

EASTERN PENNSYLVANIA GIRLS SOFTBALL LEAGUE, INC.

BY-LAWS

UPDATED 03/20/2025

ARTICLE I-XXII: LEAGUE BYLAWS

APPENDIX 1: AGE DIVISION COMMISSIONER ACTIVITIES

APPENDIX 2: SPECIAL GAME RULES FOR 12UD2

APPENDIX 3: SPECIAL GAME RULES FOR 10UD1

APPENDIX 4: SPECIAL GAME RULES FOR 10UD2

APPENDIX 5: SPECIAL GAME RULES FOR 8U

ARTICLE I LEAGUE NAME

The name of this organization shall be the EASTERN PENNSYLVANIA GIRLS SOFTBALL LEAGUE, INC. (Herein referred to as the “League”)

ARTICLE II PURPOSE OF LEAGUE

- A. Provide two paths for girls’ softball in Eastern PA.
 - a. Division 1 (D1): competitive play developing female athletes who wish to play school and/or tournament.
 - b. Division 2 (D2) 10U/12U only: fun and recreational play developing females to learn the fundamentals of softball.
- B. Organize, develop, and direct an Eastern PA softball program, which will promote, protect and conserve the health and physical welfare of all participants.
- C. Formulate and maintain policies that will safeguard and promote the values of Eastern PA athletics
- D. Cultivate the high ideals of good sportsmanship

ARTICLE III MEMBERSHIP, APPLICATION & RESPONSIBILITIES

- A. Application Requirements
 - 1. Applicant must be a valid organized youth group with a charter
 - 2. Applicant must demonstrate that participants will be covered by either the applicant's insurance or will sign appropriate waivers of insurance
 - 3. Applicant must provide rationale that it is not infringing on another member organization's territory or players without the expressed written consent from the affected member organization(s) - (8U, 10UD1, 10UD2 and 12UD2 only)
- B. Application Process
 - 1. Applications for new membership must be submitted by using one the following means:
 - a. Electronic submission (Email)
 - b. Written submission

- c. In-person at the February league meeting
2. Any organization that has been inactive for 5 years must reapply to enter the League
3. During voting, the representatives of the new applicant(s) must leave the room
4. Approval shall be voted on in accordance with Section XIII-Voting
5. Each new applicant will provide a \$100 deposit to be used by the league to assess fees or fines. The account must be maintained during the league season.

C. Member Responsibilities

1. Members are required to follow the By-Laws and any interim rulings made by the Board of Controls

ARTICLE IV EXPULSION, SUSPENSION and REINSTATEMENT

A. Organizations can be Expelled from the League for any of the following reasons:

1. Flagrant violation of the By-Laws
2. Refusal to abide by the decision of the League membership as to other League rules and regulations
3. Refusal to abide by the majority vote of the Board of Control or the decision of the officers as set forth in the Articles dealing with the power and duties of the Board of Control and Officers
4. When the actions of the members of an organization are unsportsmanlike and are detrimental to individual and public welfare and are prejudicial to the purposes of the League
5. Failure to take corrective measures after being duly notified that the actions of a team, manager, coach, player, or spectators are detrimental to the purposes of the League
6. Intentional use of an illegal player. (Article VII, Rule G)
7. Continual and habitual absence of an organizational representative from League meetings (at the discretion of the Board of Control)

B. Individual Teams, Managers, Coaches or Players may be Expelled from the League for the reasons outlined in Section A (above) when it is deemed that the best interests of the League are better served by expulsion of an individual rather than an entire organization

C. Any organization, team, manager, coach, or player may be Suspended for the current and/or the succeeding season for any of the following

1. If suspension is deemed in the best interest of the League versus expulsion
2. Unintentional use of an ineligible/illegal player (Article VII, Rule G)
3. Forfeiting two (2) or more games in a season
4. Failure to complete its schedule of games (without approval)
5. Failure to pay fines imposed by the League
6. Failure to leave the playing vicinity if ejected by an umpire
7. Coach/player ejected from a game twice in a season will be automatically suspended for the next game after review by the Board of Control
8. Coach/player ejected from a game more than twice in a season will be automatically suspended for the remainder of the season after review by the Board of Control

D. Expulsion and Suspension Proceedings

1. A written and/or email statement of charges by a League member and a seconding motion by a League member who is not associated with the Organization (individual) presenting the charges must be submitted to the Board of Control
2. The charged Organization (individual) may or may not make a statement of facts to the League within seven days after being notified by the League Secretary that charges have been filed
3. The charges and statement of facts will be reviewed by the Board of Control
4. Expulsion or Suspension will be by 2/3 vote of the Board of Control in attendance, any Board of Control member directly involved in the issue leading to the Expulsion or Suspension proceedings will

not be permitted to vote. Board of Control can designate alternates as temporary members if needed for such disqualifications.

5. The Board of Control may opt to send the vote to a League Membership Meeting especially in cases where entire Organizations are involved

E. Reinstatement

Application for reinstatement of membership which has been previously expelled or suspended from the League shall be made in writing by the executive officer of the offending organization to the Board of Control. The application will be screened by the Board of Control and their recommendation presented to the League. Any League organization team may submit their recommendation for approval or disapproval of the application to the Board of Control prior to a recommendation being made by the Board of Control. Approval for reinstatement will require a two-thirds vote of the League membership in attendance.

ARTICLE V LEAGUE YEAR AND LEAGUE MEETINGS

A. League year runs from January through July.

B. General League Meetings are held on the third Wednesday of the month (except where noted):

1. One representative per organization is required to attend, does not always need to be the same person.
2. January and February meetings held at 7pm.
3. March and April meetings held at end of Roster Review Meetings, which are NOT necessarily on the third Wednesday of the month.
4. All other meetings held at times to accommodate season game play.
5. Organizations will be fined \$10 for each General meeting that they miss.
6. January meeting is a Board of Control By-Laws review meeting.

C. Roster Review Meeting (Team meetings for spring season)

1. Held in March for 8U, 10U, and 12UD2
2. Held in April for 12UD1, 14U, 16U, and 19U
3. Head coach or representative for EACH TEAM is required to attend these meetings.
2. Held same night as General League Meeting, times for each age level will be announced
3. Organizations will be fined \$10 for each Team Meeting that they miss in addition to any General League Meeting fines.

D. Board of Control may excuse fines in extraordinary instances.

E. Fall League organizational meeting is the third Wednesday of August at 7:30 pm. Every team is required to have their head coach attend this meeting. This is a mandatory meeting. \$25.00 fine for not attending.

Required info: cell phone #, email address, playing dates available and playing location.

ARTICLE VI AGE GROUP DIVISIONS & AGE DIVISION COMMISSIONERS

A Divisions of play will be established as follows:

8 & Under	Cannot turn 9 prior to September 1 of the current League year
10 & Under (D1)	Cannot turn 11 prior to September 1 of the current League year
10 & Under (D2)**	Cannot turn 11 prior to September 1 of the current League year
12 & Under (D1)	Cannot turn 13 prior to September 1 of the current League year
12 & Under (D2)**	Cannot turn 13 prior to September 1 of the current League year
14 & Under	Cannot turn 15 prior to September 1 of the current League year
16 & Under	Cannot turn 17 prior to September 1 of the current League year
19 & Under	Cannot turn 20 prior to September 1 of the current League year

**** Tournament rostered players are not eligible for D2 divisions**

-Each organization will have the responsibility to decide if their team should play 10U/12UD1 or D2. Organizations are encouraged to place their teams at the appropriate D1 or D2 division. The Board of Controls reserves the right to deny teams entrance into the 10U/12UD1 or D2 Division if organizations repeatedly place teams at inappropriate levels.

-Based on the number of teams entered, it may be necessary to combine the 16U and 19U age levels into a single 19 & Under Division

-Any player is eligible to pitch at the 14U, 16U and 19U divisions.

B. The Fall program follows the same criteria with the following recommendation:

Move players who are aging up in January to next age level. Fall is development focused; 10u to 12U is a larger ball, 5 feet longer pitching distance, and 14U is 3 feet further pitching distance. Good opportunity to develop a player for their next age level.

C. Organizations must declare to the League the number of teams that they will have in each division no later than the March meeting for 8U,10UD1, 10UD2,12UD1, 12UD2, 14U, 16U, and the April meeting for 19U.

D. Playing “Up in Age Level”

1. Players are encouraged to play within their own age group but may also play at a higher age group within their “Home” Organization. If a player does “play up” on an as-needed basis within her “Home” Organization, priority should be given to her appropriate age group in any game conflicts.
2. If a player is “playing up” within their “Home Organization”, coach must show the opposing coach a copy of the player’s normal rostered team prior to the start of the game. If the roster is not available, player can temporarily play but team forfeits the game if roster is not provided to the Age Division Commissioner within 48 hours.
3. If applicable, a player can “play up” on two different teams within their “Home” Organization during the regular season. However, she must pick only one of the two teams prior to the playoffs commencing and cannot play for both older teams from that point forward even if one is eliminated from the playoffs.
4. Players may “play up” for another organization in the League in the same season only if their “Home” Organization does not have an older team entered in the League.
5. Player must be rostered at lowest age group to be eligible to play at the age group.

E. Age Division Commissioners

1. During the March meeting age division commissioners will be selected and declared
2. If there are a large number of teams in an Age Division, then the second-place team from the previous year may be asked to assist.
3. General Duties of the Age Division Commissioners are
 - a. Members of the Board of Control
 - b. Direct and coordinate activities in your Age Group Division
 - c. Perform season duties listed in Appendix 1, including conducting Roster Review Meeting
 - d. Enforce the League By-Laws and inform the Board of Control of potential problems for guidance
 - e. Reschedule make-up games
 - f. Keep Age Group Division standings and send to website manager and your Age Division Coaches on a weekly basis.
 - g. Determine playoff seedings
 - h. Ensure trophies are at the final game of the Playoff Tournament.
 - i. Maintain latest copy of all rosters in your Age Age Division and send a copy to League Secretary

ARTICLE VII TEAM ROSTERS & ROSTER REVIEW MEETING

- A. The Team Roster is prepared for the benefit of the League, coaches, and teams in each Age division, so they are assured the opposing teams are following the League By-Laws.
- B. Copy of the Team Roster will be given to the League Secretary and all opposing coaches in your division.
- C. A Team Roster consists of a minimum 8 players and a maximum 18 players per team.
1. A player may be rostered on one age division roster only.
 2. A player may play up in age divisions as a substitute, but not down. For example, a player registered on a 14U roster can play 14U and sub in 19U, but a player rostered 19U cannot sub for 14U, even if they are still 14U age eligible.
- D. Team Rosters MUST be fully filled out using the League template from the Website. Team Rosters submitted to the League must include:
1. Player's full name, age, and date of birth
 2. Player's home address (not P.O. Box), township or borough where player lives
 3. Coaches names, home phone number, cell number and work phone number
 4. Fully signed off Player Release Waivers as required per Article VIII, Section D
- E. Roster Review Meeting
1. Roster Review Meeting will be held with all coaches in their specific Age Group Division as scheduled in Article V Section C.
 2. Rosters are due at the Roster Review Meeting.
 3. The Team Roster is deemed acceptable if there are no objections at the Roster Review Meeting. Additions or changes after the Roster Review Meeting must be submitted to the Age Division Commissioner per the requirements in Section E below.
 4. Division Commissioners may opt to allow coaches to email any required missing information to all coaches in the Division. Teams will forfeit all games until the information is supplied
 5. A copy of directions and/or map to your Home field MUST also be provided to the League Secretary and all opposing coaches at the Roster Review Meeting. Inclusion of a GPS address is required with this submittal.
 6. All Rosters are to be provided to the Board of Control.
- F. Player Additions to the approved Team Roster are permitted up to the deadline of: **the end of each team's 4th game (All Divisions)**. Submittals of additions/changes must be made to your Age Division Commissioner and all teams Coaches with all required information at least 48 hours prior to using the player in a game.
- G. Coaches may request proof of age at any time. If a reasonable response is not given to the Age Division Commissioner within a reasonable time frame, further action will be taken at the next League meeting. The Head Coach presenting the case must notify the opposing manager and the Board of Control two days in advance of the League meeting.
- H. An Illegal Player is defined as the following:
1. A player who is too old for the Age Group Division where they are playing
 2. A player not on the official Team Roster or covered under Article VI, Rule D
- I. A player MUST be listed on an approved EPGSL roster to play in any game.

ARTICLE VIII TERRITORIAL RESTRICTIONS

- A. The League will not establish territorial boundaries of member Organizations
- B. Any opposition by a current member to a new member's "territory" should be voiced and reconciled prior to the vote for membership under Article III
- C. Disputes will be settled at League meetings

ARTICLE IX LEAGUE FEES

- A. Team Fees
 - 1. Fees will be set at the February meeting to cover League expenses.
 - 2. Used primarily for trophies and umpire assignor fees.
 - 3. Payment due by April meeting plus any fines from the previous year
 - 4. \$25.00 fine for late payment plus additional fines could be assessed if necessary.
- B. A team which failed to complete its regular season playing schedule in the previous year will be required to post a \$100.00 forfeit bond for the next season and face possible suspension. This is in addition to paying all outstanding fines from the previous playing year. An exception may be granted if voted on at the General League Meeting.

ARTICLE X LEAGUE OFFICERS

- A. One Rep. from Parkland League, One rep. From LVL, One Neutral Rep., Secretary and Treasurer
- B. Election of League Officers will be done at the February General League Meeting and last for a one-year term. Any new League Officers will assume duties at the March General League Meeting.
- C. An organization may only have one representative as a League officer at any given time.
- D. If a League Officer position is open and no one volunteers for nomination, then an organization will be chosen from the alphabetical list of League members to fill said position. (Any organization that provided a volunteer within the last 10 years is exempt from this process)
- E. The League Officers will run all General League Meetings.
- F. Secretary will:
 - 1. Keep minutes of the League meetings
 - 2. Attend to appropriate correspondence of the League
 - 3. Keep a current roll of names, addresses and phone numbers of a representative for each member organization of the League. This representative does not have to be the person to attend all League General Meetings.
 - 4. Receive and maintain an up-to-date roster copy from Age Division Commissioners for all teams
 - 5. Notify League & Board of Control members of special meetings
 - 6. Make revisions to By-laws as required
 - 7. Shall turn over to elected successor all League property within one month
- G. Treasurer will:
 - 1. Collect and deposit all league monies, funds, and dues
 - 2. Keep accurate records or monies received, deposited and expended
 - 3. Report the financial condition of the league at each meeting
 - 4. Shall turn over to elected successor all league property within one month

5. All checks will contain the signature of the Treasurer

H. Legal papers and other official documents will require the signatures of the League Officers and not the Age Division Commissioners

ARTICLE XI BOARD OF CONTROL

A. The executive and administrative body of this League shall be known as the Board of Control. The Board of Control shall consist of the voted League Officers and each Age Division Commissioner.

B. The Board of Control term of office will be one League year

C. A member of the Board of Control will disqualify themselves on matters of dispute involving their organization. The Board of Control can designate alternates as temporary members if needed for such disqualifications.

D. Board of Control Meetings will be held as required. Most of the attendance from the Board of Control members shall constitute a quorum for any required activities.

E. Powers and duties of the Board of Control include the following:

1. To interpret the By-Laws and any other rules and regulations adopted by the League and settle disputes which are not specifically prescribed herein
2. To temporarily authorize a member of the Board of Control to act on important matters where time or circumstances do not permit the calling of a special meeting by the Board of Control. The duration of temporary authorization will be defined and recorded by the Secretary, including details of the incident and decision determined by the authorized party.
3. To assess and enforce prescribed penalties for any violations of the By-Laws, rules, and /regulations of the League
4. To review and resolve charges and statement of facts regarding expulsion or suspension proceedings per Article IV, Rule D
5. Determine if a team shall be required to forfeit championship rights for any violation of the By-Laws, rules, regulations of the League

ARTICLE XII LEAGUE VOTES

A. Each Organization is entitled to one vote on issues brought forward at the General League Meeting regardless of the number of teams that they enter into the League. A majority of League members shall constitute a quorum for the transaction of business.

B. Age Division specific issues will be voted on only by teams enrolled in that division

ARTICLE XIII AMENDMENTS TO BY-LAWS & LEAGUE PLAYING RULES

A. Amendments to By-Laws

1. The League will have a By-Law meeting in January. Recommendations for changes will be brought forward to the League at the February meeting for a formal vote
2. Amendments must be approved by a majority vote at the General League Meeting.

B. Changes to League Playing Rules

1. Age Divisions may adopt rules and regulations for the current year which are not specifically prescribed in the By-Laws with the approval of the League Officers.
2. Changes to playing rules are not permitted after the season starts

3. Changes to field or playing rules for the next season should be brought up at the June meeting. Votes on any proposed changes can be taken at the June meeting as deemed necessary by the League officers to allow teams to plan for next season
- C. The Eastern PA Girls Softball League will play under PIAA Softball rules except where noted.

ARTICLE XIV GAME SCHEDULES & POSTPONEMENTS

A. Preliminary Schedule

1. Will be issued by the Age Division Commissioner no later than two weeks after the March Roster Review meeting for 8U, 10UD1, 10UD2 & 12UD2 and no later than two weeks after the April League Meetings for 12UD1, 14U, 16U, & 19U
2. The preliminary schedule is just a starting point and teams will be given approximately 7-10 days to check for any conflicts such as field availability for home games, school dances, music recitals, dance recitals, proms, girl scouts, bands, vacations, etc. When a conflict is identified, the coach will contact the other coach and mutually agree on a new date. This is a preliminary schedule so coaches are expected to be reasonable and accommodating in making changes. When the conflict is resolved, the coach needs to notify the Age Division Commissioner of the new time/date so it can be modified in the official game schedule.
3. The Game Schedule should include at least 2-3 days at the end of the season for late year rainouts and potential tiebreakers as outlined in Article XXI

B. Final Game Schedule

1. Will be issued by the Age Division Commissioner a few days prior to the April League Meetings for 8U, 10UD1, 10UD2, 12UD2 and a few days prior to the May League Meetings for 12UD1, 14U, 16U, 19U
2. Game Schedule is deemed final for 8U, 10UD1, 10UD2, & 12UD2 after the April League Meetings and final for 12UD1, 14U, 16U & 19U after the May League Meetings
3. No changes are permitted by Age Division Commissioners to the final game schedule after these meetings. In very rare circumstances, a change request may be made to the Age Division Commissioner to change a game if the conflict can be proven to not be known at the time the game schedule was finalized. Age Division Commissioner must get approval from the League Officers to make the change.
4. To accommodate limited umpire availability, age-level playing days will be as follows:
 - a. Spring: 12U/19U- Monday/Wednesday; 10U/14U- Tuesday/Thursday
 - b. Fall: 10U/14U- Saturday; 12U/19U Sunday
 - c. Playoffs will also follow this schedule
 - d. These will be the scheduled days; games can be played on other days if agreed upon by both coaches and submitted for change.
5. For all weekday games, including playoffs, start time is 6pm unless the change is agreed upon by both teams.

C. Postponements

1. Postponement of games is only permitted for weather and field conditions. Teams should attempt to notify visiting teams at least 90 minutes before game time that their field is unplayable to avoid unnecessary travel unless near game time weather conditions cause a postponement in which case the 90-minute target is not achievable.
2. Home teams must notify umpires of any postponements at least 60 minutes prior to game time to avoid a show-up fee.
3. If the Home team's playing field is unplayable due to weather from the previous day, the Home team should notify the opposing team as early in the day as possible in case the visiting team has an alternative field that could be used rather than rescheduling. During the playoffs, the Home team must

notify the opposing team by 1:00 pm if their field is unplayable due to the previous day's weather to facilitate moving the game and keeping the playoffs moving forward.

4. A team may also postpone a League game if its rostered players are scheduled (not just anticipated) to play in a PIAA sanctioned game or PIAA State playoffs. Teams are encouraged to not postpone games if only a few players are involved in PIAA games due to the difficulty of finding a suitable date to reschedule the game. If a team postpones a game under this PIAA provision, that team accepts and understands that weekend games, doubleheaders or many back-to-back games may be necessary to complete the playing schedule within the time limits their Age Division has established

D. Game Stoppages for field conditions, time, darkness or weather

1. Before the game starts – Home team decision for field conditions and weather only.
2. After the game starts – Umpire decision for all categories.
3. Game is deemed complete after 5 full innings or 4-1/2 innings if home team is leading except in the playoffs per Article XXI, Rule C3. The 8U, 10U Division will utilize a complete game in the regular season after 4 full innings or 3-1/2 if the home team is leading.
4. All games have a 1½ hour time limit with finish the inning except the playoffs.

E. Rescheduling Games

1. The new date for any postponed, incomplete or tie games must be agreed to by both coaches within one week of the initial postponement. If teams are unable to agree, the Board of Control/Age Division Commissioner has the option to set the date, time and place.
2. Incomplete (weather/darkness) games in the regular season that are not “official” per Article XIV, Rule D3 Will be replayed from the beginning.
3. Tie games that are “official” per Article XIV, Rule D3 in the regular season will remain as ties for the standings and not be replayed
4. To facilitate completing the League schedule, the Age Division Commissioner may authorize a change in the playing date of postponed games already rescheduled. For Example: Team A needs to make-up a game with Team C. Team A has already rescheduled a make-up game with Team B on the only day Team A & Team C can agree upon. If Team B is willing (cannot be forced) to play another date, the Age Division Commissioner can make the change. This rule applies only to rescheduled make-up games and does not apply to games from the original schedule.

ARTICLE XV FORFEITS

A. Teams will forfeit games for the following reasons:

1. Canceling or postponing a game and failing to notify the other team and umpire assignor.
2. Any team unable to start a game due a lack of players per Article XVII Rule C. Despite being a forfeit, you can play the game with borrowed players for practice
3. Heckling and distraction made by players, coaches, or spectators at any umpire, opposing player or team. The umpire will generally issue a warning and any additional warnings will result in a forfeit of the game.
4. Dropping to eight players because of an ejection
5. Use of an Illegal Player (Article VII, Rule G) whether intentional or unintentional. All games that the Illegal Player was used will be declared forfeits

B. Any game changed and played without the consent of the Age Division Commissioner and the Board of Control will result in a double forfeit

C. The Age Division Commissioner must also be notified that same evening by the winning team that a forfeit has occurred. The Age Division Commissioner will then notify the Board of Control so that the umpire can be paid directly by the League, if necessary, per the contract.

- D. Any umpire fees because of a forfeit will be paid entirely by the forfeiting team.
- E. Forfeit scores will be 7-0 for calculating League standings tiebreakers
- F. Any team forfeiting two games in a season is prohibited from participating in the Playoffs
- G. Any team forfeiting two games in a season is also subject to suspension proceedings per Article IV in these By-Laws
- H. If a team is suspended due to forfeits, all games previously played with that team and scheduled to be played the rest of the season will be registered as wins for calculating the League standings

ARTICLE XVI GENERAL FIELD RULES

- A. Field set up
 - 1. All bases, home plate, pitching rubber and backstops must be securely anchored
 - 2. A double first base is required on all fields
 - 3. Foul lines, batting boxes, foul markers in left & right field and a 16' diameter pitching circle must be chalked on the field
 - 4. Pitching distances measured from back point of home plate to front of pitching rubber

8U	25 feet
10U	35 feet
12U	40 feet
14U, 16U, 19U	43 feet
 - 5. Base lengths are 45 feet for 8U, all other Divisions are 60 feet.
- B. Improper playing conditions may result in suspension for a League member or rejection for new applicants. The Board of Control may appoint three (3) members to inspect and report to the Board of Control within 7 days on the following:
 - 1. Playing fields of applicants for new membership
 - 2. Playing fields of established member when their home field changed
 - 3. Upon written request of two (2) League members to inspect the playing conditions.
- C. Pre-game conference consisting of umpires, team coach and team captains (registered players) will be held to discuss home team ground rules and any special rules
- D. Field positions of team personnel:
 - 1. Team at bat: All players except the on-deck batter will be on the bench or in the dugout. On deck hitter is permitted to only be in the on-deck circle next to their dugout which is different than ASA rule
 - 2. Base coaches are to be in the coaching box
 - 3. Team on defense – players not in regular playing positions must remain in the dugout. Coaches must also remain in the dugout
 - 4. No team personnel are allowed behind the backstop
 - 5. No parents or outsiders not on the League Roster are allowed on the bench or in the dugout unless there is a medical emergency
- E. No smoking, tobacco products or alcoholic beverages are permitted on the bench or playing field

ARTICLE XVII PLAYING RULES for LEAGUE GAMES

A. PIAA rules apply for all Divisions unless noted in these By-Laws

B. Pitchers will use PIAA rules.

C. Teams are permitted to start a game with eight players in all Divisions. If an extra player arrives, they must first play defense and then can be added to the bottom of the batting order. The 10U Division can add up to two players under this provision since they play with 10 defensive players.

D. Teams may end a game with only eight players due to injury or a player having to leave early. There is no out for a batter skipped in the lineup due to this rule. A team that drops to eight players because of an ejection can't use this rule and the game is declared a forfeit per Article XV, Rule A4.

E. If the game is tied after the regulation number of innings and the 1½ hour time limit has not expired, the international tie breaker will be applied per PIAA rules. If the 1½ hour time limit has expired, the game will remain a tie for the regular season. A winner needs to be determined for playoff games so the 1½ hour time limit is waived as long as lighting is sufficient to continue play.

F. Extra Player (EP) Rule

1. Any team may use one (1) *or two* (2) extra players (EP) per game provided it is made known prior to the start of the game and properly indicated in the lineup
2. EP must remain in the same position in the batting order for the entire game
3. EP may be substituted for at any time per league substitution rules with the substitute becoming the new EP. The substitute must be a player who has not yet been in the game
4. The EP may play defense at any time without her status being changed. She may go in or out of the defensive lineup as often as needed as long as her position in the batting order is not altered
5. The EP rule does not apply to the 10U Age Division since they bat all players

G. For 19U, 16U, 14U, and 12UD1 a team can bat either 9 to 11 players or can bat the entire bench. 12UD2, 10UD1 and D2 teams must bat the bench. Max bench to bat is considered 18 players. Any team selecting this option can utilize completely free defensive substitutions in the field during the entire game. If a team selects this option, it must be declared prior to the start of the game on the official lineup card given to the umpire by the head coach desiring to bat the entire bench. It is permissible for either one or both teams to use this option during a game.”

H. Courtesy Runner Rule

1. A courtesy runner may be used for either the pitcher or the catcher at any time regardless of the number of outs or number of pitches thrown to subsequent batters
2. The pitcher or catcher is defined as the pitcher or catcher who last played defense or if in the first inning, the player so designated in the lineup
3. The same courtesy runner cannot be used for both the pitcher and catcher in the same inning
4. The courtesy runner must be a player from the bench who has not yet appeared in the game. If all players have participated, then the courtesy runner will be the last batted out. Should the last batted out be either the pitcher or catcher, then the option exists to utilize the prior last batted out
5. The courtesy runner is still eligible to enter and leave under normal PIAA substitution rules starting in the next inning

I. The Excess Run Rule will be used for all regular season and playoff games

1. Once teams have completed an “official game” per Article XIV Rule D3, the game will be called if a team is ahead by 15 runs after 3 innings or 10 runs after 5 innings. The 10UD1 will use 15 runs after 4 innings and 8 runs after 5 innings. 10UD2 will use 16 runs after 4 innings or 15 after 5 innings.

2. If the home team is trailing, they still have the opportunity to bat in that inning
3. Game that starts on time, but are stopped due to weather or darkness will also be subject to Excess Run Rule and deemed complete if enough runs have been scored to invoke the rule

J. The 8U, 10UD2, 10UD1 and 12UD2 Division have additional special rules that apply as documented in Appendix 2 and Appendix 3 to teach basic playing fundamentals, good sportsmanship, the "language" of softball and have fun. In addition, the players & coaches are eased into the competitive League environment.

K. An official written record of the game must be kept by the Home team on paper.

ARTICLE XVIII UNIFORMS AND EQUIPMENT

A. Minimum uniform required is a numbered (no duplicate #'s) jersey. Coaches PIAA uniform requirements are waived.

B. Only PIAA approved bats, softballs, gloves and shoes may be used. The 1B/C mitt is allowed to be used anywhere in the field.

C. Home Team will supply two game balls to ensure that both teams are using the same balls. The 8U, and 10U Division only will use the smaller 11" softball.

D. Batting helmets that are approved by the PIAA are required on all batters, baserunners and anyone in the "on deck circle"

E. PIAA mandated catcher combination helmet with ear protection, mask, protective throat guard plus chest protector, and leg equipment are required for the catcher position

ARTICLE XIX UMPIRES

A. The League will contract for EPGSL umpires for all League games. The number of umpires and fees for each Age Division are established in the contract which is posted on the EPGSL website (www.epgsl.org)

B. The HOME team is required to contact the umpires at least 24 hours before the game to confirm that the umpire knows field location and game time.

C. Fees are split between the two teams unless the Age Division Commissioner establishes different procedures.

1. If an umpire fails to show up for a game, a substitute umpire may be used if mutually agreed to by both teams. Any umpire who fails to show up for a game should be reported to the Age Division Commissioner.

ARTICLE XX TROPHIES

A. Regular Season Champion

1. Individual player trophies or medals will be given to each rostered team member
2. Team trophy for the Regular Season Champion
3. There will be no Regular Season Champion medals or trophy for 10UD1.

B. Playoff Champion

1. Individual trophies or medals will be presented to all rostered players on the Playoff Champion and the Runner-up in the final round of the Divisional playoff tournament
2. Team trophy for the Playoff Champion and the Runner-up in the final round of the Divisional playoff tournament

ARTICLE XXI PLAYOFFS

A. If the Regular Season ends in a tie, there will be no playoff to determine the Regular Season Champion. The same criteria used to seed the playoffs which can be found in Article XXI Section B Rule 4 (a-d) & Rule 5 below will be used to determine the Regular Season Champion. In the unlikely event that tiebreakers get all the way to line “e” (coin flip), a playoff game may be required after discussion with the Board of Controls.

B. All Divisions will hold a Playoff Tournament at the end of the season

1. The final two teams for the 12UD1, 14U, 16U and 19U Divisions will play a Best of Three Championship Series. Game #1 will be played at the higher seeded team; Game #2 will be played at the lower seeded team and Game #3 will be played at the higher seeded team. However, the team batting last in Game #3 is determined by a coin flip. The Playoffs will begin no sooner than the Monday after July 4th unless July 4th occurs on the weekend in which case the playoffs can begin no earlier than July 7th.
2. The -- 12UD2 will play a single Championship Game with the higher seeded team being the Home Team. The Championship Game will be played on the last Wednesday of June with a Thursday rain date.
3. The 10UD1 playoffs will be broken into 2 brackets, a Gold and Silver
 - a. Must be a minimum of 8 teams to break into 2 brackets; if there is an odd number of teams the odd will be put in the Gold bracket.
4. Each Age Division will determine how many teams qualify for the Playoff Tournament at the April League Meeting for 10UD1 and 12UD2 and at the May League Meeting for 12UD1, 14U, 16U and 19U. It is highly recommended that all teams qualify for the Playoff Tournament but there will a minimum of 8 teams that will qualify for the playoffs.
5. Seedings for the Playoff Tournament will be based on the regular season records. If there is an unbalanced schedule and repeat matchups occur, they will be included in the tiebreaker calculations. The tiebreaker methodology is as follows:
 - a. Head-to-Head results on a winning % basis among tied teams (all teams must have played each other at least once if more than two teams are tied)
 - b. Winning % against common opponents
 - c. Least average runs allowed in all head-to-head games among tied teams
 - d. Total average runs scored in all head-to-head games among tied teams
 - e. Coin flip
6. The tiebreakers in Item #4 above are not restarted at the top as ties are broken
7. If the resolution of Item #3 above is that not all teams qualify for the Playoff Tournament and two teams are tied for the final playoff spot, then a playoff game will be necessary to select the final qualifying spot.
 - a. If more than two teams are tied for the final playoff spot, the Age Division Commissioner will hold a draw to determine who plays in a classic single elimination format.
 - b. These qualifying games will not delay the Playoff Tournament. If weather or lack of cooperation (including playing on weekends) from the teams involved makes scheduling these qualifying games impossible, then the Age Division Commissioner will determine who advances by a coin flip(s) with the approval of the Board of Control.

C. Special Playoff Rules

1. Home Team provides 2 new game balls to ensure that everyone is using the same ball
2. Teams will split the umpire fees
3. All games will be played to the full number of innings for their Age Group Division unless the Excess Run Rule applies per Article XVII Rule H. Games stopped for weather or darkness will be resumed the next night from the exact same point. Losing coach has the option to declare the game over and not return the next night to complete the game. Both Head Coaches need to sign each other's scorebooks if the game is resuming the next night. A resumption of a game does not count when enforcing the two consecutive night rule in Item #4 below, play must be continued on a third consecutive night so that the playoffs are not held up.
4. Playoff games are only played Monday thru Thursday unless coaches mutually agree on weekend games
5. Playoff games are only played on two consecutive nights unless coaches mutually agree to play on a third consecutive night. For example, playoff games typically scheduled for Monday and Tuesday with Wednesday being an off night or rain date. Playoffs would then resume on Thursday night. Playing Monday-Tuesday-Wednesday with Thursday as the rain date to avoid possibly spilling into the next week is acceptable only with coaches' mutual agreement.
6. If the higher seeded team cannot play at their home field on the scheduled night, the game will automatically be moved to the lower seeded team's field with the higher seed team still batting last. If the higher seeded team refuses to move the game, they will forfeit.

ARTICLE XXII PROTEST PROCEDURES

- A. The League will use the PIAA Official Playing Rules for processing protests
- B. Before the next pitch, the Head Coach of the protesting team shall notify the Home Plate Umpire that the game is being played under protest. Both Head Coaches and the Umpire shall document any conditions which will aid in the correct determination of the issue. The Umpire must then sign both scorebooks making certain to document the inning, runs, pitch count, etc.
- C. The official protest must be filed with the Board of Control or Age Division Commissioner within 24 hours of the end of the game
- D. The Board of Control will hear and decide on the protest. Protests that can be handled by telephone are encouraged where possible.

APPENDIX 1 AGE DIVISION COMMISSIONER ACTIVITIES

8U, 10UD1, 10UD2, and 12UD2 Age Division Commissioner

A. March Roster Review Meeting

1. Take attendance and submit to League Secretary
2. Make sure you have each head coaches' name, cell and email
3. Finalize number of teams and split into two divisions (North/South or East/West) if too many teams
4. Agree on Regular Season start/end date, number of games (minimum of 12 games is required) and start date of the Playoffs
6. Have all coaches review the submitted rosters (coaches need to bring enough copies for each head coach and the League Secretary), discuss any problems, collect all acceptable rosters and send unacceptable ones back with coaches for revision and re-submittal.
7. Collect field maps/directions from all teams
8. Briefly review rules of play from Appendix 2 and remind head coaches to have a copy with them at all games

B. Late March

1. Prepare preliminary League game schedule. Remember to leave 2-3 extra days at the end of the Regular Season to make up late season rainouts and to resolve tiebreakers – you will need them! You should double check that each team has equal number of Home/Away games. Recommend using Arbiter Excel format now to save work later
2. Send preliminary schedule via email to all head coaches by the end of March.
3. Allow one week for coaches to resolve any conflicts and send agreed changes back to you via email

C. Early April

1. Send FINAL League schedule via email to all head coaches
2. Send FINAL League schedule to Umpire Assignor no later than 7 days before first games are to be played

D. April

1. Finalize and send Playoff format and schedule

E. May

2. Review season progress to date with Board of Control
3. Send a reminder of Playoff schedule and to review rules, especially playing full game requirement.

12UD1 & 14U Age Division Commissioner

A. Late March

1. Prepare preliminary League game schedule. Remember to leave 2-3 extra days at the end of the Regular Season to make up late season rainouts and to resolve tiebreakers – you will need them! You should double check that each team has equal number of Home/Away games. Recommend using Arbiter Excel format now to save work later
2. Send preliminary schedule via email to all head coaches by the end of March.
3. Allow one week for coaches to resolve any conflicts and send agreed changes back to you via email

C. Early April

1. Send updated League schedule via email to head coaches prior to April Meeting
2. Remind coaches that Team Rosters and Maps are due at April League Meeting. Coaches need to bring enough copies for each head coach and the League Secretary

- A. March Age Group Division Meeting
 - 1. Take attendance and submit to League Secretary
 - 2. Make sure you have each head coaches' name, cell and email
 - 3. Finalize number of teams and split into two divisions (North/South or East/West) if too many teams
 - 4. Agree on Regular Season start/end date, number of games (minimum of 12 games is required) and start date of the Playoffs
- D. April Age Group Division Meeting
 - 1. Take attendance and submit to League Secretary
 - 2. Declare League Schedule FINAL
 - 2. Conduct Roster Review Meeting per Article VII, Rule D1
 - 3. Provide copy of each Team Roster to the League Secretary
 - 4. Briefly review rules of play
 - 5. Finalize Playoff format and schedule
 - 6. Send FINAL League schedule to Umpire Assignor immediately after meeting
- E. May Age Group Division Meeting
 - 1. Take attendance and submit to League Secretary
 - 2. Review early season progress to date

16U & 19U Age Division Commissioner

- A. March Age Group Division Meeting
 - 1. Take attendance and submit to League Secretary
 - 2. Make sure you have each head coaches' name, cell and email
- B. April Age Group Division Meeting
 - 1. Take attendance and submit to League Secretary
 - 2. Finalize number of teams
 - 3. Agree on Regular Season start/end date, number of games (minimum of 10 games is required) and start date of the Playoffs
 - 5. Finalize Playoff format and schedule
- C. Late April
 - 1. Prepare preliminary League game schedule. Remember to leave 2-3 extra days at the end of the Regular Season to make up late season rainouts and to resolve tiebreakers – you will need them! You should double check that each team has equal number of Home/Away games. Recommend using Arbitrator Excel format now to save work later
 - 2. Send preliminary schedule via email to all head coaches by May 1st.
 - 3. Allow one week for coaches to resolve any conflicts and send agreed changes back to you via email
- D. Early May
 - 1. Send updated League schedule via email to head coaches prior to May Meeting
 - 2. Remind coaches that Team Rosters and Maps are due at May League Meeting. Coaches need to bring enough copies for each head coach and the League Secretary
- E. May Age Group Division Meeting
 - 1. Take attendance and submit to League Secretary
 - 2. Declare League Schedule FINAL
 - 3. Conduct Roster Review Meeting per Article VII, Rule D1
 - 4. Provide copy of each Team Roster to the League Secretary
 - 5. Briefly review rules of play
 - 6. Send FINAL League schedule to Umpire Assignor immediately after meeting

APPENDIX 2 SPECIAL GAME RULES FOR 12UD2

Season game schedule: 12UD2 will align to 10UD1 & 10UD2. Note, 12UD1 games start after the Middle school season is complete.

- A. Both teams will bat the entire bench. Late arrivals are added to the bottom of the batting order. If a player needs to leave early, no automatic out is recorded for the vacated spot in the batting order. Bench is considered 18 players, if the team has more players the coach can sub with in line up if wants.
- B. Ten players in the field defensively (4 in the outfield). All players are required to play at least 2 innings on defense. Free substitution is used for all players in the batting order.
- C. Seven innings per game with a 1½ hour time limit with finish the inning. Time limit is waived in the playoffs.
- D. A maximum of 5 runs per inning can be scored by any one team. 15 runs after 3 innings and 10 runs after 5 innings
- E. Pitchers are limited to appearing on the mound a maximum of four (4) innings in a seven (7) inning game. One pitch constitutes an inning pitched.
- F. A 10UD1 player may play up on a 12UD2 team as long as she is not rostered on a tournament team.

APPENDIX 3 SPECIAL GAME RULES FOR 10UD1

- A. Both teams will bat the entire bench. Late arrivals are added to the bottom of the batting order. If a player needs to leave early, no automatic out is recorded for the vacated spot in the batting order. Bench is considered 18 players, if the team has more players the coach can sub with in line up if wants.
- B. Ten players in the field defensively (4 in the outfield). All players are required to play at least 2 innings on defense. Free substitution is used for all players in the batting order.
- C. Six innings per game with a 1½ hour time limit with finish the inning. Time limit is waived in the playoffs.
- D. A maximum of 5 runs per inning can be scored by any one team. 15 runs after 4 innings and 8 runs after 5 innings.
- E. Pitchers limited to appearing on the mound three (3) innings in a six (6) inning game
 - 1. Pitchers will follow PIAA pitching form while on the mound
 - 2. One pitch in an inning counts as a full inning
 - 3. Pitchers cannot re-enter as pitchers in the same inning
 - 4. Pitchers may exceed (3) innings in an extra inning game provided at least one other pitcher on the same team has also pitched (3) innings which means this cannot occur until the 7th inning
 - 5. The strike zone is expanded from the top of shoulders to the knees for a player in a normal batting stance and white batter's box line to white batter's box line in width to limit the number of walks.
- F. Unlimited stealing from 2nd to 3rd base only. Cannot steal 1st to 2nd or 3rd to home.
- G. All runners may leave the base on release of ball from the pitcher
- H. Pickoffs, Overthrows and Loose Balls
 - 1. There is a limit of ONE pickoff attempt by a catcher per inning, runner may not advance except if the pickoff attempt is at 2B (essentially becomes a steal of 3B)
 - 2. Runner may not advance on a throw to 3rd base by the catcher during a steal attempt. If the runner tries to advance home, they are exposed to being tagged out on the play if they do not return safely to 3rd base
 - 3. Pitcher may attempt to pickoff a runner at any time, but the play is a live ball and all runners may advance
 - 4. Runners may NOT advance on a loose ball during a throw from the catcher to the pitcher after a pitch is completed. Throws to the pitcher from any other position in the field are live balls and runners may advance if the pitcher does not have possession of the ball in the circle
 - 5. Continuation Play- Continuation is allowed on a walk to 1st base. Each team is allowed two successful attempts per game. This is a live ball, and catchers may attempt to throw the continuing runner out. If a player also occupies 3rd base at this time, they are free to score if the catcher throws down to 2nd base.
- I. The dropped 3rd strike is waived. Batter is out.
- J. Bunting is permitted, but faking a bunt and swinging away is not permitted
- K. No infield fly rule
- L. Sliding is permitted and encouraged to be taught
- M. Batter is out if they throw the bat after one warning, play stops with no runner advancement on second offense.

APPENDIX 4 SPECIAL GAME RULES FOR 10UD2

10UD2 will be a developmental division. Umps are a part of the game and can stand behind the pitcher

A. Both teams will bat the entire bench. Late arrivals are added to the bottom of the batting order. If a player needs to leave early, no automatic out is recorded for the vacated spot in the batting order. Bench is considered 18 players, if the team has more players the coach can sub with in the lineup if wants.

B. Ten players in the field defensively (4 in the outfield). All players are required to play at least 2 innings on defense. Free substitution is used for all players in the batting order.

C. Six innings per game with a 1½ hour time limit with finish the inning.

D. A maximum of 4 runs per inning can be scored by any one team. Run rules at 16 after 4 innings or 15 after 5 innings.

E. Pitchers limited to appearing on the mound four (4) innings in a six (6) inning game

1. Pitchers will follow PIAA pitching form while on the mound
2. One pitch in an inning counts as a full inning
3. Pitchers cannot re-enter as pitchers in the same inning
4. Pitchers may exceed four innings in an extra inning game provided at least one other pitcher on the same team has also pitched four innings which means this cannot occur until the 9th inning
5. The strike zone is expanded from the top of shoulders to the knees for a player in a normal batting stance and white batter's box line to white batter's box line in width in an attempt to limit the number of walks
6. If the current pitcher walks 3 batters (includes hit by pitch) in an inning the batting team coach will assume pitching until 3 outs are made. Pitchers removed will be allowed to re-enter the next inning.

F. Coach pitch rules

1. The pitcher remains on the field in the pitching circle.
2. The coach must pitch an underhand pitch from the pitcher's plate.
3. There are no steals while the coach is pitching.
4. There is no bunting while the coach is pitching.
5. On the third strike, either called by the umpire, an attempted swing and miss or foul tip and catcher catches, the batter is out.
6. While the coach is pitching the batter will be allowed to remain as the hitter during the at bat if the third strike is fouled off and not put into play without a fielder recording an out.
7. The coach pitcher is considered a member of the offensive team. Therefore, if he/she is hit by a batted ball, ASA rules for interference apply. (Offensive interference results in dead ball, the batter-runner is out.)

G. Unlimited stealing from 2nd to 3rd base only (no continuation on overthrows). Cannot steal 2B or home. No walk continuous allowed

H. All runners may leave the base on release of ball from the pitcher

I. There will be no end of season playoffs or championship game. Participation in the end of season All Star game will still be allowed.

J. The dropped 3rd strike is waived. Batter is out.

K. Bunting is permitted, but faking a bunt and swinging away is not permitted

L. No infield fly rule

M. Sliding is permitted and encouraged to be taught

N. Batter is out if they throw the bat after one warning, play stops with no runner advancement on second offense

O. Courtesy runners are allowed see above for usage

APPENDIX 5 SPECIAL GAME RULES FOR 8U

Introduction: The Prep (or 8U) division is designed to teach the game of softball to children who have little or no experience in the sport. Consequently, this division uses a separate set of rules, which are mainly focused on teaching the game and giving every child a chance to learn and play.

Field Dimensions:

1. Pitching rubber: 25 feet
Bases: 45 feet, if possible
Fair play (for tee only) will be 12 feet from home plate

Game Responsibilities:

2. Coaches should discuss and agree upon all rules prior to the start of the game. There are no wins, losses, or scores tallied at this level.
3. Children are not required to wear long pants.
4. Games will be no more than 90 minutes or 4 innings, whichever is less.
5. Games shortened by inclement weather or darkness will not be rescheduled.
6. Prior to the start of game head coaches should discuss and agree for both teams whether they intend, in the event of an out, to pull runners who are out, or if they instead prefer them to remain on base to work on fundamentals of base running.
7. The first and third base coaches (from the team at bat) shall umpire the bases.
8. There will be no alterations of these rules unless changed on approval of the league.
9. Coaches on the field:
 - a. Defense: coaches are allowed on the field of play to guide and instruct, but not to take part in the play;
 - b. Offense: Coaches are allowed at first and third base, the pitcher and/or the batting tee, and to back-up the catcher.
10. The official softball used in all Prep games will be an 11" optic yellow IncrediBall, or other similar ball. The harder version used at the 10u level is permitted if teams agree. Home teams are encouraged to have at least 2 game balls for use, though there is no requirement that these be new.

Hitting/Pitching Rules:

11. Each team bats their entire line-up in each half inning, and the last batter clears the bases.
12. Coaches will pitch to each player on their team. Players are permitted up to 6 swings, and then should be encouraged to hit from a batting tee. If innings go long, or a team has more than 12 hitters on their roster, coaches may negotiate a lower number of pitches per batter (e.g. two swings and then the tee).
 - a. When the coach/parent pitches, he/she must remain within the pitching circle, but does not need to pitch from the pitching rubber.
13. If a team has a player able to or interested in pitching, they may pitch with the following guidelines:

- a. Players are permitted to pitch three balls to a batter. If a player-pitcher is able to throw strikes, that pitcher may continue to pitch more than three pitches to a batter. After three pitches the coach will take over and pitch to their player.
 - b. If pitchers are unable to throw strikes they are permitted to pitch to just the first three batters in an inning, and then coaches will take over pitching to their remaining batters. If a pitcher is able to throw strikes they are permitted to continue pitching to more than just the first three batters.
14. If hitting off a tee, the bat must come into contact with the ball, and not just the tee. The ball must travel at least 12 feet, or will be considered a foul ball.
15. There are no walks or strike-outs. Hitters must either hit a pitch or off the tee.
16. Bunting, leading, and stealing bases are not permitted.
17. Runners may not leave a base until the ball is hit. Runners may not advance extra bases on overthrows.
18. Batters should generally take one base on a hit (i.e. hit a single), but are permitted to take second base (i.e. hit a double) on hits that go beyond the outfielders.
19. Runners should generally advance one base unless a hit goes beyond the outfielders or the batter is the last batter of an inning, in which case the bases will be cleared by the hit.

Fielding Rules:

20. Teams should have only the proper number of players positioned in the infield (i.e. pitcher, catcher, 1st, 2nd, short stop, & 3rd base). Infielders should not block or impede runners in the baseline or at each base.
21. Teams should try to position just four outfielders, but are permitted to position up to 6 players in the outfield. Outfielders should be positioned at least 10 feet beyond the base path so that they do not block or interfere with runners in the baseline.
22. While runners are not permitted to advance on overthrows, coaches are encouraged to work with their players to back up throws, retrieve overthrown balls, and get them back to the pitcher as quickly as possible.