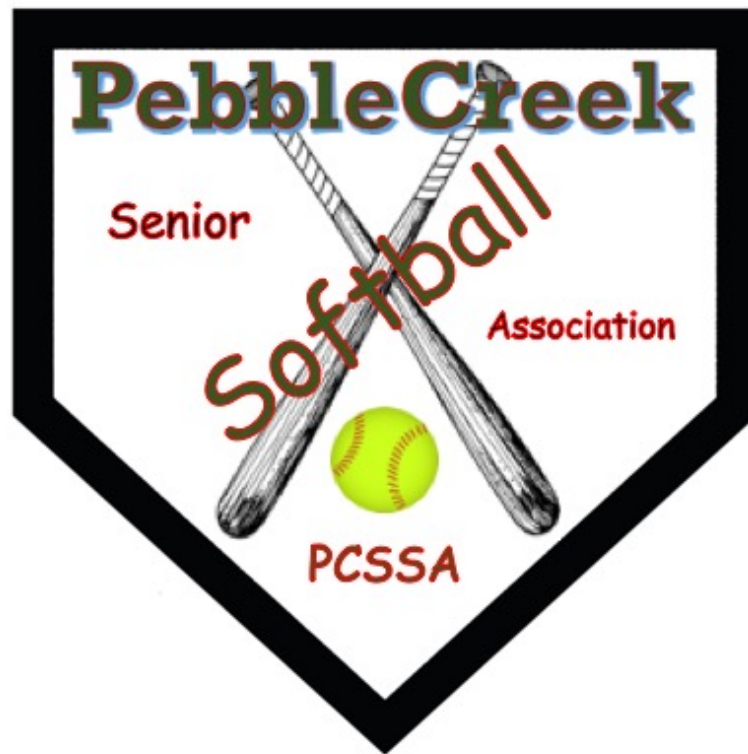


PebbleCreek Senior Softball Association

Official Rules



MISSION STATEMENT

TO PROMOTE SENIOR SLOW PITCH SOFTBALL IN PEBBLECREEK FOR EXERCISE AND RECREATION IN AN ATHLETIC ENVIRONMENT DESIGNED TO SUSTAIN A HIGH LEVEL OF FELLOWSHIP, SPORTSMANSHIP AND FRIENDLY COMPETITION.

Developed by:

Jack Mateer
Mark Roberts
Rich Wilmes
Steve Ward
Bob Schimelpfening

2023 Committee Members:

Jack Mateer - Chairman
Mark Roberts
Rich Wilmes
Steve Ward
Rick Haendel
Doug Wainwright -Alternate

Developed: February 2022

Updated: Dec. 29, 2023

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NOTE: Wherever "he" or "him" or "their" related pronouns appear in this rule book either as words or as parts of words, they have been used in their generic sense to include both male and females.

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Section 1

League Composition

- A. Board Administration - Each year, the Board will determine the following:
 - a) Number of teams
 - b) Number of players per team.
 - c) Days of the week to play.
 - d) Number of games scheduled per day and the total number of games for the season.
 - e) Time of play, duration of all games and amount of infield warm-up allowed, both before the game and between innings.
- B. Team Rosters – A player will remain on a team roster until one of the following occurs:
 - a) The player is expelled from the League.
 - b) Extended player absences and removals from a roster will be in accordance with League Policy Statement # 1.
- C. The maximum number of players in the field will be eleven (11).
- D. Roster Maintenance - A team will begin with, and maintain throughout each game, a roster equal to the number of players defined by the Board. After the beginning of game day play, should a player become injured and unable to play, or have to leave the game for a necessary reason:
 - a) An attempt will be made to obtain a legal substitute for that player.
 - b) If no substitute is obtained, play may continue with an “absent” entered into the lineup. An “automatic out” will be recorded for every scheduled subsequent at-bat for the missing player.
 - c) The Manager will immediately notify the opposing Manager, the umpire and, following the game, a member of the Board with the name of any absent player for which no substitute was obtained.
 - d) Under no circumstances shall a team be permitted to bat less than ten. A forfeit will be recorded.
 - e) If a player is ejected, he may not be replaced and an out will be recorded each time his position comes up to bat.
- E. Number Of Players On A Team – All Leagues - A team may start a game with no fewer than ten players. An eleventh player may be added any time during the game, batting in the last (11th) position. Until the eleventh position is filled, an out will be declared every time that position comes to bat.

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Section 2

Team Composition

A. Roster – Batting Order

- a) All team players, including substitutes, who are present and ready to play, must be in the initial batting order (daily roster) and each player must play at least three (3) innings in the field.
- b) If a player, who is listed in the initial batting order, is not present for the start of play, a legal substitute may be obtained. If the absent player subsequently becomes available and ready to play prior to the completion of the 3rd inning (defined as when the 3rd out is made in the bottom half of the inning) that player may enter the game. If not available and ready for play, that player will be prohibited from entering the game.
- c) If a player elects not to play at the beginning of a game, for any reason, that player may not subsequently enter the game. A legal substitute may be obtained.
- d) Should a roster or substitute player leave a game due to an injury, illness, or personal emergency, causing the team to have LESS players than the initial roster number, a substitute of equal or lesser numerical rating may be obtained and will bat in the same position as their replaced player. If no substitute is utilized, an out will be recorded for each “at bat” for the missing player.
- e) A roster or substitute player who is not injured, ill, or have a personal emergency, leave the game prior to its completion causing the team to have less players than the initial roster number, that player will be considered a “Self-Ejection.” The same restrictions in the Ejection Rule will apply to that player. Since the team will have less than the required number of players, an out will be recorded for each occurrence of that player’s “at bat” in the batting order.
- f) Any violation of subparagraph a), b), c), d) or e). above will result in a forfeit for that team.

B. Substitute Players:

- a) All assigned League players may participate in a game as a substitute player.
- b) All substitutes (with the exception of paragraph “d”). below) will be the same or lesser numerical ranking of the player for whom they are substituting.
- c) Players may not substitute for any one Team more than 2 consecutive scheduled games. If a Team needs a substitute player for more than 2 consecutive games the manager must obtain a different player for at least one game.
 - (1) Exception 1: If a game needs to be rescheduled and the original schedule would have satisfied the consecutive game requirement, the substitute may play.
 - (2) Exception 2: If a roster player needs a long term absence (defined as 8 consecutive games or more) that player can be replaced from the non-rostered players substitution list without regard to the 2 game limitation. The substitute player must have a player rating less than or equal to the player he is replacing and he will return to the non-roster substitute player list when the roster player rejoins his team. Note: This exception does not apply for players who have prearranged absence at the start and end of the season.
- d) At least seven (7) days prior to the first scheduled game of the new season, for the purpose of substitution management, each manager will designate a “Primary Pitcher” for their team. That name will be given to all managers and the Evaluation Committee. If a team loses their “Primary Pitcher” after the start of League play, another team player may be designated as the “Primary Pitcher” for that team.
- e) A substitute for an absent “Primary Pitcher” will be one of the following

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- (1) Another "Primary Pitcher"; this substitute must pitch while in the game and be no more than two rating points higher than the pitcher he is replacing.
 - (2) A roster player or another substitute, other than a "Primary Pitcher", may pitch.
 - (3) Any roster player, or any League player who is ranked equal to or less than the absent "Primary Pitcher", may also pitch.
- f) Substitutes – Non pitching:
- (1) A player may play only two full games per day. In case of a game day injury, a player already playing two games may be an emergency replacement in a 3rd game. Managers pre-arranging a sub player (with a player already scheduled for two games) for an anticipated injury replacement will result in a game forfeit.
 - (2) Subs can only be equal to or less than the rating of the player they replace.
 - (a) Exception: Players rated 10 thru 13 may sub for each other.
 - (b) Exception: Players rated 13 thru 15 may sub for each other.
 - (c) Exception: Players rated 15 thru 16 may sub for each other.
- g) Substitutes may play any defensive position and be placed in any order in the batting lineup.
- h) A player, who is injured during a game and unable to immediately resume play, may be replaced by an available substitute and then return to the game in place of the person who replaced him. In all cases, that substitute player will bat in the replaced player's position in the batting order and will not be restricted.
- i) American League players may not substitute in the Mid-American or National Leagues. However Mid-American and National players may substitute in the American League.
- j) National League players can sub in the Mid-American League.
- k) Mid-American Players rated 17 or below may sub in the National League.

C. Substitute Runners:

- a) Prior to the start of each game players must declare if they need a sub runner. Managers will exchange information as to those identified as requiring sub runners.
- b) If a player has not declared that they will require a sub runner, then in the course of the game the player requests a sub runner, the player requesting the sub runner will not be allowed to obtain one. The player will have to run for themselves or declare that they are injured and a replacement player will be needed in accordance with the sub player rules.
- c) Exception: If a manager forgets to declare prior to the 1st pitch, and both team managers agree, the substitute runner will be allowed. If the managers are not in agreement, the rule stands and no substitute runner will be allowed.
- d) If a non-declared player is injured and requires a sub runner, to expedite the game, the sub runner will be the first eligible player prior to the runner requesting a sub runner. The injured player is out of the game and a replacement must be found, or an out taken at each subsequent at bat. Exception: If the runner sustains an injury that can be treated within the timeframe of the inning (cut, sprain, bruise, etc.) or reasonable time as determined by the umpire, he may return to the game after the injury is treated. In this case, the sub runner will take the base that the original runner last successfully occupied.
- e) A sub runner will be the first eligible player prior to the runner requiring a sub runner in the batting order. If that sub runner is unable to run (and he has not declared his inability to run – he must exit the game as an injured player), the next eligible person in the batting order becomes the sub runner.
- f) A player declaring he needs a sub runner (pre-game) is limited to 1st base for every at bat. The batter may progress beyond 1st base under the following conditions: 1) hits an over the fence home run, 2) hits ground rule double or 3) is otherwise directed to

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advance, by rule, by the umpire. The sub runner will then replace the declared player at that base as needed.

- g) In the first inning, should the first batter-runner listed in the line-up require a sub runner, the player that is listed last in the batting order will become the sub runner.
- h) In the event of a tie after seven (7) innings of play, if the extra inning runner has had a sub runner during the game, the previous batter-will be the extra inning runner..
- i) If a runner is replaced by a player who is not on his team (substitution), that sub player may run for himself without restriction to first base. If that sub player also requires a sub runner, that sub runner will be immediately restricted to first base.
- j) A substitute runner must report to, and be acknowledged by, the umpire before play resumes.
 - i) A substitute runner may enter the game only prior to the first pitch to any batter.
 - ii) A substitute runner is in the game when he touches the base.
 - iii) If a substitute runner is determined illegal, he will be called out upon touching the base and no other substitute runner is allowed.
 - iv) The original runner may not return as the runner.
 - v) An illegal substitute runner on base is committing a continuing violation and may be called out upon appeal at any time while on base or, if he scores, prior to the first pitch to the next batter.
 - vi) A player may substitute run once per inning. If he substitute runs again during the same inning then he is determined to be an illegal runner and 2 C-j-iii (above) applies.

Section 3

Player Obligations

- A. Upon submitting the Player Registration, the registrant agrees to the following:
 - a) Pay membership dues on time. Full membership dues must be received by PCSSA Treasurer by the due date specified on the registration form.
 - b) Support the PCSSA at all times
 - i) Support team manager when asked to do so (practice, field prep, monthly field maintenance, broom/raking the field when visitors, etc.)
 - ii) Keep the manager informed as to dates not available to play.
 - iii) Arrive at least 30 minutes prior to scheduled game time.
- B. Failure to fully comply with these requirements, as determined by the team manager, may result in the following:
 - a) First violation (verbal or written) - Player will be placed on notice by the PCSSA Board for violation of this agreement
 - b) Second violation - Manger will notify player and the Board in writing and player will be suspended from the league for two consecutive games.
 - c) Third violation - Player will be suspended for the remainder of the current season. No refund of membership dues will be authorized by the Board of Directors

Section 4

Game Administration

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- A. Regulation Game
 - a) A regulation game shall consist of seven innings, or in the event of a weather shortened game, four and one-half innings with the home team ahead or five full innings with the visiting team ahead. A full seven innings need not be played if the home team scores more runs in six and one-half innings and/or goes ahead in scoring before the third out is made in the bottom of the seventh inning.
 - i) Games that are not considered regulation shall be resumed at the exact point where they were stopped.
 - ii) A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more complete innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.
 - iii) Games that are regulation tie games shall be resumed at the exact point where they were suspended, if it is decided that they should be played out.
- B. TIE GAMES
 - a) Games tied after seven innings will continue, to the eighth inning, using the international tie-breaker rule. If still tied after the 8th inning, the game ends in a tie.
 - b) International Tie Breaker Rule - Teams start each half-inning with a runner on second base. The runner is the last batter of the previous inning whose turn at bat had been completed, assuming a position on second base.
- C. Five-Run Limit Per Inning - Teams are limited to five runs per inning, except for the final inning of the game in which each team may score an unlimited number of runs.
- D. Flip-Flop Rule - The flip-flop rule will be invoked in any game when there is a 10-run differential in favor of the visiting team at the start of the 7th inning. If the visiting team is ahead by ten or more runs, the home team will remain at bat and start a new at-bat (beginning their seventh or last inning at-bats), meaning all runners then on base will return to the dugout. It will be an open inning. If the home team fails to tie or go ahead of the visiting team, the game ends and the visiting team wins. If the home team ties or goes ahead, the visiting team takes its turn at bat.
- E. Mercy Rule - If a team is ahead by 15 or more runs after five innings have been completed, the game shall be declared a complete regulation game.
- F. Forfeited Games
 - a) A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:
 - i) If an umpire is physically attacked by any team member and/or spectator.
 - ii) If a team fails to appear on the field, or, being on the field, refuses to begin a game for which it is scheduled.
 - iii) If one side refuses to continue to play after the game has begun.
 - iv) If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.
 - v) If a team employs tactics noticeably designed to delay or to hasten the game.
 - vi) If, after warning by the umpire, any one of the rules of the game is willfully violated.
 - vii) If the order for the ejection of a player is not obeyed within one minute.
 - viii) If the ejection of a player or players from the game results in fewer than the required number of players to continue the game.
 - ix) If an ejected player is discovered participating again.
 - b) The Board will have the entire season, from opening day until seven days after the last game is played to apply the penalty of a valid forfeit.
- G. Ejections - Any player who threatens or uses abusive/offensive language in any form directed toward an umpire, another player or spectator will be immediately ejected from the game by the umpire. An ejected player will leave the playing field within one (1) minute and the ballpark area, which will include the spectator stands and the parking lot, as soon as

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possible or the game will be forfeited. No substitute will be allowed and an out will be recorded for each "at bat" of the ejected player unless a team member is the replacement.

- a) Ejection is a very serious action taken by the umpire and will not be questioned.
 - i) The ejected player will receive a mandatory one (1) game day suspension for the next scheduled game day for that player's team.
 - ii) The ejected player will also not be allowed to substitute until after the one (1) game day suspension is completed.
 - iii) Any team that allows a suspended player to participate during a game in any position will result in a forfeit of that game.
 - b) An ejected player may petition the Board, in writing, explaining all facts of the ejection and requesting a review. The Board, after conferring with the umpire and considering the "act" as it happened, will render one of the following decisions:
 - i) Upholding the mandatory one (1) game day suspension.
 - ii) Deleting the mandatory one (1) game day suspension.
 - iii) Adding any additional penalty up to and including expulsion from the League.
 - c) Any player who is ejected a second time within a season, or a player who physically attacks an umpire, another player or spectator will be expelled from the League for the remainder of the season. In order to be considered for re-instatement into the League the following year, the expelled player must appeal to the Board in writing.
- H. The use of abusive or offensive language not directed at any one person will be handled at the discretion of the umpire, who may issue a warning or may eject the offending player.
- I. Blood Rule - A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:
- a) Stop the game and immediately call a coach, trainer or other authorized person to the injured player and allow treatment.
 - b) Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.
- J. Cancelled or Postponed Games (Fitness Of The Playing Field) - In the case of potentially hazardous weather or unsafe field conditions, the home plate umpire will make the decision to temporarily postpone or cancel all field activities. In the absence of an umpire, a Board member will make the decision. In the absence of a Board member, the two Managers will make the decision.
- a) All postponed games will be played on the following Friday, or if unplayable conditions continue to exist, the first Friday possible.
 - b) The Board has the right to schedule make-up games on other days as the Board deems necessary.
 - c) The games will be played at the normally scheduled times and in the order of cancellation or postponement.
- K. Protests:
- a) Types of Protest:
 - i) Illegal player. The protest must be made while the player is in the game and before the umpire leaves the playing field.
 - ii) Ineligible player. The protest may be made at any time. The Board will determine a player's eligibility.
 - iii) Any violation of a League rule where no penalty is prescribed
 - iv) **Note:** Protests will NOT be considered valid if they are based solely on a judgment call by an umpire, such as balls and strikes or calls on the bases.

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b) Procedure:

- i) The manager of the protesting team will immediately notify the home plate umpire that the game is being protested. Every effort will be made to resolve the protest on the field by the two managers and the umpire before the next pitch to a batter. If the protest is determined to be valid due to misinterpretation/misapplication of a playing rule, the correct rule will be applied and the game will continue from the point of protest. If the protest is still determined to be valid by the offended team, the umpire will declare the game to be played "under protest" and will notify the opposing manager and both scorekeepers. If the protest is still not resolved, a Manager will have until the end of the game to again register the protest with the umpire and the opposing Manager.
- ii) A letter of "Official Written Protest" will be given to the league President or, if absent, the Vice-president within six (6) days of the protested game.
- iii) The written protest will contain the following information:
 - (1) Date, time and location of the game.
 - (2) Name of umpire(s) and scorers.
 - (3) Section of the official or league rules under which the protest is being made.
 - (4) All details and conditions pertinent to the decision to protest
 - (5) All essential facts concerning the matter protested.
- iv) After receiving the written protest, the Board will render its decision to the two managers within fourteen (14) days.
- v) Decision by the Board - The decision rendered on a protested game will result in one of the following:
 - a The protest is determined to be invalid, the final score stands. The Board may impose a loss of the game in the protesting team's League standing for an invalid protest.
 - b If the protesting team wins the game, the protest will be disregarded
 - c It is determined that an illegal player or substitute participated in the play of the game, the offending team will forfeit the game.
 - d It is determined that a league rule was broken where no penalty is prescribed. The Board will determine the penalty to be assessed.

SECTION 5

PLAYERS' EQUIPMENT

- A Metal Cleats Are Prohibited - A player found wearing metal cleats will be ejected from the game. If on base, the runner will be called out. Any team member on base at the time the ejected player came to bat must return to the base occupied at that time if there are fewer than three outs.
- B Numbers On Uniforms - Team members participating in the game must wear visible numbers, a minimum of 5" (15.24 cm) tall on their uniforms (identical uniform numbers on the same team are permitted).
- C Official Bats
 - a) All bats used in the PCSSA must be approved by the PCSSA Board
 - b) Bats shall not be more than 34" (86.36 cm) long, nor exceed 30 ounces.
 - c) All metal bat shall be free of burrs.

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- d) Shall have a safety grip of cork, tape (no smooth, plastic tape) or composition material. The safety grip shall not be less than 8" (20.32 cm) long and shall not extend more than 15" (38.1 cm) from the small end of the bat. Any molded finger-formed grip made by the bat manufacturer, if used, must be permanently attached to the bat or attached to the bat with safety tape and must be approved by the PCSSA. Resin, pine tar or spray substances placed on the safety grip to enhance the grip are permissible (on personal bats only) and may not be applied to the barrel of the bat. Tape applied to any bat must spiral continuously. It does not have to be a solid layer of tape. Taping of a bat less than the required length is considered illegal. Bear Grip, Dome Style Power Grip, Finger Style and Sure Grip are all approved.
- e) Shall have a safety knob of a minimum of 1/4 inch protruding at a 90-degree angle from the handle. It may be molded, lathed, welded or permanently fastened. A "flare" or "cone" grip attached to the bat will be permissible as long as it is a commercially manufactured flare or cone. Taping into a cone will be considered altered. The knob may be taped as long as there is no violation of this section.
- f) Shall be marked OFFICIAL SOFTBALL by the manufacturer and have a BPF of 1.20. If the words OFFICIAL SOFTBALL cannot be read due to wear and tear on the bat, the bat should be declared legal if it is legal in all other aspects. See graphic below for determination of approved bats:

Approved Bats

Bats must have one of these stamps to be eligible for use in PCSSA



Not-Approved Bats

Bats with these stamps are not eligible for use in PCSSA



- D Warm-Up Bats - No more than two official softball bats, may be used by the on-deck batter in the on-deck circle. The warm-up bat should meet the following requirements to be approved:
 - a) Stamped with one-quarter inch letters WB on either end of the bat or marked in one-inch letters the words WARM-UP BAT only on the barrel end of the bat.
 - b) A minimum weight of 48 oz. (1,360.78 g).

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- c) A minimum barrel diameter of 2 1/2" (6.35 cm).
- d) Shall have a safety grip of at least 8" (20.32 cm) and no more than 15" (38.1 cm) extended from the knob.
- e) Be of one-piece construction or a one-piece permanently assembled bat approved by the PCSSA
- f) No attachments (i.e., donuts, fans, etc.) are allowed on an official bat.
- E Disapproved Bats – Any bat greater than 1.20 BPF
- F Approved Bats All bats marked "1.20 BPF" (Bat Performance Factor) or less, The rating must be clearly visible on the bat, and [2] be clearly and permanently marked with a PCSSA Approval sticker.
- G Altered Equipment - A bat or ball is considered altered when the physical characteristics of a legal softball bat or ball have been changed (EXAMPLE: chilling softballs). Replacing the handle of a metal bat with a wooden or other type handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip or painting a bat other than at the top or bottom for identification purposes are considered altering the bat. Applying a foreign substance to the barrel of the bat constitutes altering a bat. (Replacing the grip with another legal grip is not considered altering the bat).
- H Bat Inspection
 - a) Umpires and PCSSA Board members have been instructed to inspect all bats prior to use to identify any unsafe or illegal bat. If one is found prior to the game the bat will be removed from the game.
 - b) Umpires and PCSSA members shall remove, from competition, any bat that exhibits significant cracking or other deformity, whether or not arising solely from normal wear and tear.
- I Penalty for using an altered personal bat – If a bat is determined to have been altered to enhance performance, the player will be immediately ejected and suspended for 5 games. If discovered during the course of play, the batter will also be called out and the runner(s) will return to their original base.
- J Penalty For Using An Illegal Bat
 - a) Use of an illegal bat will result in the batter being called out. Use is defined as the batter having made contact with the ball with the illegal bat.
 - b) If the illegal bat is discovered/identified before use, the batter will have the opportunity to obtain a legal bat without penalty; a warning will be issued.
 - c) The second offense of an illegal bat, by any member of the same team in the same game, will result in the player being called out and the manager being ejected. If it is the same player in the same game committing the offense he will also be ejected and suspended for the following game. This second offense ejection will not require the manager or player to leave the ballfield and not require the manager to be suspended for a subsequent game.
 - d) Subsequent use of an illegal bat by the same player during the season will result in being ejected from the game and following game suspensions.
 - e) If the base runners advanced during use of an illegal bat, they will return to the base(s) occupied at the time before the illegal bat was used, (providing there are fewer than three outs).
 - f) Use of an illegal bat can be appealed until the first pitch of the following batter.
- K Official Softball
 - a) Shall be a regular, smooth-seamed, flat-surfaced, pebble-textured or dimple-textured ball with concealed stitches.
 - b) A yellow optic ball is preferred.
 - c) A 12-inch ball with a COR of .44 and a compression rating of no more than 375 psi shall be used.

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- L Gloves
 - a) All gloves traditionally worn for softball or baseball are considered legal.
 - b) Gloves, traditionally used as a first basemen's glove can be worn by any position player
- M Masks, Helmets, Shin-Guards
 - a) Masks –Any offensive or defensive team member may wear an approved helmet or mask.
 - b) Medically protective – Specially designed masks, such as those worn to protect a broken jaw, may be allowed for offensive and defensive play if, in the umpire's judgment, the mask would not present a safety hazard to the wearer or opposing team members.
 - c) Shin Guards – Shin guards may be worn unless they are determined by the umpire or a PCSSA official to be potentially dangerous.
- N Uniforms / Clothing:
 - a) All players, Managers and on-field coaches, will wear League approved uniforms during a game, which will be comprised of the following:
 - i) Team shirt or jersey.
 - ii) Team cap or visor (may be removed while wearing protective head/face gear).
 - iii) Silver gray or black baseball pants or shorts (above the knee).
 - (1) Teams may vote to change the color of their baseball pants or shorts to match, or tastefully coordinate with, the color of their jersey. The Board must approve color changes.
 - (2) All members of a team will dress alike.
 - b) No street clothing may be worn during the play of any game. Jackets may be worn by players on the bench and base coaches. Additional clothing must be worn inside or underneath the uniform.
 - c) During cold weather, clothing additions may be worn for player comfort (sweatpants, gloves, etc.). Sweatpants must be gray or black to coordinate team pant/short color and may be worn either over or under the team shorts.
 - d) Any player, or on-field managers and coach, discovered wearing improper clothing, at any time, during the game will not be allowed to participate until legally dressed.
 - i) A sub can be used until the player meets the uniform requirement. Further, if a sub is available, that person can sub until the offending player can return with a proper uniform.
 - ii) If a sub cannot be found, the game will continue and an out will be recorded for every missed at bat.
 - iii) If the offending player cannot return to the game by the end of the 3rd inning then he cannot re-enter the game
 - e) All Team rostered substitutes will wear their respective current season Team's complete uniform. Managers will be responsible for compliance and enforcement of this rule.
 - f) If because of the blood rule a change is required and the uniform part does not match, the player will not be penalized.
 - g) All protective equipment should be worn properly. NOTE: If a player is requested by the umpire to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will not be allowed to play.
 - h) Casts/Prostheses–All casts and splints must be padded. Prostheses may be worn. Any of this equipment judged by the umpire to be potentially dangerous is illegal. NOTE: Any decision by the umpire should be based on whether or not a device worn or used by an individual with a disability changes the fundamental nature of the game or poses a significant risk to the safety of other players.

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- i) Jewelry—Exposed jewelry that is judged by the umpire to be a safety issue to anyone participating in the game must be removed and may not be worn during the game. NOTE: A medical alert bracelet or necklace is not considered jewelry. If the alert bracelet/necklace is judged to be a safety issue, the wearing team member will be required to tape the medical alert to the body so that the medical alert information remains visible.
- j) Shoes – Shoes must be worn by all players. A shoe shall be considered official if it is made with either canvas or leather uppers or similar material(s). The soles may be either smooth or have soft or hard rubber cleats. No metal spikes are allowed.
- k) Disheveled appearance – If, in the umpire's judgment, a player is making a mockery of the game by a deliberate disheveled appearance (such as wearing a cap backwards), the player may be removed from the game.
- l) All Equipment - The PCSSA Board reserves the right to withhold or withdraw approval of any equipment that, in the Board's determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of his equipment rather than his individual skill.

Section 6

Pitching and Batting

- A Pitching Details
 - a) Pitch Count
 - i) Batters are allowed 3 balls and/or 2 strikes.
 - ii) All batters start with a 1-1 ball/strike count.
 - iii) The first foul ball after 2 strikes is a courtesy foul. The second foul ball after two strikes is an out.
 - b) THE ARC - The height of a legal pitch must be from 6 to 12 feet above the playing surface.
 - c) Before Starting the Pitch
 - i) The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
 - ii) The pitcher must take a position with at least one foot in contact with the pitcher's box.
 - iii) The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the pitch.
 - d) Starting the Pitch - The pitch starts when the pitcher makes any motion that is part of his delivery after the required stop.
 - e) Legal Delivery
 - i) The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
 - ii) The delivery is a continuous motion.
 - iii) The pitcher must not use a delivery in which there is a stop or reversal of the pitching motion.
 - iv) The pitcher must deliver the ball toward home plate on the first forward pass of the pitching arm past the hip with an underhanded motion.
 - v) The pivot foot must remain in contact with the pitcher's box until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side,

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provided the pivot foot is in contact with the pitcher's box and the step is simultaneous with the release of the ball.

- vi) The pitcher may not pitch the ball behind his back or through his legs.
- vii) The pitch shall be released at a moderate speed. The speed is left entirely up to the umpire's judgment. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, he shall be removed from the pitcher's position for the remainder of the game.
- viii) The pitching motion does not continue after release of the ball.
- ix) The pitcher has ten seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball." Failure to do so may result in a "Ball" being called by the umpire.
- x) The pitcher shall not deliver a pitch from the glove.
- f) Use of A Windup - The windup may be used as a legal part of the pitch as long as all of the requirements of this rule are followed:
 - i) The pitcher must come to a full and complete stop with the ball in front of his body.
 - ii) The pitch starts when the pitcher makes any motion that is part of his windup after the required stop.
 - iii) The windup is a continuous motion.
 - iv) The pitcher must not use a wind up in which there is a stop or reversal of the pitching motion.
 - v) The pitcher must deliver the ball toward the strike mat on the first forward pass of the pitching arm past the hip.
 - vi) The pitcher cannot continue to wind up after he releases the ball.
- g) Neither the pitcher nor any other player shall, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or the fingers.
 - i) Under the supervision and control of the umpire, powdered resin may be used to dry the hands.
 - ii) The pitcher may wear a sweatband on the pitching arm or tape on the fingers.
 - iii) Batting gloves may not be worn on the pitching hand.
 - iv) OUTCOME: An illegal pitch shall be called on the first offense. If the pitcher continues to place a foreign substance on the ball, he will be ejected from the ball game.
- h) The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.
- i) Quick Pitch
 - i) The pitcher shall not attempt a quick return of the ball before the batter has taken his position or when the batter is off balance as a result of a pitch.
 - ii) OUTCOME: The umpire will call time and allow the batter to get set.
- j) Penalty for Illegal Pitches -
 - i) A ball shall be called on the batter.
 - ii) Runners may not advance.
 - iii) EXCEPTION: If a batter swings at any illegal pitch, the illegal pitch is nullified and the result of the play stands.
- k) Warm Up Pitches - At the beginning of each half-inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches.
 - i) Play shall be suspended during this time.
 - ii) Excessive warm-up pitches will result in the batter being awarded a ball for each pitch. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc.

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- iii) NOTE: A pitcher returning to pitch in the same half inning will not receive warm-up pitches.
- l) No Pitch - No pitch shall be declared when:
 - i) The pitcher pitches during the suspension of play.
 - ii) The pitcher attempts to "quick pitch" the batter.
 - iii) A runner is called out for leaving his base before the pitched ball is struck with the bat.
 - iv) The pitcher pitches before a runner has retouched his base after a foul ball has been declared and the ball is dead.
 - v) The ball slips from the pitcher's hand during his windup or during the back swing.
- m) No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.
 - i) NOTE: A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being removed from the game.
 - ii) OUTCOME: The ball is dead, and all subsequent action on that pitch is nullified.
- n) Illegal Pitch - The umpire shall call an illegal pitch when the ball is at its highest point less than six feet or over twelve feet above the playing service.
- o) SHORT PITCH A pitched ball hitting the ground in front of home plate is a dead ball. A ball shall be called on the batter.
- p) Wind or Sun Affecting Both Pitchers
 - i) In significantly windy conditions, if, in the judgment of the umpire, the wind is having a discernible adverse Outcome on the accuracy of both pitchers, the umpire may declare that only strikes count.
 - ii) In the case of sun interference potentially affecting the pitcher's safety, the umpire may invoke a short suspension of play.
 - iii) Note: Softball is an outdoor game played in the elements. Sun position affecting the batter is not a potential safety issue and shall not be the basis for a suspension of play.
- q) Pitcher's Mandated Minimum Safety Equipment - Pitchers must wear a protective face mask that covers, at a minimum, the area of the face from above the eyes to the lower part of the chin while pitching. All pitchers must wear the mask consistent with the manufacturer's intended usage of their product.
- r) Players 'Recommended Safety Equipment - All players, including pitchers, are encouraged to wear the recommended additional protective safety equipment, comprised of head gear heart/chest protection and shin guards. Players are not required to wear the recommended safety equipment.
- s) Pitching Screen – Mandatory for National League Only
 - i) The screen dimension will be 4'X6'
 - ii) The screen will be placed 6' to 7" in front of the forward pitching rubber with the pitching handed edge of the screen aligned with center of the pitching rubber and parallel with the pitching rubber.
 - iii) Pitcher position and delivery requirements are unchanged.
 - iv) There are no restrictions on pitcher position after the pitch.
 - v) A Batted ball that hits the screen is a dead ball. If applicable, runners return to their original base.
 - vi) Thrown balls that hit the screen remain in play.
 - vii) A defensive player that intentionally moves the screen during a play will be ejected. Runners on base will be awarded an extra base.
- t) Catcher

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- i) The catcher must remain within the perimeters of the catcher's box until the pitched ball is batted, touches the ground or plate, or reaches the catcher's box.
 - ii) The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout.
 - iii) OUTCOME: An additional ball is awarded to the batter.
 - u) Distracting The Batter - A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released. NOTE: The offending player shall also be ejected from the game.
- B Batting Order
- a) The batting order of each team showing the players' last name will be maintained by the respective Team managers
 - b) The batting order must be followed throughout the game, unless a player is replaced by a substitute who must take the place of the removed player in the batting order.
 - c) When the third out in an inning is made before the batter has completed his turn at bat, he shall be the first batter in the next inning and the ball and strike count on him shall be canceled.
 - d) The first batter in each inning shall be the batter whose name follows that of the last player who completed his turn at bat in the preceding inning.
 - e) Except for a wrong batter at bat, batting out of order is an appeal play that may be made only by the defensive team.
 - i) The defensive team forfeits its right to appeal batting out of order when one legal or illegal pitch has been made to the following batter, or when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.
 - ii) If the error is discovered while the incorrect batter is at bat, the correct batter may take his place and legally assume any balls and strikes.
 - f) Resolution for batting out of order:
 - i) The offensive team may correct a wrong batter at the plate with no penalty.
 - ii) If the error is discovered after the incorrect batter has completed his turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area:
 - (1) The player who should have batted is out.
 - (2) Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base as a result of obstruction, an error, walk, or a base hit shall be nullified.
 - (3) The next batter is the player whose name follows that of the player called out for failing to bat.
 - (4) If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.
 - iii) If the error is discovered after the first legal or illegal pitch to the next batter, or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area:
 - (1) the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and the next batter in order shall be the one whose name follows that of the incorrect batter.
 - (2) No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

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(3) No runner shall be removed from the base he is occupying except the batter-runner who has been taken off the base by the umpire as in Number 2 above to bat in his proper place. He merely misses his turn at bat with no penalty.

(4) The batter following him in the batting order becomes the legal batter.

C Batter Eligibility

- a) team must bat every player on the team roster.
- b) All batters must be listed on the lineup listed on the scoresheet prior to the start of the game.
- c) The number of batters listed cannot be reduced without recording an out when the vacant position comes to bat.
- d) In the case of an injury, an out will be recorded every time the vacant position comes to bat.

D On-Deck Batter

- a) The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
- b) The on-deck batter shall take a position within the lines of the on-deck area nearest his bench or an area that approximates the location of the on-deck circle.
- c) The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two. Any detachable piece placed on the bat must be approved by the PCSSA Board
- d) The on-deck batter may leave the on-deck area:
 - i) When he becomes the batter.
 - ii) To direct runners advancing from third to home plate.
 - iii) To pick up bat discarded by a batter-runner.
 - iv) The on-deck batter may not interfere with the defensive player's opportunity to make an out:
 - (1) If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
 - (2) If it is with the defensive fielder fielding a fly ball, the batter is out.

E Batting Position

- a) The batter must have at least some portion of both feet on or inside the lines of the batter's box at the start of the pitch.
 - i) A batter who steps out of the batter's box at any time during the pitch and then hits the ball, fair or foul, shall be called out.
 - ii) Steps out means touching the ground completely outside of the lines of the batter's box.
- b) The batter must take his position within ten seconds after being directed by the umpire. OUTCOME: The umpire will call a strike. No pitch has to be thrown and the ball is dead.
- c) The batter shall not step directly in front of the catcher to the other batter's box while the pitcher is in position to pitch. OUTCOME: The ball is dead, the batter is out and the runners may not advance.

Section 7

Balls and Strikes

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- A. Strike Called By Umpire - A strike zone mat will be used.
 - a) For each legally pitched ball hitting the strike mat before touching the ground and the batter does not swing.
 - b) For each legally pitched ball swung at and missed by the batter. OUTCOME: The ball is dead.
 - c) If the batter swings at an illegal pitch, the illegal pitch is nullified.
 - d) For each foul tip. The ball is dead and the batter is out if it is the final strike.
 - e) For each foul ball, including the third strike.
 - f) When any part of the batter's person or clothing is hit with his own batted ball when he is in the batter's box and has fewer than two strikes.
 - g) If the batter does not take his position within ten seconds after being directed by the umpire
 - h) Note: Any pitched ball that hits the strike mat cannot be subsequently swung at by the batter.
- B. Ball Called By Umpire
 - a) For each legally pitched ball that does not hit the strike mat, or touches the ground before reaching the strike mat, and the batter does not swing.
 - b) Note: Any pitched ball that hits the ground cannot be subsequently swung at by the batter. If the batter swings at a pitch after the ball hits the ground, the ball is dead and all runners return to the base occupied at the time of the pitch. A ball is called.
 - c) For each illegally pitched ball not swung at.
 - d) When a pitched ball hits the batter while he is inside the batter's box.
 - e) When the catcher fails to return the ball directly to the pitcher as required.
 - f) For each excessive warm-up pitch.

Section 8

The Game

- A. Scoring Of Runs
 - a) One run shall be scored each time a runner touches or crosses the scoring line and after legally touching all bases in proper order.
 - b) No run shall be scored if the third out of the inning is the result of:
 - i) A batter-runner being called out prior to reaching first base or any other runner forced out due to the batter becoming a batter-runner.
 - ii) A runner being put out by a tag or live ball appeal play prior to the lead runner crossing the scoring line.
 - iii) A preceding runner is declared out on appeal involving a force play.
 - iv) NOTE: An appeal may be made after the third out in order to nullify a run.
 - c) A limit of five runs per inning, except in the "open inning," may be scored until the final inning.
- B. Game Scores
 - a) The winner of the game shall be the team that scores more runs in a regulation game.

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- b) The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.
 - c) The score of a regulation tie game shall be the tie score when the game was terminated. Games that are regulation tie games shall be resumed at the exact point where they were stopped, if it is decided that they should be played out.
 - d) The score of a forfeited game shall be seven to zero (7-0) in favor of the team not at fault.
- C. Batter Is Out
- a) When a batter is discovered using, an altered bat. The batter is also ejected from the game.
 - b) When the batter is discovered using, an illegal bat. The second offense by a member of the same team will result in the player being called out and manager being ejected from the game.
 - c) When an entire foot is touching the ground completely outside the lines of the batter's box when he hits a ball fair or foul.
 - d) When any part of a foot is touching the strike mat when he hits a ball fair or foul.
 - e) When the batter bunts or chops the ball, or does not take a full swing when deliberately hitting a pitched ball.
 - f) When members of the team at bat interfere with a player attempting to field a fly ball.
 - g) Outcome of a) thru f): The ball is dead and each runner must return to the base legally occupied at the time of the pitch.
 - h) Upon hitting a second foul ball on third strike, the batter is out. If a fly ball is caught in playable territory, the ball remains live and runners may advance at risk of being put out.
 - i) The batter will not hinder the catcher from catching or throwing the ball by stepping out of the batter's box, or intentionally hinder the catcher while standing within the batter's box. Outcome: The ball is dead, the batter is out and each runner must return to the last base that, in the umpire's judgment, was touched at the time of the interference.
 - j) When spectator interference is ruled.
- D. Running The Bases
- a) The base runner must touch bases 1st, 2nd, 3rd and cross or touch the scoring line in that order.
 - b) When a base runner must return to bases while the ball is in play, he must touch the bases in reverse order. OUTCOME: The ball is in play and base runners must return with liability to be put out.
 - c) When a base runner acquires the right to a base by touching it before being put out, the runner may hold the base until he has legally touched the next base in order or is forced to vacate it for a succeeding runner. Outcome: Base runner is liable to be put out, whether or not he remains in contact with the base, if he fails to vacate the base for the succeeding runner.
 - d) When a runner dislodges a base from its proper position neither he nor the succeeding runners in the same series of plays are compelled to follow a base unreasonably out of position. The ball is in play and runners may advance with liability of being put out. NOTE: A runner in a double play situation who stops or retreats towards the base left is not to be considered as running the bases in reverse order or making a travesty of the game.
 - e) Two base runners may not occupy the same base simultaneously. OUTCOME: The runner who first legally occupied the base is entitled to it. The other runner can be put out by being touched with the ball.

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- f) Failure of a preceding runner to touch a base or to leave a base legally on a caught fly ball and who is declared out does not affect the status of a succeeding runner who touches the bases in proper order. However, if the preceding runner were to be called out for the third out of the inning, no succeeding runner may score a run.
 - g) No runner may return to touch a missed base, or one left illegally, after a succeeding runner has scored.
 - h) When the ball is dead, no runner may return to touch a missed base. However, when a dead ball occurs, a runner may return to a missed base or a base he left illegally, if he is required to by the umpire in the awarding or determination of bases. The runner is not liable to be put out for missing a base beyond the base he is required to by the umpire in the awarding or determination of the bases. The runner is not liable to be put out for missing a base beyond the base he is required to return to.
 - i) No runner may return to touch a missed base or one left illegally once he enters his dugout or bench area.
 - j) When the umpire has called four balls or when a walk is issued, all runners must touch all bases in legal order. Base runners do not advance unless forced.
 - k) Bases left too soon on a caught fly ball must be retouched before advancing to subsequent bases. Awarded bases must also be touched in proper order.
 - l) Runners occupying 1st and 3rd base may step into foul territory, before the ball is pitched, to protect themselves from balls being hit down the respective base lines. The runner must 1) notify the umpire, before the ball is pitched, that he is stepping off the base and 2) retouch the base before he advances (including forced walk or a batted ball). Failure to fulfill these two conditions will result in the runner susceptible to being called out upon appeal by any defensive player.
 - m) Base runners must be in contact with their base when the pitcher starts his delivery (ball leaves his hand) to home plate and remain in contact with the base until the ball is struck with the bat.
 - i) Not being on base or runners leaving the base early (before ball contact with the bat) is a dead ball out.
 - ii) A runner who leaves the base without the ball contacting the bat, or a foul ball is hit, will not be penalized.
 - iii) Other runners on base will return to their original base (if they advanced).
 - iv) If the dead ball out was not the 3rd out of the inning, the batter will return to the batter's box. The batters count will be what it was before the dead ball out.
- E. Batter Becomes a Batter-Runner
- a) A batter becomes a batter-runner when he hits a pitched ball and has liability to be put out.
 - b) When four pitched balls have been called by the umpire. The batter-runner is awarded one base without liability to be put out. Outcome: The ball is dead and runners may not advance unless forced.
 - i) If the pitcher desires to intentionally walk a batter, he may do so by notifying the plate umpire who shall award the batter first base.
 - ii) If two batters are to be walked intentionally, the second intentional walk may not be administered until the first batter reaches first base.
 - iii) NOTE: If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base, no appeal will be honored on the first batter, because an intentional walk constitutes a pitch to the succeeding batter that nullifies any appeal.
 - c) When he bats a fair ball even though it strikes another player, umpire or their attached clothing or equipment.

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- i) If the runner is hit with a fair batted ball while touching a base, he is not out. Outcome: The ball is live or dead depending on the position of the fielder closest to the ball.
 - ii) If the closest defensive player is in front of the base runner hit by the ball, the ball remains live. However, after the runner in contact with the base is hit by the batted ball, it shall be the same as hitting the ground. Since the ball remains live, the defense is free to make whatever plays are available.
 - iii) If the defensive player is behind the base runner, the ball is ruled dead, the hitter is awarded a base hit and runners are advanced only if forced to advance.
 - iv) If the runner is hit by the ball while off base and before it passes an infielder (excluding the pitcher), the ball is dead and the hit runner is declared out. The batter-runner is awarded first base without liability to be put out.
- F. Catcher Obstructing Batter - When the catcher obstructs, hinders or prevents the batter from striking or hitting a pitched ball. Outcome:
- a) The umpire will give a delayed dead ball signal. A ball will be awarded.
 - b) If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, catcher obstruction is canceled and all action resulting from the batted ball stands. No option is given. NOTE: Once a runner has passed a base, he is considered to have reached that base (whether missing the base or not) and no option is given.
 - c) If the batter-runner and all runners have not advanced at least one base, the manager does not have the option to take the result of the play or accept the obstruction. The batter-runner will be awarded first base and advancing all other runners only if forced.
- G. Spectator Interference - If a spectator reaches into the field of play and interferes with the fielder's opportunity to catch a fly ball, the ball is dead, the batter is out and the runner(s) must return to the last base occupied at the time of the pitch.
- H. Batter-Runner Is Out:
- a) When after hitting a fair ball he is legally put out prior to reaching first base.
 - b) When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.
 - c) Outcome of a) and b): The ball remains live.
 - d) When he fails to advance to first base and enters his team area after a batted fair ball, a base on balls, or catcher obstruction. Outcome: The ball is dead, the batter-runner is out and runners return to the base occupied at the time of the pitch unless put out prior to the violation.
 - e) When he runs outside the running lane and, in the umpire's judgment, interferes with the fielder taking the throw at first base; however, he may run outside the three-foot lane to avoid a fielder attempting to field a batted ball.
 - f) When he interferes with a fielder attempting to field a batted ball or intentionally interferes with a fielder attempting to throw the ball.
 - g) When he makes contact with a fair batted ball before reaching first base, the ball is dead and all other runners shall return to the base occupied at the time of the pitch.
 - h) When the batter-runner intentionally interferes with a play at home in an obvious attempt to prevent an out, both the batter-runner and the base runner are out.
 - i) When he moves back toward home plate to avoid or delay a tag by a fielder. The ball is dead, the batter-runner is out and all runners return to the base occupied at the time of the pitch.
 - j) When he hits an infield fly, when first and second or first, second and third bases are occupied with less than two outs.
 - i) The ball remains live and runners may advance at their own risk.

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- ii) The infield fly is ruled when the ball reaches the highest point based on the position of the closest fielder regardless of who makes the play.
- iii) When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "infield fly, the batter is out" for the benefit of the runners.
- iv) If the ball is near a foul line, the umpire shall declare "infield fly, if fair." The runner(s) may tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball.
- v) If a declared infield fly becomes foul, the umpire shall declare the ball foul.
- k) When an infielder intentionally drops, or lets drop, a fair fly ball, including a line drive, that can be caught with ordinary effort with first base only, or first base and any other base(s) occupied, with less than two outs. A trapped ball shall not be considered as having been intentionally dropped. Outcome: The ball is dead, the batter-runner is out and each runner shall return to the base occupied at the time of the pitch.
- l) When he fails to drop his bat prior to reaching the leading edge of the first base coaches box (the bat must come to a rest before the coaches box) whether or not there is a play at first. Runners on base will return to their original base.
- I. After Getting a Hit - Each batter runner must reach first base without the aid of a substitute runner.
 - a) A double bag shall be used at first base, the double portion of the bag being in foul territory abutting first base.
 - b) If there is a play on a batter-runner going to first base, the batter-runner must touch some portion of the double bag extending into foul territory.
 - i) He will be called out if he fails to do so, except if, in the umpire's judgment, the batter-runner is avoiding a collision.
 - ii) The batter-runner simultaneously touching both portions of the double bag is permitted. This is NOT an appeal play. Note: The defending player has only the white base, in fair territory, to make the putout; his touch of only the bag in foul territory will not result in an out. Once the batter-runner reaches first base, the double base shall be treated as one base and the fielder or runner may use either portion.
 - iii) National League Only - A batted ball that first lands on the outfield grass is a base hit. This Includes a ball dropped in the outfield. The batter/runner will be awarded first base. Normal fielder's choice rules apply at 2B, 3B and home. The batter runner will also be exempt from being part of a double or triple play (at first base) on that batted ball. Determination of the hit or playable ball will be based on where the ball lands (even if dropped). Exception: An infield fly rule called will take precedence if the ball lands or is dropped on the outfield grass. The batter/runner will be out.
- J. Home Run Over Fence - The home run batter may return directly to the dugout and all other runners may return directly to the dugout.
- K. Four-Base Award - Any fair ball touched by a player on either side of the fence that clears or has cleared the fence in fair territory before touching the ground will be a "four-base award," The batter may return directly to the dugout and all other runners may return directly to the dugout.
- L. When Runners Can Advance At Their Risk - Runners are entitled to advance with liability to be put out:
 - a) When a pitched ball is batted.
 - b) On a thrown ball or a fair batted ball that is not blocked.
 - c) On a thrown ball that hits an umpire.
 - d) When a legally caught ball is first touched.
- M. When a Runner Can Be Put Out

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- a) If, while the ball is in play, a runner is not touching the base.
- b) If, after overrunning first base, in the umpire's judgment, the runner attempts to continue to second base.
- c) If, after dislodging a base, the runner attempts to continue to the next base.
- N. When Runners are Entitled to Advance without liability to be put out:
 - a) When a fielder obstructs the progress of a runner or batter-runner, who is legally running the bases.
 - b) Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team.
 - c) Should an act of interference occur after any obstruction, enforcement of the interference penalty would have precedence. OUTCOME: When obstruction occurs, the umpire shall call "obstruction" and give a delayed dead ball signal for obstruction. NOTE: Failure of the umpire to call obstruction DOES NOT negate the obstruction.
 - i) If play is being made on the obstructed runner or if the batter-runner is obstructed before reaching 1st base, the ball is dead, and all runners advance without liability to be put out to the bases they would have reached. EXCEPTION: A base runner obstructed in a run down shall be awarded the lead base at the time of the obstruction. Any proceeding runners forced to advance by the award of bases for obstruction shall advance without liability to be put out.
 - ii) If no play is being made on the obstructed runner at the time of obstruction, the play shall proceed until the play is completed. The umpire shall call "time" and impose such penalties, if any, that will nullify the act of obstruction.
 - iii) If the obstructed runner is put out after passing the base that would have been reached had there not been an obstruction, the obstructed runner will be called out and the ball remains live.
 - iv) When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted or thrown ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases that would have been reached, in the umpire's judgment, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.
 - v) When any obstruction occurs (including a run-down), the umpire will signal a delayed dead ball.
 - d) When forced to vacate a base because the batter was awarded first base.
 - e) When a fielder intentionally contacts or catches a fair batted or thrown ball with his helmet, cap, mask, protector, pocket, detached glove or any part of his uniform that is detached from its proper place on their person. Outcome: The runners would be entitled to three bases from the time of the pitch if a batted ball, or two bases from the time of the throw if a thrown ball, and in either case, they can advance farther at their own risk. If the illegal catch or touch is made on a fair hit ball that, in the umpire's judgment, would have cleared the outfield fence in flight, the batter-runner should be awarded a four-base award.
 - f) When the ball is in play and is overthrown (beyond the boundary lines) or blocked by offensive equipment not in the game. Outcome: All runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the fielder's hands. If two runners are between the same bases, the award is based on the lead runner.
 - i) When the first throw is made by an infielder, two bases shall be awarded. The award shall be governed by the position of each runner at the time the pitch was made; however, if all runners, including the batter-runner, have advanced at least one base

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when the infielder makes the wild throw, on the first play after a pitch, the award shall be governed by the position of the runners when the wild throw was made.

- ii) When a throw is made by an outfielder or is the result of any succeeding play or attempted play, the two base award shall be governed by the position of each runner and the last base he has touched at the time the throw was made. If two runners are between the same bases, the award is based on the position of the lead runner.
 - iii) When a fielder loses possession of the ball such as on an attempted tag and the ball enters a dead ball area or becomes blocked, all runners are awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked. If a runner touches the next base and returns to his original base, the original base he left is considered the "last base touched" for the purposes of an over throw award.
 - iv) EXCEPTION:
 - (1) If the ball becomes blocked because of offensive equipment not involved in the game, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making an out, the runner being played on is called out.
 - (2) If an awarded base is in error, after one pitch is thrown (legal or illegal), the error cannot be corrected.
 - g) When a fair ball bounces over or rolls under or through a fence or any designated boundary of the playing field. Also when it deflects off a runner or umpire and goes out of play. OUTCOME: The ball is dead, and all runners are awarded two bases.
 - h) When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory. OUTCOME: The ball is dead and each base runner is awarded one base from the last base touched at the time the fielder entered the dead-ball territory.
 - i) If, in the umpire's judgment, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory.
 - ii) A fielder carrying a live ball into a dugout or team area to tag a player is considered to have unintentionally carried it there. Outcome: The ball is dead. Each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or shoved into dead ball territory.
 - i) When there is spectator interference with any thrown ball, the ball is dead at the moment of the interference and the umpire shall award the base or bases that in his judgment the runner(s) would have reached had there not been any interference.
- O. Sliding
- a) Sliding or diving into first base or the scoring line or is permitted only to avoid a collision with a defensive player. This is an umpire's judgment call and is not subject to protest or appeal.
 - b) A player may slide or dive into second or third bases, or when returning to any base.
 - c) A runner must make every effort to avoid colliding with opposing players while running the bases or sliding or diving.
 - i) If in the umpire's judgment a runner misses a base to avoid a collision, the runner will not be called out.
 - ii) If in the umpire's judgment the runner fails to avoid a collision with a defensive player involved in the play, the ball will be declared dead and that runner called out.
 - iii) All base runners except the batter will be returned to their previous base unless forced to advance.
 - iv) If in the umpire's judgment the runner's collision with the defensive player involved in the play negates a double play, the umpire may award a second out.

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- P. Over-Running Second and Third Bases - Players are not permitted to over-run second and third base without being in jeopardy of being tagged out. A player has the option of sliding. This option is included primarily so a player can avoid a collision.
- Q. Over-Running First Base - A player may over-run first base without being in jeopardy of being tagged out. If the base runner, in the umpire's judgment, is tagged out before returning to first base after attempting to advance to second base, he will be declared out.
- R. Overrunning When Returning To Base - A runner who overruns any base when returning to it is liable to be put out.
- S. Commitment Line
 - a) A commitment line 28 feet from the scoring line will be used.
 - b) Once a runner's foot touches the ground on or past this line, the runner is committed to advancing to the scoring line. However, he may still be tagged out until both feet have touched on or beyond the commit line. Once both feet have touched or crossed the commit line he may no longer be tagged out.
 - c) Outcome of defensive player tagging the runner after crossing the commit line.
 - i) The runner will be called safe.
 - ii) The ball remains live and the runner is not required to touch or cross the scoring line.
 - iii) If a runner re-crosses the commitment line for any reason in an attempt to return to third base, he will be declared out and the ball remains live.
- T. Retiring Runner At Home
 - a) A base runner may be retired at the strike mat in a non-force situation.
 - b) The defensive player must have possession of the ball while touching any portion of the strike mat after the runner has passed the commitment line, but does not yet have a foot down on or down past the scoring line.
- U. Crossing or Touching Strike Mat or Batter's Box - The runner shall be called out if he touches or crosses over any portion of the strike mat or the batter's box. The ball remains live.
- V. Scoring Line - A base runner's foot down on or down past the scoring line prior to the ball being received by a defensive player touching the strike mat results in the scoring of a run.
- W. Dead Ball - The ball is dead and not in play:
 - a) When the ball is batted illegally.
 - b) When a batter steps from one box to another when the pitcher is ready to pitch.
 - c) When a ball is pitched illegally. - EXCEPTION: If the batter swings at an illegal pitch, the play stands.
 - d) When the umpire declares "No pitch."
 - e) When a pitched ball touches any part of the batter's person or clothing, whether or not the ball is struck at.
 - f) When a foul ball is not caught.
 - g) When a base runner is called out for leaving a base early on a pitched ball.
 - h) When the offensive team causes interference.
 - i) When the ball is outside the playing limits of the playing field. A ball is considered "out of play" when it touches the ground, person on the ground or object outside the playing area.
 - j) In case of interference with the batter or fielder.
 - k) When the batter bunts or chops a pitched ball.
 - l) When the umpire calls time.
 - m) When the umpire calls time and an appeal play follows, the ball remains dead throughout the appeal.
 - n) When any part of the batter's person is hit by his own batted ball while he is in the batter's box.
 - o) When a runner runs the bases in reverse order.

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- p) When a coach near third base runs in the direction of home plate on or near the baseline while the fielder is attempting to make a play, and thereby draws a throw to home plate.
 - q) When a base runner fails to keep contact with his base until the pitched ball has reached home plate.
 - r) When a play is being made on an obstructed runner, or if the batter-runner is obstructed before he reaches first base.
 - s) When a blocked ball is declared.
 - t) When the batter enters the batter's box with or uses an illegal or altered bat.
 - u) When a fair batted fly ball, including a line drive, that can be handled by any infielder with ordinary effort, is intentionally dropped, with less than two outs, and with a runner or runners on base at the time. EXCEPTION: An "infield fly" is a live ball.
 - v) When a fielder carries a live ball into dead ball territory.
 - w) When a batter is hit with his own-batted ball in fair territory outside the batter's box.
 - x) When a batted ball strikes an umpire or base runner, in fair territory, before passing or touching an infielder (excluding the pitcher). EXCEPTION: A fair batted ball that deflects off the pitcher's glove remains a live ball. OUTCOME: The batter is awarded first base, and runners advance one base only if forced. A runner struck directly with a batted ball (before passing an infielder), while off base, is out.
- X. The Ball Is In Play
- a) At the start of each half inning, when the pitcher has the ball in the pitching position and the umpire has called "play ball".
 - b) When the infield fly rule is enforced.
 - c) When a thrown ball goes past a fielder and remains in playable territory.
 - d) When a fair ball strikes an umpire or base runner on fair ground after touching an infielder, including the pitcher.
 - e) When a fair ball strikes an umpire on foul ground.
 - f) When the base runners have reached the bases that they are entitled, when the fielder illegally fields a batted or thrown ball.
 - g) When a base runner is called out for passing a preceding runner.
 - h) When no play is being made on an obstructed runner, the ball shall remain live until the play is over.
 - i) When the batter legally hits a fair ball.
 - j) When a base runner must return, in reverse order, while the ball is already in play.
 - k) When a base runner acquires the right to a base by touching it before being put out.
 - l) When a base is dislodged while runners are running the bases.
 - m) When a runner runs out of the baseline in regular or reverse order to avoid a tag by a fielder.
 - n) When a runner is forced or tagged out.
 - o) When the umpire calls the base runner out for failure to return and touch the base when play is resumed, after a suspension of play.
 - p) When a thrown ball strikes an offensive player.
 - q) If the batter drops the bat and the ball rolls against the bat in fair territory, and in the umpire's judgment, there was no intention to interfere with the course of the ball. The batter is not out and the ball is live and in play.
 - r) When a thrown ball strikes an umpire.
 - s) When a thrown ball strikes a coach.
 - t) As long as there is a play as a result of the hit by the batter. This would include an immediate live ball appeal before the umpire has called "time." Once the umpire has called "time" however, the ball remains dead during a subsequent appeal play.
 - u) When, in the umpire's judgment, a coach touches and physically assists a runner. Outcome: A delayed dead ball signal will be given and play shall continue. The touched

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and assisted runner shall be ruled out and all other subsequent play will be ruled upon accordingly.

- Y. The Ball Remains Live until the umpire calls "time," which should be done when the ball is held by a player in the infield area, and in the umpire's judgment, all play has ceased.
- Z. Foul Final Strike - Upon hitting a foul ball on the final strike, the batter is out. If the ball is caught in playable territory in the air, the ball remains live. Runners may advance at their own risk.

Section 9

Miscellaneous

- A. Team League Standings:
 - a) The following points will be awarded per game and used for standing calculations to supplement calculation of winning percentage:
 - (1) Two (2) points for a win.
 - (2) One (1) point for a tie.
 - (3) Zero (0) points for a loss.
 - b) A forfeit will result in zero (0) points awarded to the forfeiting team and two (2) points to the opposing team.
 - c) Team standings will be determined using the following data both during and at the end of a season. Should the Board desire, other criteria may be used as necessary:
 - (1) Win percentage and/or Total points.
 - (2) In the event of a tie (in the following order):
 - (a) Most wins/least losses head to head.
 - (b) Most runs scored head to head.
- B. Protested call or play - Protest time outs will be called at the discretion of the umpire.
- C. Alcohol / Tobacco / Foreign Objects:
 - a) No player may possess or consume alcohol or use tobacco products on the bench or playing field during an official League game. Offenders will be removed from the game and suspended for the next game. Repeat violators will be referred to the Board for additional disciplinary action, up to and including a one (1) year suspension.
 - b) Players may not wear wristwatches, bracelets or excessive jewelry. Medical alert bracelets are acceptable.
 - c) No foreign objects such as cigars, cigarettes, toothpicks, etc. may protrude from the mouth of player on the bench or playing field. Offenders will be prohibited from playing until the foreign object or prohibited item is removed.
 - d) Failure of the team manager to have his players comply with these rules will result in a two (2) point loss in the team's League standing.
- D. Additional responsibilities:
 - a) All players are subject to assignment as scorekeepers during the game and field preparation prior to game days. Team assignments will be given to each team manager who will assign these tasks to team members.

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- b) Should a team fail to prepare the field as specified in the published field preparation guidelines, the matter will be referred to the Board who may impose any penalty up to and including, a two (2) point loss in the team's League standing for each occurrence.
- E. Protested game - Once notified of a protest the umpire will attempt to resolve the protest. If satisfactory resolution is not achieved then a formal protest may be submitted to the PCSSA Board.
- F. Conferences
 - a) Offensive conference – There shall be only one charged conference between the manager and/or other team representative(s) and the batter and/or runner(s) in an inning. The umpire shall not permit any such conferences in excess of one in an inning. OUTCOME: Ejection of the manager or team representative who insists on another charged conference.
 - b) Defensive conference – There shall be only one charged conference between the manager or other team representative from the dugout with each pitcher in an inning. OUTCOME: The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game. PENALTY: If the pitcher returns to the pitcher's position at any time during the game after two defensive conferences in the same inning, he is ejected from the game. The removed pitcher can play another position on defense but cannot pitch again.
- G. Injury Delays - A time out for an injured player will be called at the discretion of the umpire.
- H. **Rule Changes:**
 - a) All proposed Rule Change Requests (RCR) will be completed by filling out the RCR form (Below) or an e-mail, utilizing the same format, and given or sent, to the Rules Committee Chairman or any Committee member by July 1 of the current season.
 - b) All RCR's received after that date will be considered for the following season.
 - c) During a season, the Board may vote to change, add or delete any Rule only in the case of an emergency (where player safety is involved)

SECTION 10

The Field

- A. The playing field is the area within which the ball may be legally played and fielded. There shall be a clear and unobstructed area between the foul lines and within the radius of the prescribed fence distances from home plate.
- B. The following field fixtures and markings are required:
 - a) The pitcher's box consisting of the area from the front of the pitcher's plate, 50' (15.24 m) from home plate, and extending back 10' (3.05 m) perpendicular to the pitcher's plate shall be used.
 - b) The pitcher's plate shall be of rubber or wood, 24" (60.96 cm) long and 6" (15.24 cm) wide. The top of the pitching rubber shall be level with the ground. The front of the pitching rubber shall be the prescribed pitching distance from the back point of home plate (50' / 15.24 m). The pitcher's box will be marked with chalk or field paint.
 - c) Home plate shall be made of rubber or other suitable material. It shall be a five-sided figure, 17" (43.18 cm) wide across the edge facing the pitcher. The sides shall be parallel to the inside lines of the batter's box and shall be 8 1/2" (21.59 cm) long. The sides of the point facing the catcher shall be 12" (30.48 cm) long.

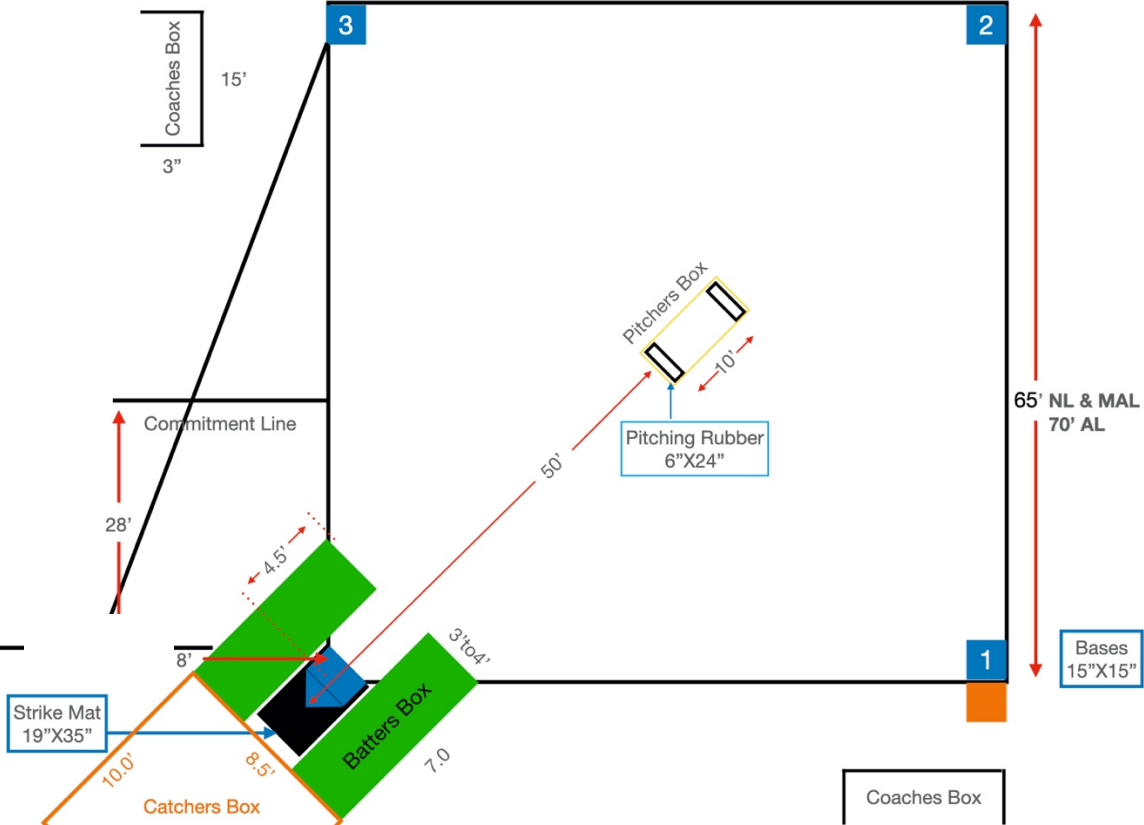
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- d) The bases shall be 15" (38.10 cm) square, shall be made of canvas or other suitable material and not more than 5" (12.70 cm) in thickness. The bases should be properly fastened in position. Exception: The double base shall be used at first base. This base is 15" by 30" (76.20 cm) and made of canvas or other suitable material. Half the base is white (over fair territory) and half is orange or another color (over foul territory). It should not be more than 5" in thickness. NOTE: With the double base at first, the following rules shall be enforced:
 - i) A batted ball hitting or bounding over the white portion is declared fair and a batted ball hitting or bounding over the colored portion is declared foul.
 - ii) Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner some portion of the colored portion.
 - iii) If the ball is overthrown, the batter/runner may use the white portion of the bag to avoid contact or collision.
 - iv) On extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner may touch the white or colored portion.
 - v) Should the batter-runner round the base on a hit to the infield or the outfield, he may return to either portion.
 - vi) Once the batter-runner reaches first base, the double base shall be treated as one base and the fielder or runner may use either portion.
- C. A commitment line, a strike zone mat, and runner's lines, as set forth in the Field Dimension Diagrams are the equipment and markings that shall be added to the standard playing field.
- D. Base Distance - Bases shall be set 70' apart for the American League and 65' apart for the Mid-American and National League.

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Field Diagram



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SECTION 11

Glossary

- A. **APPEAL PLAY** - An appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player.
- a) The appeal must be made before the next legal or illegal pitch, before an intentional walk or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area.
 - b) On the last play of the game, an appeal can be made until the umpires leave the field of play.
 - c) Types of appeal plays:
 - i) Missing a base.
 - ii) Leaving a base early on a caught fly ball before the ball is first touched.
 - iii) Batting out of order.
 - iv) Attempting to advance to second base after making a turn at first base (umpire's judgment).
 - v) After the third out in order to nullify a run.
 - vi) Illegal substitute – must be made while they are in the game and before the umpires leave the playing field
- B. **BASE ON BALLS** - A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when three pitches are judged to be balls. If the pitcher desires to walk a batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base. Only one batter at a time can be intentionally walked (the runner must touch first base before the next intentional walk can be administered).
- C. **BASE PATH** - A base path is an imaginary line that is three feet (0.91 m) on either side of a direct line between the bases.
- D. **BATTED BALL** - A batted ball is any ball that hits the bat or is hit by the bat and lands either in fair or foul territory. No intent to hit the ball is necessary.
- E. **BATTER'S BOX**
- a) The batter's box is an area 3 to 4 feet wide by 7-feet long to which the batter is restricted.
 - b) The lines are considered as being within the batter's box.
 - c) At least some portion of both feet of the batter must be on the line or within the batter's box.
- F. **BATTER-RUNNER** - A batter-runner is a player who has finished his turn at bat but has not yet been put out or touched first base.
- G. **BATTING ORDER** - The batting order is the official listing, on the scoresheet, of offensive players. Players will be listed in the order in which they come to bat.
- H. **BLOCKED BALL** - A blocked ball is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game, or that touches any object that is not part of the official equipment or official playing area. Umpire equipment attached to and hanging on fences and boxed reserve softball supply behind home plate are considered part of the playing field and the ball will remain live.
- I. **BLOOD RULE** - Refers to a player, coach or umpire who is bleeding and treatment is required, or who has blood on his uniform.
- J. **CATCH** - A catch is a legally caught ball that occurs when the fielder catches a batted or thrown ball with his hand(s) or glove and the resulting release of the ball must be voluntary.
- NOTE: It is not a catch if a fielder, after he contacts the ball, collides with another player,

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umpire or a fence, or falls to the ground and loses possession of the ball as a result of the collision or falling to the ground. A ball that strikes anything other than a defensive player while it is in flight, is ruled the same as if it struck the ground. An illegally caught ball occurs when a fielder catches a batted or thrown ball with anything other than his hand(s) or glove in its proper place.

- K. CATCHER'S BOX - The catcher's box is the 8 1/2-foot (2.59 m) by 10-foot (3.05 m) area directly behind the batter's box, to which the catcher is restricted. The lines are considered as being within the catcher's box. At least some portion of both feet of the catcher must be within the catcher's box. The catcher must remain in the box until the pitched ball is batted or touches the ground or plate.
- L. CHARGED CONFERENCE - A charged conference takes place when:
 - a) Defensive conference – A conference shall be charged when a defensive team representative, from the dugout, enters the field of play by crossing the foul line. The conference ends when the representative crosses the foul line on the return to the dugout. Only one defensive conference per inning is permitted. If more than one occurs, the pitcher must be removed from the pitching position and cannot return to the pitching position for the remainder of the game.
 - b) Offensive conference – A conference shall be charged when an offensive team representative or player requests suspension of play to confer with an offensive team member.
 - c) There will be only one charged offensive conference per inning.
- M. CHOPPED BALL - A chopped ball occurs when the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air. OUTCOME: The player will be called out and the ball is dead.
- N. COACH (BASE) - A base coach is a member of the team at bat who takes his place within one of the two coaches boxes on the field to direct the players of his team in running the bases. Either base coach may have in his possession any item to be used for score keeping or record keeping purposes only. No communication equipment is allowed.
- O. COMMITMENT LINE - A minimum six (6) foot (1.83 m) commitment line shall be marked across and perpendicular to the foul line and placed 28 feet from home plate. Once a runner has crossed the commitment line he: [a] cannot return to third base; [b] must continue home; [c] can no longer be tagged out by the defensive player; the defensive player must touch the strike zone mat. The ball remains live.
- P. DEAD BALL - This is the term that is used for a ball that has crossed over the dead-ball line, is blocked touched and/or the umpire has ruled dead. A dead ball line is considered in play. A player may reach over the dead ball line to make a catch.
- Q. DEFENSIVE TEAM - The defensive team is the team in the field.
- R. DISLODGED BASE - dislodged base is a base displaced from its proper position.
- S. DOUBLE PLAY - A double play is a play by the defense resulting in two offensive players being legally declared put out.
- T. EJECTION - This is the result of an incident that requires removal from the game by the umpire, whereby the ejected player or coach can no longer participate in the game and must leave the playing field and dugout. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. Any ejected player discovered participating will constitute a forfeit.
- U. ELIGIBLE PLAYER: a player who meets all the requirements of the League: Residents (including those who have signed a contract to build a home) and Renters (who rent for a minimum of three months), during the League seasons. (Players must pay the League annual dues, in-full, before the draft.)
- V. FAIR BALL - A batted ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul

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territory at the time he touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

- a) A fair ball is a legally batted ball that:
 - b) Settles or is touched on or over fair territory between home and first base or between home and third base.
 - c) Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
 - d) While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
 - e) Touches first, second or third base.
 - f) First falls or is touched on or over fair territory beyond first, second or third base.
 - g) While over fair territory passes out of the playing field beyond the outfield fence.
 - h) Hits the fair/foul pole.
- W. FAIR TERRITORY - Fair territory is that part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards. (NOTE: Any batted ball first hitting any portion of the strike mat then settling in fair territory is a fair ball. Fair territory includes the strike mat.)
- X. FAKE TAG - A fake tag is a form of obstruction by a fielder who neither has the ball nor is about to receive the ball. This obstruction impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is attempted would constitute obstruction.
- Y. FIELDER - A fielder is any player of the team in the field.
- Z. FLY BALL - A fly ball is any ball batted into the air over fair or foul territory.
- A1. FORCE OUT - FORCE PLAY - A force out is force play that results from a batter becoming a batter-runner and before the batter-runner or a preceding runner have been put out. NOTE: (a) If a batted ball is caught prior to the ball touching the ground, there cannot be a force out. (b) If the forced runner, after touching the next base, retreats for any reason towards the base he last occupied, the force play is reinstated and he may again be put out if the defense tags the runner or the base to which the runner is forced.
- B1. FOUL BALL - A foul ball is a legally batted ball that:
- a) Settles or is touched on or over foul territory between home and first base or between home and third base.
 - b) Bounds or rolls past first or third base on or over foul territory.
 - c) While over foul territory, touches the person, attached equipment or clothing of a player or an umpire, or is blocked.
 - d) First hits the ground or is first touched over foul territory beyond first or third base. Note: A caught fly ball is not a foul ball.
 - e) Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
 - f) Goes directly from the bat, not higher than the batter's head to any part of the catcher's body or equipment other than the hand(s) or glove.
- C1. FOUL TIP - A foul tip is batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) or glove and is legally caught by the catcher. OUTCOME: The ball is dead on all foul tips and the batter is out.
- D1. HEADWEAR
- a) Offensive – Any player may wear an approved helmet, with or without ear flaps. It must have a bill.
 - b) Defensive – Any player may wear an approved helmet with or without earflaps. It must have a bill. A face mask must be worn by all pitchers and other defensive players may elect to do so.

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- E1. ILLEGAL BAT - An illegal bat is one that has a rating greater than 1.20.
- F1. ILLEGALLY BATTED BALL - An illegally batted ball occurs when the batter hits the ball fair or foul and:
 - a) The entire foot is completely outside the lines of the batter's box and on the ground.
 - b) Any part of the foot is touching the strike zone mat.
 - c) An illegal or altered bat is used.
- G1. ILLEGAL CATCH - An illegally caught ball occurs when a fielder catches a batted or thrown ball with anything other than his hand(s) or legal glove in its proper place or an illegal player makes a catch.
- H1. ILLEGAL PLAYER
 - a) A player who does not meet the residency requirements of the League.
 - b) An illegal player is a player who takes a position in the lineup, either on defense or offense, that does not have a legal right to the position. A player will not violate the illegal player rule until after one pitch, legal or illegal, has been thrown. An illegal player is handled as an appeal by the offended team while the player is still in the game. Once the umpire is notified, in all cases the illegal player is disqualified and can be legally replaced either by a substitute or a starter who re-enters the game.
- I1. ILLEGAL PITCHER - A player legally in the game, but one who may not pitch as a result of being removed from the pitching position by the umpire because of:
 - a) Two charged defensive conferences in one inning.
 - b) Pitching with excessive speed after a warning.
 - c) OUTCOME: If an illegal pitcher returns to the pitching position and has thrown one pitch he is ejected from the game.
- J1. INTENTIONALLY DROPPED FLY BALL - If a fielder intentionally drops, or lets drop, a fair fly ball, including a line drive, that can be caught by an infielder with ordinary effort with first base only, or first base and any other base(s), with less than two outs, only one recorded out may be made on the play and the ball is dead. This is an umpire's judgment call.
- K1. ILLEGAL SUBSTITUTE - An illegal substitute is a player who has entered the game illegally, EXAMPLE: unreported, illegal re-entry, a player will not violate the substitution rule until one legal or illegal pitch is thrown.
- L1. INELIGIBLE PLAYER - A player who does not meet all League requirements, a suspended player or one whom the Board has declared ineligible. If a player is eligible at the beginning, or anytime during the season, and subsequently moves from PebbleCreek, that player will be allowed to continue to play for the remainder of current season.
- M1. INFIELD - The infield is that portion of the field in fair territory that includes areas normally covered by infielders.
- N1. INFIELD FLY - A fair fly ball (not including a line drive) that can be caught by any fielder with ordinary effort when first and second bases or first, second and third bases are occupied with less than two outs. Any fielder can catch an infield fly. NOTE: When it becomes apparent that a batted ball will be an infield fly, the umpire shall immediately declare, "infield fly - batter is out", to aid the runners. If the ball is near the foul lines, the umpire shall declare, "infield fly - if fair". The ball is live and runners may advance at the risk of the ball being caught, or re-touch and advance after a fielder touches the ball. If the hit ball becomes a foul ball, it is treated the same as any other foul ball. Failure of the umpire to call "infield fly," does not negate the infield fly. If the error is discovered prior to the next pitch, the infield fly rule may still be called.
- O1. IN FLIGHT - In flight is that term used for any batted, thrown or pitched ball that has not yet touched the ground or some object or person other than a fielder.
- P1. IN JEOPARDY - In jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

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Official Rules

- Q1. INNING - An inning is that portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.
- R1. INTERFERENCE - Interference is the act of an offensive player or team member that impedes or confuses a defensive player attempting to execute a play. A base runner must avoid a fielder making a play.
- S1. LEGAL TOUCH - A legal touch occurs when a runner or batter-runner that is not touching a base is touched by the ball while it is securely held in a fielder's hand(s) or glove. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand(s) of the fielder. It is sufficient for the runner to be touched with the glove or hand(s) holding the ball.
- T1. LEAGUE EVALUATION COMMITTEE - A committee established by the Board responsible for establishing a systematic process in which to conduct the League's player evaluations and for use in the annual draft process and team assignments, if necessary during the season.
- U1. LEAGUE RULES COMMITTEE (LRC) - A committee established by the Board to develop, write and maintain the Official Rules of Play for the League.
- V1. LINE DRIVE - A fly ball batted sharply and directly into the playing field.
- W1. MANAGER - A team's official manager, or in their absence, the assistant manager or acting manager.
- X1. OBSTRUCTION - Obstruction is the act of A defensive player or team member who hinders or prevents a batter from striking at or hitting a pitched ball or a fielder who is not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, who impedes the progress of a runner or batter-runner who is legally running bases.
- Y1. OFFENSIVE TEAM - The offensive team is the team at bat.
- Z1. ON-DECK BATTER - The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
- A2. OUTFIELD - The outfield is that portion of the field in fair territory that is not normally covered by an infielder.
- B2. OVERSLIDE / RUN - An overslide/run is the act of an offensive player when, as a runner, he overslides or overruns a base (except 1st base) he is attempting to reach. It usually occurs when his momentum causes him to lose contact with the base, which then causes him to be in jeopardy.
- C2. OVERTHROW - An overthrow is a thrown ball from a fielder that goes beyond the boundaries of the playing field (dead ball territory).
- D2. PCSSA Board of Directors: hereafter referred to as the "Board".
- E2. PLAY BALL - Play ball is the term used by the plate umpire to indicate that play shall start and shall not be declared until all defensive players are in fair territory except the catcher, who must be in the catcher's box.
- F2. PLAYER RATING: a numerical rating assigned to each player by the Evaluation Committee which denotes the player's skill level.
- G2. PRIMARY PITCHER: one (1) player on each team's roster that is designated by the Manager as that team's "Primary Pitcher". It is the intent and understanding that this player is capable, willing and normally expected to pitch for that team.
- H2. PROTESTS - Only managers or acting managers may notify the umpire of their intent to protest. There are two types of protests: 1) Misinterpretation of a playing rule—must be made before the next pitch or, if on the last play of the game, before the umpires leave the playing field. If the manager or acting manager does not accept the umpires ruling, he may protest to the Board. 2) Ineligible player—can be made anytime during or after the game.

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- I2 QUICK PITCH - A pitch made by the pitcher with the obvious attempt to catch the batter unprepared. This would be before the batter takes his desired position in the batter's box or while he is still off balance as a result of the previous pitch.
- J2 RUNNER - A runner is an offensive player who has reached first base and has not yet been put out.
- K2 STRIKE ZONE MAT - A strike zone mat will be used. The rectangular mat will be 19" (48.26 cm) wide and 34 1/2" (87.63 cm) in length. The mat shall be made of rubber or other suitable material. The mat is placed over home plate and be aligned with the front edge of home plate. Note: A defensive player making a play at Home plate will be allowed to complete the play by touching any portion of the strike mat. If, during the play, the mat is dislodged, the defensive player shall touch home plate, rather than the strike zone mat.
- L2 SUBSTITUTE PLAYER - A roster or non-roster player who has met all League requirements.
- M2 UNASSIGNED PLAYER - a player who has met all League requirements, but has not been assigned to a team.
- N2 SUB LIST: a list that will include new players who have not been assigned to a team and those returning players who have failed to register by the last day of registration.
- O2 TRAPPED BALL - A trapped ball is 1) a batted fly ball or line drive that hits the ground or a fence prior to being caught. 2) A thrown ball to any base for a force out that is caught with the glove over the ball on the ground rather than under the ball. Note: A trapped ball is not a catch.
- P2 TIME - Time is the term used by the umpire to order the suspension of play.
- Q2 TURN AT BAT - A turn at bat begins when a player first enters the batter's box and continues until he is put out, becomes a batter-runner or is substituted for while at bat.

PebbleCreek Senior Softball Association

Official Rules

Section 12

Appendix

Rules Change Request Form

Name: _____ E-Mail: _____ Team: _____

Rule Number: _____ Rule Name: _____

Paragraph: _____ Sub-paragraph: _____ Phone: _____

Recommendation/Justification:

Suggested Wording For New Rule:

Signature: _____

Date: _____

Signature of Rules Comm. Member: _____ Date Received: _____

PebbleCreek Senior Softball Association

Official Rules

Rules Committee Charter

Updated 8/2/2023

The Pebblecreek Senior Softball Association (PCSSA) Board hereby recognizes the Rules Committee as a standing committee within the PCSSA. The Rules committee serves the PCSSA Board by enabling the Board to focus on the business of the league while the Rules Committee concentrates on maintenance of the rules across PCSSA Board leadership administrations.

A Committee Chairman will be appointed by and will serve at the discretion of the Board.

Chairman Responsibilities:

1. Reports to the President of the PCSSA Board
2. Appointment of committee members:
 - A) Committee will have 5 members (including the Chairman)
 - B) Combined PCSSA experience of committee members will be at least 25 years.
 - C) PCSSA Board must concur with committee member selection.
3. Schedule, oversee and document committee activities.
 - A) Annual Rules Change Request (RCR) submission and review process.
 - B) Annual confirmation of RCR disposition with the Board.
 - C) Emergency (in-season) rule changes

The role of the Rules Committee is to establish, review existing, evaluate new, and publish Rules of Play for the PCSSA. The following elements are considered when evaluating rule changes.

- 1) Is the basic game of softball effected by the change?
- 2) Are all players effected uniformly by the change?
- 3) Is there a personal agenda behind the RCR?
- 4) Is there enough data to support the change (as opposed to a few individuals offering an opinion for change)?
- 5) Is there a business decision behind the change that may adversely effect the competitiveness of the game?
- 6) Does the change effect offense and defense equally?
- 7) Safety situations not inherent with fielding positions (runners at first and third having the ability to step off the base).
- 8) Maintaining alignment (as much as practical) with SSUSA Rules

PebbleCreek Senior Softball Association

Official Rules

Rules Change Request Process

- 1) The Rules Change Request (RCR) form is the mechanism for initiating a change to PCSSA rules.
 - A) The RCR form can be found on the PCSSA website (www.quickscores.com/pcssa) under “League Documents” then “Rules”
 - B) Non-RCR form submission (email) is acceptable as long as all the information required on the form is included in the email.
- 2) The RCR must be received by any Committee member on or before 30 June to be considered for the upcoming season.
- 3) Non emergency RCR’s received on or after 1 July will be dated, logged, and filed for review the following year.

Rule Review Process

- 1) The Committee will meet during the month of July to compile, review and recommend acceptance or rejection of the submitted RCRs.
- 2) The Rules Committee Chairman will schedule a meeting (prior to the August Board meeting) with the Board to review the Committee recommendations with the objective of gaining concurrence (from the Board) of those recommendations.
- 3) The Board is the final authority for accepting or rejecting a rules change request.

	<u>1st Year</u>	
The current Rules Committee members are:	Committee	League
Jack Mateer – Chairman - jnnmat@hotmail.com	2002	2001
Rich Wilmes - rwilmes1@cox.net	2005	2001
Steve Ward - warste@aol.com	2008	2004
Rick Haendel - rahaendel@gmail.com	2023	2019
Mark Roberts – irmark@cox.net	2007	2005
Doug Wainwright (Alternate) - tdpwa@yahoo.com	2023	2011

Approved by the PCSSA Board 8/10/2023

Jack Mateer

PebbleCreek Senior Softball Association

Official Rules

Rule Change Log

<u>Date</u>	<u>Rule # New/Old</u>	<u>New Rule/Wording</u> (if revised include original wording)	<u>Page</u>
1/29/22	2-B-e	A player may play only two games per day with no exception. A partial game (replacing an injured player) constitutes a full game. Previous could play a 3rd game in event of an injury during a game.	7
8/17/22	6-A-iii	The first foul ball after 2 strikes is a courtesy foul. The second foul ball after two strikes is an out. Previous: First foul ball after 2 nd strike is an out.	15
8/17/22	1-E-b	National League - A team may start a game with no fewer than ten players. An 11 th player may be added any time during the game, batting in the last position. Until all the positions are filled, an out will be declared every time a vacant position comes to bat. Previously: National League could add a 12 th player.	5
8/17/22	2-B-h	A player, who is injured during a game and unable to immediately resume play, may be replaced by an available substitute and then return to the game <u>in place of the person who replaced him</u> . Under scored text added for clarification.	7
8/17/22	2-B-i	American League players may not substitute in the Mid-American or National League. However National players may substitute in the American League. Added as new rule	7
8/17/22	5-C-f	Shall be marked OFFICIAL SOFTBALL by the manufacturer and have a BPR of 1.20 <u>or be designated as a 1.20 BPR by the bat certifying authority (i.e. ASA etc).</u> If the words OFFICIAL SOFTBALL cannot be read due to wear and tear on the bat, the bat should be declared legal if it is legal in all other aspects. Underscored text added so that bats not stamped 1.20 BPR can be authorized for PCSSA use.	12
8/17/22	8-H-I	A Batter/Runner is out: When he fails to drop his bat prior to reaching the leading edge of the first base coaches box (the bat must come to a rest before the coaches box) whether or not there is a play at first. Runners on base will return to their original base. New Rule	24
8/20/22	2-B-c	Players may not substitute for any one Team more than 2 consecutive scheduled games. If a Team needs a substitute player for more than 2 consecutive games the manager must obtain a different player for at least one game. Exception: If a game needs to be rescheduled and the original schedule would have satisfied the consecutive game requirement, the substitute may play. Addition of missing policy converted to rule.	6

PebbleCreek Senior Softball Association

Official Rules

		Change Log	
8/23/22	2-C-d	Exception: If the runner sustains an injury that can be treated within the timeframe of the inning (<u>cut, sprain, bruise, etc.</u>) or reasonable time as determined by the umpire, he may return to the game after the injury is treated. In this case, the sub runner will take the base that the original runner last successfully occupied. Underscored section added.	7
8/26/22	11-E	Batters Box dimension changed from 3'x4' to 3' to 4'x 7'. Field diagram also changed.	32 & 33
10/27/22	2-B-c	Long Term absence substitution not limited to 2 consecutive games.	6
11/9/22	2-C-j-vi	2-C-j-vi. A player may substitute run once per inning. If he substitute runs again during the same inning then he is determined to be an illegal runner and 2 C-j-iii (above) applies.	8
1/14/23	8-D-l	Added – Has been a past practice. Runners occupying 1st and 3rd base may step into foul territory, before the ball is pitched, to protect themselves from balls being hit down the respective base lines. The runner must 1) notify the umpire, before the ball is pitched, that he is stepping off the base and 2) retouch the base before he advances (including forced walk or a batted ball). Failure to fulfill these two conditions will result in the runner susceptible to being called out upon appeal by any defensive player.	22
2/10/23	5-C-f	Clarification of approved bats. Graphic added.	12
2/10/23	8-S-b	Revision to what constitutes crossing the scoring commit line and determining out vs safe at home when tagged. Runner can be tagged and called out if only one foot is on or has crossed the commitment line. If he is tagged with both feet on or having crossed the commitment line than he will be safe at home.	26
2/10/23	5-J	Revision to penalties for use of an illegal bat.	13
3/9/23	6-A-l-iii 8-D-m	Runner leaving base early.	16 22
8/15/23	2-B-f	Revised games per day rule to 2 plus injury replacement. Manager penalty added for misuse of the rule.	7
8/15/23	5-B	Allows players on the same team to have the same jersey number.	11
8/15/23	5-N-b	Allow base coaches to wear jackets	14
8/15/23	6-A-s	National League mandatory use of pitching screen	17
8/15/23	8-l-iii	National League fly ball landing in the outfield grass.	24
8/15/23	10-D	American League Only – Revise base path length to 70"	31
8/15/23		Update Rules Committee Charter	40
11/3/23	5-N-d	Updated uniform requirement resolution	14
11/3/23	2-B-f-j-k	Updated player substitution guidelines.	7
12/20	8-l-iii	Exception added: Infield Fly Rule called will take precedence over a ball landing in the outfield grass. The batter/runner will be out.	

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		Change Log	
12/20	6-s-v	A batted ball that hits the screen is a dead ball. If applicable, runners return to original base. Deleted "A batted ball that hit the screen and is caught in the air is an out"	