

Palm Springs Gay Softball League

Rules & Regulations



All teams participating in the PSGSL are required to use the rules of play adopted by NAGAAA and USA Softball, with certain exceptions as noted herein. These rules and regulations supplement the USA Softball National Guidelines, NAGAAA and PSGSL By-Laws and serve to address situations unique to our area and further define policies/procedures where necessary.

Code of Conduct

1. No manager, coach, player, or other individual(s) affiliated with a team shall commit any of the following acts, any of which may be justification for suspension or disqualification of any player or team:
 - a. Unsportsmanlike conduct on or off the field
 - b. Physical violence, verbal attacks or threat of any kind against players, spectators or umpires while participating in practice, league or tournament competition or while presenting themselves as a member of the PSGSL.
 - c. Participating under an assumed name, falsifying affidavits or roster or intentionally giving incorrect information to league officers will be considered as committing fraud and disciplined as such.
 - d. No coach, manager or player shall be intoxicated during a game.
2. Excessive contact or excessive intentional interference between a baserunner and defensive player is not tolerated and may result in an out and possible ejection at the umpire's discretion. Runners must give themselves up, get out of the way, or slide when a play is being made at a base. Any intentional interference with a defensive player will result in the runner being called out.
3. An umpire has the right to suspend a game to handle unruly spectators, players and/or coaches. In such cases, a designated team representative must address and attempt to resolve the situation immediately to the umpire's satisfaction for play to continue. Unruly spectators with no known team affiliation will be addressed by the umpire or a league official.
4. Any team representing the PSGSL at a tournament must adhere to all PSGSL and tournament rules of play. PSGSL tournament rosters must also consist of at least 51% currently-registered PSGSL members and must be submitted to the Board for review prior to the tournament submission deadline. Failure to do so will result in the League withdrawing its affiliation with the team.
5. Each coach/manager is required to assist in maintaining the facilities used during games and keep dugouts clean. Especially when there is damage caused by an individual player of your team to the facilities being used for games.

Player Eligibility

1. Players must register via the league's online form (www.psgsl.org) and all player registration fees must be received no later than 12:00PM on the Saturday prior to the first game the player intends to play. If paying by check, payment must be received no later 5:00PM on the Friday prior to the first game a player intends to play. Failure to do so will result in player ineligibility

unless special arrangements are made prior to the submission deadline. Coaches may not register for their players.

2. Only players listed on an official PSGSL team roster are eligible to play in the league. Teams shall forfeit all games in which an ineligible player participates or is included on the game line-up.
3. Any player playing under an assumed name is not eligible to play in the league. Doing so, the player shall suffer disbarment from the league and the team for which they played shall forfeit all games in which the ineligible player participates or is included on the game line-up.
4. Players registered with a PSGSL team may join and register with a different PSGSL team under the conditions detailed below. Violation of this rule may result in the suspension or disqualification of the recruiting team's coach and/or manager. In cases of unique circumstance, a committee consisting of at least 3 PSGSL Board members, the player, and the player's coach will convene to consider any possible exceptions to this rule.
 - a. A player must first be released by the coach/manager of their current team. Requests are to be submitted via email or text to the coach/manager, who then has 5 days to respond via text or email. If a coach/manager does not respond within the 5 days, a player may request the assistance of the Board.
 - b. Any player requesting to change teams during an official PSGSL season is not eligible to join a new team until after the conclusion of the current season.
 - c. Any player that quits a team during a season, in a perceived attempt to circumvent this rule, will not be eligible to join a new team until after the conclusion of the current season.
 - d. A player may be picked up for a tournament without first acquiring a release strictly for the duration of the tournament.

Team Eligibility

1. Teams must register via the league's online form (www.psgsl.org) and be "in good standing" according to the PSGSL ByLaws. All team registration fees must also be received at least 2-weeks prior to the start of the scheduled season. Teams will be unable to participate in league games until the team fees are paid.
2. Teams shall be comprised of a minimum of twelve (12) and a maximum of eighteen (18) players on their official team roster. A player may not appear on more than one (1) roster at a time.

Game Play

1. An official team line-up must be given to the umpire and opposing team five (5) minutes before game time. Failure to do so will constitute a forfeit. Changes to the line-up, including the addition or removal of a player(s), are not permitted once submitted to the umpire.
2. Official team line-ups may have up to twelve (12) players plus substitutions. Line-ups must include first and last name and uniform number. All substitutions must also be included on the line-up. Managers/coaches must advise the umpire of any changes in the line-up during the game.

Fall Season Only Addendum: Teams may bat their entire roster. All extra hitters must be included in the official line-up and may bat in any spot in the order.

3. Forfeit time will be game time – No Exceptions. Official game time will be determined by the umpire's watch. Umpires must notify each team of the official starting time of the game.
4. Teams must have a minimum of nine (9) of their officially rostered players in the dugout to begin a game. Only players listed on the official team line-up provided to both the umpire and opposing team before game time are eligible to enter the game once it has started. Should a player listed on the line-up not be available at the time of their at-bat, that player's turn will be recorded as an out until they enter the game. Should a team only list 9 players on their official lineup at the start of a game the empty tenth spot will be recorded as a reoccurring out for the entirety of the game.

5. Pick-up Players:

- a. Spring Season: No pick-up players are allowed with the exception of the E division.

Team Short Exception: Teams may pick-up a maximum of two (2) eligible players from their division or below to allow game play, provided that nine (9) rostered players are in the line-up. If a Pick-up player(s) is required, the game will be recorded as a forfeit. Pick-up players must play right field or catcher. A pick-up player may play as a pitcher if one is not available, for safety reasons. If competing teams are from different divisions, the pick-up player(s) must be from the lower division. Pick-up players must be added to the bottom of the line-up and wear their own team jersey. Coaches/Managers must identify pick-up players at a plate meeting with the umpire prior to the start of the game.

6. A game will be fifty (50) minutes or seven (7) complete innings, whichever occurs first. Innings in progress at the end of regulation time will be completed. Games tied at the end of regulation play will use the USA International Tie-Breaker procedure to determine a winner. The last batter shall start the tie-breaker inning at second base. This player may be substituted at any point during the inning.

Fall Season Only Addendum: Games shall utilize the five (5) run per inning rule, with unlimited runs allowed after the completion of the fourth inning. Should the home team be trailing by 15 runs at the start of the bottom of the fourth inning, a maximum of six (6) runs will be allowed during the home team's turn at bat. Games tied at the end of regulation play will be recorded as such and forego the USA International Tie-Breaker procedure to determine a winner.

7. Mercy Rule: The game will be called should a team be ahead:
 - a. 20 runs after 3 complete innings of play
 - b. 15 Runs after 4 complete innings of play
 - c. 10 runs after 5 complete innings of play
8. Bats must meet USA standards. A complete list of approved bats can be found by clicking "certified equipment" at www.asasoftball.com.
9. All batters will start with a 1-1 count. Only one (1) foul ball after two (2) strikes will be allowed. Afterwards, the batter is out.
10. The pitcher must take a position with both feet firmly on the ground and at least one foot in contact with the pitcher's plate when releasing the ball. All pitches must comprise an arch of at least 6' and not more than 12'.

11. Baserunners cannot lead off the base until the ball crosses home plate or contact is made.
12. A runner who moves more than 2 steps out of the base path to avoid a tag shall be called out. Runners must avoid fielders attempting to field a hit. If a fielder is blocking the base/in the base path while waiting to receive a throw, fielder interference will be called and the runner will be safe. Please refer to code of conduct directives regarding runner interference.
13. Appeal Plays: The ball does not have to be thrown, intent just has to be verbalized.
14. Courtesy Runners:
 - a. Teams are allowed one (1) courtesy runner per inning, in addition to any player granted ADA Accommodation.
 - b. Any player on the official line-up may be used as a courtesy runner.
 - c. A courtesy runner is in the game when he/she touches the base.
 - d. A courtesy runner whose turn at bat comes while he/she is on base shall be called out; removed from the base; and immediately come to bat. A second courtesy runner may not be substituted at this time, nor can a substitute be inserted in the batting line-up in their spot to circumvent the rule.

Fall Season Only Addendum:

- a. Teams are allowed two (2) courtesy runners per inning, in addition to any player granted ADA Accommodation.
- b. A player may be a courtesy runner only once per inning.
- c. A courtesy runner may not run for an existing courtesy runner for the remainder of the inning.
- d. If a runner violates a, b, or c, he/she will be called out and removed from the base.

15. Home Runs:

Any excess over the following number of homeruns permitted by each division will be an inning-ending out:

- a. A Division: Four (4)
- b. B Division: Three (3)
- c. C Division: One (1)
- d. D Division: Zero (0)
- e. E Division: Zero (0)

When two (2) team classifications are playing one another, the homerun rule for the lower division prevails.

After hitting a homerun over the fence, the batter does not have to touch any of the bases. PSGSL follows USA's "hit and sit" rule. All runners on base at the time of the homerun do not have to touch any more bases. The players may simply run off the field if desired.

16. Protests: Only misrepresentation of the rules and a player's eligibility can be protested. Protests will not be accepted if the following procedures are not followed:
 - a. Any protest must be made to the official at the time of the incident (misrepresentation of the rules) or before the final out of the game (player's eligibility). The game must be stopped and the umpire must notify the opposing team manager/coach of the protest.

- b. The protesting manager must submit their protest in writing, along with a flat monetary fee of \$50 to the League Commissioner by 5:00 PM the day immediately following the protested game.
- 17. Forfeited games will be recorded as a 7-0 win for the opposing team. Any team forfeiting a game will be fined \$30 if the forfeit is communicated before 6pm the preceding Friday to the scheduled game or \$45 if communicated later. Fines for forfeited games must be paid within seven (7) days to avoid all subsequent games being forfeited until the fees are paid. A forfeit fee will be imposed even if a team is able to pick-up enough players and play the forfeited game.

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