grip, nor use a half swing to reduce the travel of the ball. If the umpire judges that it is a bunt, the ball is "dead" and the batter and all runners will return to their original bases. There is no penalty to the batter or the runners. **Exception** would be any unsportsmanlike conduct during the play.

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

I1.4 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.

11.5 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.

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 base runner 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.

11.6 The batter and baserunners are limited to one base on an infield hit.

J: Play with the use of a “coach pitcher”

J1.1 The team at bat will provide a “coach pitcher” for all their batters.

J1.2 The “coach pitcher” must be 18 years of age.

J1.3 The “coach pitcher” will wear a fielder’s glove.

J1.4 If the “coach pitcher” should catch the ball while defending themselves, they are to immediately drop the ball on the ground and the ball is in play. Failure to drop the ball *may* result in the “coach pitcher’s” removal from the game. *(This will be an umpire’s judgment call).*

J1.5 If the ball hits the “coach pitcher,” it is in play.

J1.6 The “coach pitcher” will position themselves in front of the pitcher’s circle no closer than the 20’ minimum pitching distance mark.

J1.7 Prior to pitching, the “coach pitcher” will check to insure that the “defensive pitcher” has a clear view and attention toward the batter. The umpire will say “Play Ball.”

J1.8 The “defensive pitcher” must have both feet inside the pitchers circle behind the rubber.

J1.9 The “coach pitcher” may use any delivery in an effort to provide a hittable pitch.

J1.10 When a batter hits a “pitched” ball, the coach pitcher will leave the playing field until the play is over and time has been “called.” The “coach pitcher” should not interfere with play in the field and will not coach the baserunners.

J1.11 A batter’s turn is completed when the batter hits the ball putting it into play or when the “coach pitcher” has delivered 5 pitches and the batter has missed the 5th pitch. If the 5th pitch is fouled off, the batter gets another pitch. If the 6th pitch is fouled off, the batter gets another pitch. If the batter fouls the 7th pitch off, she is out. There are no walks issued to a hit batter.

J1.12 The umpire and *both* scorekeepers will keep count of the pitches. If the umpire loses count, he will confer with the scorekeepers. If the scorekeepers do not agree, then the home team scorekeeper has the official count.

K. Running the bases

K1.1 The infield fly rule will not be used.

K1.2 Base runners may not leave the base they occupy until legal contact is made by the batter. The moment the baserunner leaves early, they are out. *Legal play continues without interruption, if that is the third out no runs score.*

K1.3 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.

K1.4 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 base runners 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.

K1.5 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 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.

K1.6 The umpire will call “time” when *EITHER* of these situations occur.

A) When any infielder has control of the ball. At that time, all baserunners will advance a minimum of one base from the base they occupied at the time of the hit and the runners who have advanced half way or more

toward the next base will continue to that base, while all other baserunners will return to the last base reached. This is a judgement call by the umpire and cannot be protested. A 2' mark will be drawn half way between the bases to help the umpire determine when the runner is over half way. At this point, the ball will be returned to the "coach pitcher."

B) In order to encourage the fielders to make an attempt to put out the runner(s), on an overthrow to any base from an infielder, the umpire will call time and will not award additional bases on the overthrow.

Exception to B: A ball thrown out of play pertains to the softball rule.

K1.7 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.

L: Fielding — Playing the defensive part of the game:

L1.1 When on defense, each team may position one coach in right field and one coach in left field deeper than the deepest outfielder to instruct the players where to throw the ball. *After Memorial Day (the season's half way point), coaches are not allowed to be in the field for player instruction.*

L1.2 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 properly, directly behind home plate in the catcher's box, as far as possible for maximum safety.* The infielders must start no closer than the 40' (Raymond Line) prior to the batter making contact with the ball.

L1.3 At the time the batter swings, the pitcher must have *both feet* inside the pitching circle and be positioned behind the rubber with a clear view of the batter when there is a "coach pitcher."

L1.4 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 or the batter positioning herself to hit off batting tee. This equipment will be provided by 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.

Rule L1.2, L1.3 and L1.4 are intended for the protection of the players. It is all the manager's and coach's responsibility to enforce these rules prior to the batter hitting the ball.

L1.5 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.

L1.6 The pitcher cannot run the ball to any base unless they field the ball within 5' of the base. This is a judgement call by the umpire. When the bases are loaded, the pitcher cannot run the ball home for the force out unless she fields the ball within 5' of home 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.

8-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.

8-YEAR-OLD GIRLS FIELD LAYOUT FOR CLOSED LEAGUE SOFTBALL

