

Tri-County Girls Softball Association 2026 Season Rules

Foreword

The TCGSA is a fast-pitch softball league adhering to the most recent National Softball Association (NSA) Rulebook unless otherwise stated in this document. Certain NSA rules are restated for emphasis; however, not all NSA rules are reiterated. The TCGSA rules apply to local league play only. NSA rules that are restated appear as underlined text.

- **General Rules** apply to all age groups.
 - **Age-specific Rules** are identified for particular age groups.
-

General Rules

Gameplay Rules and Regulations

- **Age Groups** are based on the player's age as of **August 31 of the prior year** (6u, 8u, 10u, 12u, 16u).
 - Players over 16 (maximum of 18) as of August 31st of prior year will be allowed to play but will need play down approval from the TCGSA league directors. These players must not play for any other team including high school or travel to be eligible.
 - If requested, a coach/organization has 24 hours to produce a players birth certificate to verify age.
- Games must start within 15 minutes of the scheduled time. The team responsible for any further delay will forfeit the game. *This does not count for game delays regarding weather conditions or previous games extended time.*
- Bookkeeper must keep book from the stands unless a coach is keeping score.
- No new innings may start after the limit, but the current inning must be completed.
- Regular season games will be played until a winner has been decided or until the time limit runs out. A game ending in a tie shall be declared a tie.
 - The only exception to this, in regular season play, is the “**slaughter rule**”. A 10-run lead after a game has become regulation (*see specific age group for regulation innings*).
 - **Tournament games** must be played until a winner is determined, even if the time limit is exceeded.
- Forfeited games can still be played with the **agreement that the outcome of the game has already been decided.**
- The home team’s scorebook is the official record. Both teams’ scorekeepers should confer often throughout the game and **BOTH** teams should sign the home teams’ book post-game.

Miscellaneous Standings

- [6u/8u/10u/12u/16u] For the purposes of seeding the post season all-team tournament bracket, wins/losses will be tracked all regular season games.
- During the regular season, HOME league directors will be given all game scores and given to director chat for update.

Suspended Games:

- If a regular season game is suspended for any reason and has NOT reached regulation, it is the responsibility of the two coaches to reschedule and finish the game. If the game has not reached regulation, the game shall resume from the point it was suspended.
- If the game has reached regulation (**see specific age groups for regulation definition**) it shall be considered a complete game and no make-up shall be allowed.
 - An unfinished or suspended **tournament game** shall be rescheduled by the tournament director and shall resume at the point the game was suspended.

Notification of Game Cancellation:

- If the field is not playable, the home team is required to give notice to the visiting team and the umpires at least 1 hour prior to the start of the regularly scheduled game. If no notice is given to the umpires and they arrive on site, they shall be paid fully for the game.

Injured Players:

- An injured player may leave the game and return once. If the player leaves a second time, she is done for the remainder of that game.
- There is no out given to an opening in the batting order created by an injured player. The injured player shall be skipped in the line-up. If the player returns, she shall return to her previous batting position.

Field/Dugout Preparations and Policies:

- The home team is responsible for preparing the field for games.
- Appropriate markings shall be drawn for the batter's box, foul lines, on deck circle, and the pitchers circle (16" diameter). **See 6u and 8u rules for additional marked lines.**
- An orange safety base is highly recommended for all age groups. If double base is used, it shall be considered one base. The defensive team shall use the white base and runner shall use the orange base. **Exception:** If an errant throw pulls the defensive team toward the orange base, then they shall use the orange, and the runner shall use the white base.
- The bench/dugout are for players and coaches only. Parents and visitors shall remain in the stands, while players remain in dugout. Bookkeepers will keep score in the stands unless coaches are keeping the score.
 - **Only 3 coaches are permitted in the dugout during the game.**

Batting/Offensive Specific Rules:

- A continuous batting order will be used in all divisions. All players present and eligible to play in the game shall be in the batting line-up. **Borrowed players must bat at the end of the batting line-up.**
- Batting orders are provided to each team's coaches prior to the game. A copy should also be given to the umpire before each game (when requested).
- Games cannot begin with an opening in the order. Players arriving late are to be added at the bottom of the order. *After the completion of the second inning for all ages, no players shall be added to the lineup for any*

reason. Completion meaning after third out of the bottom of the second inning, it is now too late to add to the lineup of current rosters.

- The batter's feet must remain in the batter's box when batting. The batter's box lines constitute being inside of the box.
- All offensive players on the field, including the on-deck batter, must wear a helmet with a facemask. A chin strap is required in the 6u division and highly recommended in all other divisions.
- **Illegal Bats:** Use of illegal bats results in the batter being out and bat removal. Upon removal of the bat, a report needs to be given to the board of directors within 24 hours of the illegal bat use. Repeated offenses will lead to player and coach ejection and league removal.

Pitching Specific Rules:

- A pitcher will be allowed no more than five (5) pitches between innings and may not take any longer than one (1) minute to do so. To maintain game flow, a coach may warm up a pitcher.
- The pitcher may take one step back (or start with one foot behind the rubber) and one step forward. *Please refer to the NSA rule book for all other rules pertaining to the pitching motion.*
- **During any game, pitching rotation can be restarted after the 6th inning is complete due to tournament games not being able to end in a tie. See individual age groups for specific inning limits for pitchers per day.**

Travel Ball Players:

Must be disclosed to the umpire and coach of the opposing team prior to beginning the game. Failure to disclose travel players will result in the forfeiture of the game.

- **Travel team definition:** An organization that develops teams to travel to areas outside of their state or region for weekend tournaments, not associated with rec-ball leagues.
- **Travel ball player definition:** A player that participates on a travel ball team/within an organization outside of their rec-ball league.
- **All travel ball players must:**
 - Must play a minimum of 7 of the 12 games to be eligible for post season play.
- **For Divisions 6U- 12U**
 - Travel ball players may pitch, catch or play 1st base a maximum of 2 innings per game.
- **If a game goes more than 6 innings, travel ball positions rules will reset, meaning they can play these positions for an additional 2 innings.**
 - Should a game reach 9 innings, travel ball positions rules will reset once again.

Borrowed Player Rule

Regular Season:

- Teams may borrow players from: the same age division or a younger age division.
- Borrowed players are allowed to **bring the total number of players up to a maximum of 10.**
- Borrowed players from a younger age division: May play any position.
- Borrowed players from the same age division: May **not** pitch, catch, or play first base.

- All borrowed players: Must be placed at the bottom of the batting order.

Borrowed Player - Tournament Play:

- Teams must borrow only from a younger age division. All **other** rules from the above section (Borrowed Player) apply as well.

Intent and Violations of Borrowed Players:

- This rule is intended solely to prevent forfeits, not to give teams an advantage.
- If a team is suspected of circumventing this intent:
 - The manager may be required to appear before the TCGSA for an explanation.
- Consequences for intentional violations may include:
 - Suspension from TCGSA and forfeiture of games involving ineligible players.

Protests of Borrowed Players:

- If a team uses more than 10 players due to borrowed players:
 - The opposing team may protest, and this must be done prior to the game ending with the umpire.

Misc. General Rules and Regulations

Umpires

- Umpires must not have any relation to players or coaches of the game they are umpiring.
- The home team is responsible for providing an umpire that is age 14 or older unless previously approved.
- The use of NSA Certified Umpires is encouraged and it is recommended that all umpires used throughout the league attend the annual clinic(s).
- If a certified umpire and a non-certified umpire are working a game together, the certified umpire shall be the plate umpire and umpire-in-chief of the game and can overrule the non-certified/volunteer umpire at any time if there is a contradiction to the rules.
- If no certified NSA Umpire is used, or another organization's umpire is used, the game shall still be legal, but all National Softball Association rules and TCGSA rules shall prevail.
- Both teams must agree to the use of a volunteer umpire prior to the game starting.

Rosters and Roster Changes:

- All rosters must be turned in prior to the first day of games. Rosters should include Name of child, birthdate and indicate if they are a travel ball player or playing down with approval.
- Once the season begins, roster changes must be submitted in writing to the TCGSA Board of Directors and approved prior to the player being eligible to play.
 - All play down request should be addressed prior to the season starting with the board of directors and will need approval.

Uniforms and Equipment

- Players must wear team-consistent uniforms. Borrowed players may wear their original team uniforms.
- No metal spikes allowed for 6u-12u (only rubber cleats are permitted). Metal spikes are permitted in 16u.

- Catchers must wear a mask with helmet, throat protector, chest protector, and shin guards.
- Offensive players must wear batting helmets with facemasks while on the field.
- The pitcher or pitcher’s helper **must wear a facemask** in all divisions. It is highly recommended that all girls consider wearing face masks while on the field to avoid injury.
 - Coaches are responsible for ensuring all equipment is legal and safe.

Jewelry:

- No jewelry is allowed, except for religious or medical items if taped and deemed safe by the umpire. Barrettes are not considered jewelry as long as they are not deemed unsafe to another player.

Severe Weather

- In the event of unsafe weather conditions, the umpire has the authority to decide when to pull players off the field. Should an umpire not abide by this, coaches have the right to pull their team off the field without penalty of a forfeit.
- **Lightning Rule:**
 - A **new** 30-minute delay restarts with each lightning strike or sound of thunder.
 - If the game is delayed more than one hour, the game will be suspended and rescheduled from the moment the game stopped unless the game can be recorded as an official game (**4 completed innings**).
- **Extreme Heat:**
 - In the event of extreme heat, there shall be a mandatory 10-minute break every 30 minutes when the heat index reaches 100 degrees. Younger age divisions may be subject to cancellation based on the discretion of the board of directors.

Age Specific Rules

6U Specific Rules

Category	Regular Season
Pitching Distance	35’ from back tip of home plate to the front of the pitching rubber
Base Distance	50’ between bases
Additional Field Markings	38’ defensive arc from first base line to third base line; 5’ t-ball arc from first base line to third base line; 16’ diameter pitching circle
Time Limit	1 hour and 15 minutes
Pitching Limit	N/A

Regulation Game (innings)	6 innings; 4 innings constitute a regulation game
Tournament	Single Elimination Tournament once season has concluded
Players on the Field	10 players on the field; 4 in the outfield and 6 in the infield (at least 7 to play) If you are short players, Primary positions Pitcher, Catcher and 1st base must be filled first.
Ball Size	11" optic yellow ball with red stitching

General 6U Rules:

- Each team will designate one adult to serve as an umpire. The two teams will then decide which adult will work behind the plate and which will work the field. If a decision cannot be reached, a coin flip will decide.
 - A judgment decision of one umpire will not be overridden by the other umpire. Only decisions in conflict with the rules may be overridden by the other umpire.
- Infielders must be positioned behind the 38' arc and outfielders must be positioned beyond the baselines until the ball is hit.
- Two defensive coaches may be positioned behind the outfielders or in foul territory 10 feet behind first or third base.
- All players on the roster will be in the batting order. All players on the roster must play at least a defensive innings.
- Each team is limited to only 10 batters per inning, regardless of the number of outs. The defensive team may end the inning by getting three outs or bringing the ball to home plate after the 10th batter has put the ball in play.
 - **NOTE:** Even if the tenth batter is declared out, if there are additional base runners with less than three outs, the inning is not over until the ball is brought to the plate. Any runs scoring before the ball is brought to the plate shall count.
- Each team is limited to 5 runs per inning, regardless of outs. When the 5th run is scored, the inning is over.
- There will be no infield fly rule, no walks (including hit by pitch), no lead offs, no bunting, no stealing, and no dropped-third strike.
- A ball hit into the infield (does not go past the baselines) will allow the batter and all base runners to try to advance **one base** from their last legally touched base at the time of the pitch **regardless of overthrows.**
- A ball hit into the outfield (ball goes past the baselines) will allow the batter and all base runners to try to advance **two bases** from their last legally touched base at the time of the pitch **regardless of overthrows.**

1st – 3rd Innings:

- After **3 coach pitches**, the tee will come out. The batter will have 3 swings off the tee to make contact with the ball or they are out.
- The ball must pass the 5' t-ball arc to be considered a live ball.

4th – 6th Innings:

- Consists of **COACH PITCH ONLY**. There is no tee for any batter during these innings.
- The coach will pitch **5 pitches maximum** to each batter (unless the batter strikes out before their 5th pitch or their 5th pitch is a foul ball). If the ball is not put into play after 5 pitches, the batter is out.

- Only swinging strikes and foul balls will count for the purpose of striking out.

Coach-Pitcher/Pitcher's Helper

- The coach-pitcher MUST ATTEMPT to avoid contact with the ball and defensive players when the ball is in play. When a live ball occurs, the coach-pitcher MUST leave fair territory IMMEDIATELY (if possible) without interference.
 - Unintentional interference by the coach will be considered a dead ball/no pitch. This will result in a "re-do".
 - Intentional interference will result in a dead ball and the lead runner shall be called out. Intent is the umpire's judgement.
- The coach pitcher must start the pitch within the circle, but can finish outside the circle.
- The pitcher's helper/player playing the defensive pitcher's position must keep at least one foot in the pitcher's circle and behind the 38' defensive arc until the ball is hit.
 - This rule applies when the coach is out there and when it is only the player out there.

8U Specific Rules

Category	Regular Season
Pitching Distance	35' from back tip of home plate to the front of the pitching rubber with a 16' diameter pitching circle
Base Distance	60' between bases with 30' baseline half-way hash marks
Additional Field Markings	38' defensive arc from first base line to third base line; 16' diameter pitching circle
Time Limit	1 hour and 30 minutes
Pitching Limit	3 innings per pitcher; one pitch equals 1 inning
Regulation Game (innings)	6 innings; 4 innings constitute a regulation game
Tournament	Single Elimination Tournament once season has concluded
Players on the Field	10 players on the field; 4 in the outfield and 6 in the infield (at least 8)
Ball Size	11" optic yellow ball with red stitching

General 8U Rules:

- All players on the roster will be in the batting order with free defensive substitutions.
- Infielders must be positioned behind the 38' arc and outfielders must be positioned beyond the baselines until the ball is hit.
- Two defensive coaches may be positioned behind the left or right outfielders or in foul territory 10 feet behind first or third base.
- There will be no infield fly rule, no walks (including hit by pitch), no lead offs, no bunting, no stealing, and no dropped-third strike.

- Runners may leave the base when the pitch reaches the batter (anticipating a hit ball), but must return if the ball is not put into play.
- Each team is limited to 5 runs per inning, regardless of outs. When the 5th run is scored, the inning is over.
- Slap-hitting is allowed. However, the batter must clearly strike at the ball to put the ball into play. This is an umpire's judgment. Penalty for bunting is dead ball and strike on the batter. If this is the 3rd strike or the fifth pitch, the batter is out.
- "Dead ball" or "Time" will be called when the ball is held by any defensive player stopping the lead runner or no further play is being made. This is a judgment call by the umpire.
- "Dead ball" or "Time" will also be called when the player pitcher (player in the defensive pitching position) has total control the ball with both feet in the pitcher's circle.
 - Exception: when any batted ball is fielded by the player pitcher with one or two feet in the circle. The player pitcher can make an initial play on a runner unless no runners are attempting to run the bases.

Overthrows

- **Initial Overthrow:** When a ball is batted into play and the defensive team attempts a throw to a base, an overthrow allows the runner to advance a **maximum of two bases total**—the base the runner was advancing to at the time of the throw **plus one additional base**.
- **Subsequent Overthrows:** If a second overthrow occurs during a play (after the initial overthrow) while attempting to make another out, **all runners may attempt to advance one additional base**.
- **Example:** A batter hits the ball and the defense throws to **1st base**, but the throw is overthrown. The batter or any baserunners may attempt to advance **one additional base**. If the defense then throws to another base to attempt an out and **another overthrow occurs**, all runners may attempt to advance **one more base**.
- **Throws to the Pitcher:** An overthrow on a throw **back to the pitcher after the initial play will not be** considered an overthrow and time will be called.
- **Clarification:** If the ball is batted into play and the defense throws to a base to make an out, and the **next throw is to the pitcher but is not caught or gets past the pitcher**, it **does not count** as an overthrow.
- **First Throw to the Pitcher:** If the ball is batted into play and the **first throw is to the pitcher instead of a base**, and it is not caught or gets past the pitcher, it **is considered an overthrow**, and runners may attempt to advance.
- **Ball in Play:** As long as the ball remains **in play**, runners may continue advancing **at their own risk** and may be put out.
- Once the ball goes **out of play**, the play is dead and **no further action may occur after the ball is returned to play**.
 - **Example:** an overthrow to 1st base that goes out of play or is a "dead ball" results in the runner being able to advance to 2nd base.

1st – 2nd Innings: Coach Pitch ONLY

- The coach will pitch 5 pitches to each batter (unless the batter strikes out before their 5th pitch or their 5th pitch is a foul ball). If the ball is not put into play after 5 pitches, the batter is out.
- Only swinging strikes and foul balls will count for the purpose of striking out.
- Pitches not swung at will be called balls and will count against the 5-pitch count.

Coach-Pitcher/Pitcher's Helper

- The coach-pitcher **MUST ATTEMPT** to avoid contact with the ball and defensive players when the ball is in play. When a live ball occurs, the coach-pitcher **MUST** leave fair territory **IMMEDIATELY** (if possible) without interference.
 - Unintentional interference by the coach will be considered a delayed dead ball and the defensive coach will have the option of a no pitch or the result of the play.
 - Intentional interference will result in a dead ball and the lead runner shall be called out. Intent is the umpire’s judgement.
- The coach pitcher must start the pitch with both feet inside the circle but can finish with one foot outside the circle.
- The pitcher’s helper/player playing the defensive pitcher’s position must keep at least one foot in the pitcher’s circle and behind the 38’ defensive arc until the ball is hit (must be within one stride from the circle).
- Illegal Pitch: an umpire may enforce illegal pitch rule with batter being allowed another pitch instead of “ball” being charged since there are no walks.

3rd – 6th Innings: Player Pitch/Coach Pitch

- The player pitcher will pitch to the batter until either the batter strikes out or has four balls called.
 - *Looking strikes and swinging strikes will be called by the umpire and will count.*
- Hit batters will not take first base. After the batter is hit the count will reset at 0 strikes and the coach-pitcher will pitch to the batter for her remaining turn at bat. **The coach will get a maximum of 3 pitches unless the 3rd pitch is hit foul.**
- Pitchers are to be removed upon hitting four (4) batters in the same inning. The pitcher may return in the next inning. There is no limit to the number of innings a pitcher may return, however each inning does count toward the maximum of 3 innings per pitcher.
- **After 4 balls are called from the player pitcher:** the coach will come in to pitch with the following stipulations.
 - The strike count from the player pitcher will remain against the batter when the coach comes in.
 - The number of pitches that the coach is allowed to pitch to that batter depends on how many strikes the batter already has in their count.
 - Example: If the player’s count is 0-4 when the coach pitcher comes in, they get 3 pitches. If the player’s count is 1-4 when the coach pitcher comes in, they get 2 pitches. If the player’s count is 2-4 when the coach pitcher comes in, they get 1 pitch.
 - If the batter does not strike out or put the ball in play within the allotted number of coach pitches, she will be called out. Runners may be called out for leaving the base early or hesitation.

10U Specific Rules

Category	Regular Season
Pitching Distance	35’ from back tip of home plate to the front of the pitching rubber with a 16’ diameter pitching circle
Base Distance	60’ between bases
Additional Field Markings	N/A

Time Limit	1 hour and 30 minutes
Pitching Limit	3 innings per pitcher; one pitch equals 1 inning
Regulation Game (innings)	6 innings; 4 innings constitute a regulation game
Tournament	Double Elimination Tournament once season has concluded
Players on the Field	10 players on the field; 4 in the outfield and 6 in the infield (at least 8 to play)
Ball Size	11" optic yellow ball with red stitching

General 10U Rules:

- The infield fly rule is in effect and bunting is allowed. There is **NO** dropped-third strike.
- The batter will walk after 4 balls are called.
- Each team is limited to 5 runs per inning, regardless of outs. When the 5th run is scored, the inning is over.
- Pitchers are to be removed upon hitting four (3) batters in the same inning. The pitcher may return in the next inning. There is no limit to the number of innings a pitcher may return, however each inning does count toward the maximum of 3 innings per pitcher.
- **Stealing and Leadoffs:**
 - Runners may leadoff after the release of the pitch. The runner is allowed to steal after the ball has left the pitcher's hand.
 - The runner will only be allowed to steal one base per pitch regardless of the number of overthrows. The runner's position is dictated by the base the runner occupied at the time of the pitch, NOT where the runner was when the overthrow was made.
 - The batter being walked is awarded first base and may continue to second as long as they do not stop or hesitate at 1st base. See definitions for a more detailed explanation.
 - Runners may steal home.
- **Overthrows**
 - Overthrows to any base on a play where the ball was batted into play will result in the runner being allowed to try to obtain a maximum of **two (2) bases** - the base the runner was running to at the time the throw was made and the following base.
 - **If a subsequent overthrow is made**, after the initial one, all runners will be allowed to try and obtain additional bases, *see first bullet point*.
 - As long as the ball remains in play, the runner is at liability of getting out. Once the ball goes out of play, no play may be made after the ball is brought back into play.
 - The ball is dead when the pitcher controls the ball in the pitcher's circle. If base runners were attempting to obtain the next base when the ball reached the circle, the runner shall be allowed to continue to the next base.

12U Specific Rules

Category	Regular Season
Pitching Distance	40' from back tip of home plate to the front of the pitching rubber with a 16' diameter pitching circle

Base Distance	60' between bases
Additional Field Markings	N/A
Time Limit	1 hour and 45 minutes
Pitching Limit	4 innings per pitcher; one pitch equals 1 inning
Regulation Game (innings)	6 innings; 4 innings constitute a regulation game
Tournament	Double elimination tournament, once season concludes
Players on the Field	10 players on the field; 4 in the outfield and 6 in the infield (at least 8)
Ball Size	12" optic yellow ball with red stitching

General 12U Rules:

- Runners may lead off or steal after the release of the ball from the pitcher's hand.
- Dropped third strike and infield fly rules are applicable.
- Each team is limited to 5 runs per inning, regardless of outs. When the 5th run is scored, the inning is over.
- There is no limit to pitcher hitting batters in a game and they do not have to be pulled out.

16U Specific Rules

Category	Regular Season
Pitching Distance	43' from back tip of home plate to the front of the pitching rubber with a 16' diameter pitching circle
Base Distance	60' between bases
Additional Field Markings	N/A
Time Limit	2 hours
Pitching Limit	N/A
Regulation Game (innings)	7 innings; 5 innings constitute a regulation game
Tournament	Double elimination tournament, once season concludes
Players on the Field	9 players on the field; 3 in the outfield and 6 in the infield
Ball Size	12" optic yellow ball with red stitching

General 16U Rules:

- Dropped third strike and infield fly rules are applicable.
- The prevailing NSA Rulebook shall govern the rest of the rules unless specified otherwise in the above general rules.

General Definitions

Rounding First Base

- [10u / 12u / 16u] The batter may continue past 1st base upon receiving a walk if the batter/base runner does not stop or hesitate at 1st base. A continual motion by the batter-runner allows the runner to advance toward second base. This rule applies only when the pitcher has the ball in the circle. If the pitcher does not have possession of the ball inside of the circle, the batter-runner may advance past first and/or return to first at their discretion. Hesitation:
- When the live ball is returned to the pitcher while in the pitcher's circle, all runners must immediately advance to the next base or return to the previous base with liability to be put out. If the runner(s) fail to advance or return immediately, they shall be declared out.

First Base Turn

- It does not matter which way the runner turns after obtaining 1st base, but rather if the runner makes an attempt to advance to 2nd base. If the runner attempts to advance to 2nd base, the runner may be put out. If the runner initiates an attempt and then terminates the attempt, the runner may still be put out.

Base Path

- The base runner shall be declared out when she runs more than three (3) feet away from a direct line between bases to avoid being tagged, unless her action is to avoid interference with a fielder fielding a batted ball. The base runner may run more than three feet outside the direct line between bases if no play is being made on her.

Overthrows and Ball Out of Play

- A runner may, without liability to be put out, advance two bases when a thrown ball goes into the stands, into a bench, over or under or through a field fence, on a slanting part of the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. The awarding of bases is done from the time of the throw, not the time the ball left the field. In short, the runner shall get the base they were trying to advance to and the next base.

Courtesy Runner

- A courtesy runner will be allowed to replace an injured base runner. The injured player will be allowed to re-enter the game one time, provided she occupies the same position in the batting line-up. In all instances, the courtesy runner shall be the player who made the last out.
- Courtesy runner may also replace the pitcher or catcher if the pitcher or catcher is on base, regardless of how many outs.

Sliding

- Base runners do not have to slide. If failing to slide results in interference with the defensive player who is attempting to make a play, at the umpire's discretion, the base runner may be called out.

Infield Fly

- If there are less than two outs with 1st and 2nd or 1st, 2nd, and 3rd bases occupied, and the ball is hit in the air, and ***IN THE UMPIRE'S JUDGEMENT*** an infielder can catch the ball with ordinary effort, an infield fly shall be called. The batter is immediately called out and runners may tag-up and advance at their own risk

if the ball is caught or may advance without tagging up if the ball isn't caught. In either case, the force is removed.

Miscellaneous Standings:

- [6u/8u/10u/12u/16u] For the purposes of seeding the post season all-team tournament bracket, wins/losses will be tracked all regular season games.
- League standings tie-breakers will be in this order: Head to Head, the Average Runs Against.
- Forfeits will be recorded as 7-0.
- During the regular season, HOME league directors will be given all game scores and given to director chat for update.

Unsportsmanlike Conduct Policy

Unsportsmanlike conduct by players, coaches, managers, or fans will not be tolerated. In addition to the steps outlined below, the offense may be reviewed by the PCGSA Board of Directors, which may impose further consequences as deemed necessary. Steps may be skipped depending on the severity of the incident.

Unsportsmanlike Behaviors

It is the responsibility of ALL coaches, players, parents, and other spectators to maintain the highest standards of conduct for their behavior at all events including, but not limited to, practices, games, and tournaments.

Disclaimer: In all circumstances, individual leagues may impose additional penalties as necessary to maintain good sportsmanship.

Undesirable behaviors include, but are not limited to:

- Criticism/heckling of umpire/coaches/players, interfering with a play intentionally, all forms of harassment, obscene language, discrimination, bullying, disruptions to game play, intimidation, physical violence or threats of physical violence, and intentional property damage.

Behavior Policy

All offenses listed below constitute actions occurring in the same game and apply to the offending individual as well as the whole team if the initial offending individual has been ejected.

- **First offense:** Managers/coaches will be warned about any misconduct by players, coaches, and/or fans.
- **Second offense:** The offending individual will be ejected from the game (player, coach, and/or fan).
- **Third offense:** Forfeiture of the game will result for the offending team.

Ejection and Suspension Policy

The PCGSA Board has implemented a **3-strike policy** for all ejections. Ejections occur after the second offense above and can apply to players, coaches, or fans.

- **Strike 1:** The offending player, fan, or coach will be **banned from that game** of the team they were involved with and must leave the view of the playing area.
- **Strike 2:** A **1-game suspension** will be issued. The incident will be reviewed by the TCGSA Board, which may impose additional sanctions.
- **Strike 3:** A **minimum 1-year ban** from TCGSA, effective from the date of ejection, will be enforced. The offender must submit a written request for **reinstatement** to the TCGSA Board of Directors.