

**PARKWAY INVITATIONAL SOFTBALL
LEAGUE, INC.**

www.eteamz.com/goparkway

RULES AND REGULATIONS

Town/Team General Guidelines

1. Each town must have one representative responsible for that town.
2. A team manager can be the manager of only one team
3. Team/Town insurance verification must be turned in to the League President, or designated officer, by the date requested each year. If not filed by the required date, it must be carried to all games. The team name must be on the insurance policy.
4. Rosters and birth certificates are due to each divisional director by the date requested each year. Rosters must include; players full name, date of birth, street address and town. **Rosters must be typed!!!!** Directions should be emailed to League President.
5. The league fee of \$150.00 per team payable to the ***Parkway Invitational Softball League Inc.*** is due to the League President by the requested date each year. Failure to provide a check by the requested date may result in a town not being scheduled to play. *One check per town would be appreciated.*
6. All coaches must attend the yearly rules and regulations meeting before receiving their schedule.

Player/Team Eligibility

1. There are 5 divisions – 8U, 10U, 12U 14U and High School/15 & Over. The cutoff date is January 1st 2013 for all age brackets. No one older than a graduated senior is permitted to play regardless of age.
2. Rosters may have a maximum of 18 players.
3. For 8 & Under, 10 & under, 12 & under, and 14 & under age brackets, **players must play for the town in which they live.** If a player's town does not have a team in their age group, the player may then play in the town that they play their recreation softball in. **Players may not represent more than one town.**
4. For the High School/15 & Over division: a) A player may play for the town in which they live, b) A player may play for their private school if that school chooses to enter a team, c) A player may play for the town in which they go to school in or play their recreation ball in, provided their own town or school is **not** fielding a team.
 - If a player falls into situations (a) and (b), the decision of where the player plays in **UP TO THE PLAYER!!!** Any negative coercing or threatening by either a high school coach or a town coach will result in disciplinary action from the PISL board and possibly the NJSIAA. **A player must have completed one year as a high school student for the private school they are playing for.**
 - In the High School/15 & over division, 2 or more towns which alone do not have enough players to form a team may combine with the board's approval. Board approval must be sought before June 1st.
5. Players can play "up" in the next age bracket, but must take a spot on both rosters. If a player plays 4 games in the higher bracket, she must remain with the higher bracket team and is no longer eligible to play at the lower division bracket.

- Players may not occupy both a town roster and a private school roster.

PISL Game Rules – All play is governed by the 2013 ASA rules with the following exceptions and/or clarifications:

1. Coaches must carry a copy of these rules to all games
2. Pitching distances will follow ASA with the High School & 14u Divisions at 43', the 12's at 40', and 10's at 35'.
 - a. **For the safety of the pitchers, there cannot be a pitching plate in front of the pitching plate being used for that game.**
3. Any ASA approved bat is allowed.
4. ASA rules for jewelry will apply.
5. Chin straps and face masks must be on all helmets. Please check ASA guidelines for helmets, face masks, and chin straps.
6. Line-up cards must be exchanged between teams. These cards are not turned in to the Director of the Division; however, they should be kept till the end of the season. The Division Director may request the scorebook and/or line-up cards regarding any protest.
7. An approved ASA plate umpire is required for each game. The 10's and 12's utilize one umpire, and the 14's and High School utilize two umpires. At the older levels, only one umpire must be ASA certified, however it is highly recommended that both umpires be ASA certified.
8. On the very rare occasion that an ASA umpire does not show up, and both teams can agree to an umpire, the game will be declared official. If both teams agree to an umpire, that umpire cannot be discharged by only one team's request. If the teams cannot agree to an umpire and the umpire was assigned by a league approved assigner, the game will be made-up at a date agreed to by both coaches; time and weather permitting. If the umpire was not assigned by a league approved assigner, the home team forfeits the game.
9. In the case of a tie, teams should begin the International Tie Breaker immediately after the last regulation inning; if time, weather, and daylight permit. Otherwise the game will end in a tie.
10. The winning team must report score to the Division Director within 24 hours of play or the score will be recorded as a tie. Please check with your divisional director at the final meeting as to procedures for postponing, suspending, and canceling games, as well as reporting your game results.
11. **The league does not encourage roster batting in the 12 & Under, 14 & Under, & High School divisions, however, 1 or 2 Extra-Players may be used at these levels (see last page for EP rules).**
12. **The DP/FLEX is not allowed in PISL play this year.**
13. The 12 & Under division may utilize 10 players. If 10 players are used, there must be 4 outfielders and they must be on the grass when the ball is pitched.
14. There is a 10 run "mercy rule" in the 12, 14, and High School division. Losing team must bat 5 times.
15. **There is no time limit for games in the PISL.** However, if field curfews or back to back games on a field exist, the opposing coach must be notified prior to game time to discuss these particular situations in which a time limit may have to be imposed.

Special Rules for 10 & Unders

1. The 10's may utilize 10 players. If 10 players are used, there must be 4 outfielders and they must be on the grass when the ball is pitched.
2. The 10's official game is 6 innings.
3. There is 15 run "mercy rule" in the 10's bracket. Losing team must bat 4 times.

4. **There will be an 8 run per inning limit. Last inning is unlimited**
5. The 10's bracket can lead only when the ball crosses the plate.
5. Stealing 3rd base will be allowed in the 10 & Under Division. The runner may not advance home on a defensive misplay on the steal.
6. There is no infield fly rule for the 10's brackets. Also, batter is out if catcher misses third strike.
7. There is no fake bunting for the 10's brackets. A fake bunt means that a player may not position herself for a bunt then take a full swing at the pitch. If she positions herself for a bunt she must either attempt to bunt the ball or pull back the bat. The penalty for a fake bunt is dead ball-batter out.
8. Roster batting will be allowed at the 10 and under level, with the consent of both coaches, but is not mandatory.
 - a. If roster batting, if a player becomes injured or leaves, the team does not have to take an out.
 - b. If a player arrives late, she may be added at the bottom of the order.
 - c. If short-handed, a team may start with 8 and add players to the bottom of the order as they arrive.

Delayed and cancelled games

1. A grace period of 15 minutes will be allowed after the official start time of **6:00 PM**. An additional 15 minutes will be allowed if agreed to by the waiting manager. After the additional grace period, the shorthanded team forfeits the game. If a game is forfeited, teams may play, but the results of that play are not reportable to the League Director.
 - a. In the case of a late start, field curfew, or possible bad weather, please speed up the game by doing the following
 - i. No infield or outfield practice after the 1st inning
 - ii. Pitchers limited to 3 warm-up pitches after the 1st inning
 - iii. Catchers pulled off bases with 2 outs to get into gear.
 - b. **Field curfews should be discussed with opponents prior to game day.**
 - c. **Night games should be confirmed with opponent at least 48 hours prior to game day.**
2. Any manager/team canceling a game on game day, for any reason other than weather or field conditions, will forfeit that game. **Any opposing manager/team who attempts to make-up a game canceled on game day, for any reason other than weather or field conditions, will also forfeit that game.**
3. **Make-ups-** The home team must give 2 realistic dates within 48 hours after scheduled game. The visiting team then has 3 days to choose a date and confirm it with the home team. If the visiting team cannot meet one of those days, the visiting team forfeits the game. The visiting team should call divisional director if they do not feel the dates are realistic. If the home team fails to provide 2 realistic dates within 48 hours, the home team forfeits. **The divisional director and umpire assigner must be notified immediately of any changes to the published schedule.**

Play-offs

1. **To be eligible for play-offs, a team must have at least 6 games completed prior to the last week of the regular season and have scheduled the remaining 4 games. Please communicate with your divisional director.**
2. 10 & Under and 12 U & 14U National Division championships will be decided by one game between the 1st and 2nd place teams. A third place championship will be played between the 3rd and 4th place teams. The 1st and 3rd place teams have choice of home field and being the home team. If the home team does not have an available field then the game must be played at the visitor's field; however, the higher seed retains home team advantage.
3. In the High School Division, 14 & Under American & 12 & Under American, playoffs will occur as follows: In a single night at 6:00, The 1st place team will play the 4th place team & the 3rd place team will play the 2nd place team in a semi-final game. At 8:00, the winners of the 6:00 games will play for the Championship. The losers of the semi-finals will receive their awards, but will not play a consolation game.

Please keep in mind, the team that hosts these games must have at minimum a 2 field complex, with at least one lighted field. **The PISL board will assign the sites for these playoffs.**

In case of ties in regular season play, win/loss record, the League Director will utilize comparative records between the tied teams to determine the playoff teams. Tie breakers are as follows

- a. Head to head record,
 - b. Least runs allowed amongst tied teams
 - c. Least runs allowed versus common opponents for the entire season to determine 1st place.
 - i. Criteria will then be reapplied for the remaining teams involved in the tiebreaker.
4. ~~The championship game dates are as follows: The 12U and High School Divisions will play the Monday immediately following the last week of the regular season, with a Wednesday rain date. The 10u and 14U Divisions will play the Tuesday following the last week of the regular season with a Thursday rain date. **These dates should not be changed and are based on the days that these divisions usually played during the regular season.**~~
5. A player must play in at least 5 games to be eligible to play in the championship game. A forfeited game by an opposing team counts as a played game.
6. If a team cannot legally field a team for a playoff game, the 5th placed team will move into the playoffs and all other teams will move up accordingly. When a team can not field a team for a playoff game, they must notify their divisional director. Any team that willingly forfeits a playoff game will be placed on probation.

Other Stuff

1. Any questions must be referred to the Division Director. All written appeals must be forwarded to the Appeals Commission for clarification.
2. The PISL Board of Directors reserves the right to determine the league eligibility of a town, team, or coach.
3. Please remember that this league is not only for the girls to play good competitive ball, but more importantly, to enjoy the experience.
4. Finally, the PISL Board of Directors reserves the right to change or adjust any of the above rules and regulations, or add rules or regulations to help ensure the quality of the league and the safety of its participants.

Guidelines for Extra Player Use.

- a. Any team may use one (1) or two (2) Extra Players (EP) per game and it must be made known prior to the start of the game and properly indicated in the line-up. The use of an EP without listing on the line-up is an illegal player.
- b. The EP must remain in the same position in the batting order for the entire game
- c. The EP may play defense at any time without her status being affected. She may go in and out of the defensive line-up as often as needed as long as her position in the batting order is not altered.
- d. The EP may be substituted for at any time with the substitute becoming the new EP. The substitute must be a player who has not been in the game.
- e. Penalty for EP not remaining in game: Short Handed Rule applies.

PISL 8U Division Rules

- * 6 innings or time limit. No inning started after one hour and 45 minutes.
 - * After the first inning, no infield or outfield warm-up balls permitted.
 - * Ties are permitted. If the time limit is reached with the game tied, it will be recorded as a tie game.
 - * 10 players in field, free substitution, reentry rule not in effect, substitutions need not be announced. Only 6 players, including the catcher, are allowed to be positioned in the infield at the start of the play. The infield extends 10 feet beyond the base path.
 - * We highly discourage forfeits. Therefore, as long as a team can field six girls, the game will be played.
 - * No Infield fly rule and no dropped third strike.
 - * Coaches will pitch to their own players from 35 feet. Walks are not allowed. The batter shall be called out after 3 strikes (called or swinging), or after she receives 6 pitches and does not put the ball into play. Except: The umpire will call the sixth pitch. If the sixth pitch is not put into play or fouled, and is called a strike, then the batter is out. If the sixth pitch is not put into play or fouled, and is called a ball, the batter gets another pitch, which will also be called by the umpire.
- The coach who is pitching must make every effort to avoid interfering with the defensive play on a batted ball. If, in the umpire's judgment, the coach intentionally interferes with a defensive play or if the coach fails to make a good faith effort to avoid the interference, the play should be called dead, the batter shall be called out, and the runners shall return to the bases they occupied prior to the play. The coach who is pitching must remain silent from the start of the pitch until the end of the play.
- * Cinderella batting – all players in attendance bat. The additional players are treated as EP's and can freely substitute into the field. If a player must leave or is injured, the player is skipped in batting order without an automatic out being counted. If a player arrives late, she is added to bottom of batting order as an additional EP.
 - * Inning End / 4 run max – The inning comes to an end when: 3 outs have been recorded OR 4 runs have been scored.
 - * Mercy rule – 15 runs after the losing team has batted four times.
 - * No bunting, no leading, no stealing. Runners will be called out if they leave the base before the ball crosses the plate or is hit.

* Courtesy Runners may be used for the catcher at any time. The courtesy runner is the last batter to make an out.

* End of Play - Base runners are limited to one base on all batted balls hit in the infield. No advances are allowed for overthrows to any base. Base runners may take additional bases on all batted balls hit into the outfield, as defined by any ball that goes 10 feet beyond the base path or any ball that is fielded by an outfielder. Base running must end at the next base once the ball is returned to the infield and has been secured by an infielder.