

## **AA RULES & GUIDELINES 2022**

### **SUMMER DRAFT** \*

The goal of the draft is to produce competitive teams. At the conclusion of the draft, the managers may trade players.

If it is determined that the draft and any trades have left a team or teams with an undue advantage or disadvantage, the coordinator (with the backing of the Competition Committee) may mandate certain player transfers.

Any players who refuse to play for the teams to which they have been drafted will be deemed to have quit the league.

### **ASSIGNMENT OF NEW PLAYERS AFTER SUMMER DRAFT**

The coordinator will evaluate new players as to their overall ability over the course of at least three games in which they will play as replacement players. Then, the coordinator will make a recommendation for assignment of new players by email to the managers.

The managers will have 48 hours to respond to the email where no response will be treated as a “yes, I agree with the assignment”. If no managers disagree with the assignment, it will be finalized. If there is disagreement among the managers regarding the assignment, it may be necessary to have further discussions.

### **PLAYER REQUEST FOR TRANSFER**

The coordinator will consider a player request for transfer to a different team than the team that drafted the player or the team the player was assigned to after the draft. However, there is no guarantee the transfer will be granted.

### **NEW PLAYERS AND THE PLAYOFFS**

New players must play at least three ‘consecutive’ games as replacement players and then be assigned to a team before the playoffs start to be eligible for the playoffs.

### **ROTATING PLAYERS** \*\*

All roster players present at the time of the pregame draw should be in the team’s batting order and play approximately equal innings in the field.

### **NO PITCHER FOR SUMMER GAME OR PLAYOFF GAME**

If a team knows well in advance of a summer game or a playoff game, that it will not have a pitcher available, the team's manager should contact the coordinator as soon as possible. The coordinator will then work with the team's manager and the other managers to find replacement pitchers. A pool of available pitchers may be used to select a replacement pitcher.

### **REPLACEMENT PLAYERS AND PREGAME DRAW\*\***

Prior to each game, teams may replace absent players by drawing from a **replacement pool** including players having first and second priorities (as described below). If the total number of replacements needed to complete the replacement pool exceeds the number of players having first and second priorities, players having third priority (as described below) will be selected **randomly** and added to the replacement pool. To be eligible to be drawn as replacements, players must sign into the replacement pool for each game in advance of the time of the draw.

If a team has fewer than eleven players present, it will select from the replacement pool until it has eleven players. Replacement players must bat at the bottom of the batting order following all rostered players that are present.

The total number of replacements required to give both teams eleven players are drawn **randomly** from the replacement pool. Players not drawn will not play as replacements in that game unless they are needed to replace injured players.

Replacement pool players priorities are as follows.

Players waiting to be assigned to a team have the first priority in the draw for the first game of the day.

For any day on which a team is not scheduled to play a game, players on its roster have the second priority in the draw.

If not drawn, players having the first and second priorities are extended to the second game of the day.

All other players have the third priority in the draw.

The team with the best record, at the time of the draw, draws last. If the teams have identical records, the visiting team draws first. The teams then alternate drawing replacements until both teams have eleven players.

As stated above, players who have not signed up for a draw will not be eligible to play as replacements unless they are needed as replacements for injured players. If the opposing managers agree, a random draw may be used to select a replacement for an injured player. See *INJURED PLAYER* below.

### **EXCEPTION TO PREGAME DRAW**

If a team knows at the time of the pregame draw that it will not have a pitcher, that team will use the first draw regardless of the team's won/lost record to select a pitcher.

### **RUNS AWARDED AFTER PREGAME DRAW** \*\*

Teams will cede one run for each replacement player drawn. Net runs awarded will be added before the start of the game. Runs awarded will not be changed by the late arrival of rostered players. If a player leaves a game in progress for any reason other than an injury and the player's team draws a replacement player, the player's team will cede an additional run. If a player leaves a game due to injury and a replacement player is provided, no run will be awarded.

### **LATE ARRIVING ROSTERED PLAYER** \*\*

If a rostered player arrives after the pregame draw has begun but before the player's team has drawn a replacement player, the rostered player may play. If the rostered player arrives after a replacement player has been drawn, the replacement player may withdraw in favor of the late arriving rostered player but may not be required to do so. If the replacement player does not withdraw, the rostered player may play at the discretion of the team manager. If the rostered player arrives after the game has begun, (1) the rostered player must bat last in the batting order, (2) cannot play consecutive innings in the field and (3) should alternate innings in the field with a replacement player.

### **INJURED PLAYER** \*\*

If a player leaves a game due to injury, a replacement player may be selected by agreement of the opposing managers. If multiple replacement players are available, a random draw may be used to select a replacement player. The replacement player will take the injured player's place in the batting order and no out will be recorded.

### **FORFEITS** \*\*

If a team has fewer than six of its rostered players present at the time of the pregame draw, it will forfeit the game. If both teams have fewer than six rostered players available at the time of the pregame draw, a double forfeit will be declared.

### **EJECTIONS \*\*\***

If a player is ejected from a game, the ejected player is suspended from participating in any manner in his team's next game. If the ejected player's team does not have a substitute available, it must finish the game with only its remaining players and an out will be recorded every time the ejected player's time at bat comes up. An ejected player must leave the playing fields area immediately. A suspended player may not participate in any PSS game in any capacity (including as a replacement player) until the next playing date following the completion of the player's suspension.

### **PITCH COUNT \*\*\***

All batters will start with a count of no balls and no strikes. Four balls will result in a walk. Three strikes (including fouls) will result in a strike out. No 'waste foul'.

### **SLIDING AND/OR DIVING \*\*\***

Sliding and/or diving while advancing to any base is not allowed. A runner who slides or dives into a base will be declared out and the ball will remain live. Sliding and/or diving while returning to any base is allowed.

### **INFIELD FLY RULE \*\*\***

The infield fly rule will not be used.

### **COURTESY RUNNERS \*\*\***

Courtesy runners may only be used for players who request them. Managers and other players may not require a player to request a courtesy runner. A player may request a courtesy runner at any base but the request must be made before the first pitch to the next batter.

### **FIELDER POSITIONING \*\*\***

When a team plays with eleven or twelve fielders, at least four fielders must stay behind the outfield cones until the batter contacts the ball. If a team chooses to play shorthanded with less than eleven fielders, at least three fielders must stay behind the outfield cones until the batter contacts the ball.

**INTERFERENCE \*\*\*\***

Interference is the act of an offensive player (or team member) that impedes or confuses a defensive player attempting to make a play. A base runner must avoid a fielder making a play. Rule 1.45.

**OBSTRUCTION \*\*\*\***

A fielder who is not in possession of the ball, in the act of fielding a batted ball, nor about to receive a thrown ball, who impedes the progress of a runner or batter-runner who is legally running bases. Rule 1.48 B.

**AVOIDING COLLISIONS \*\*\*\***

Runners must make every effort to avoid colliding with defenders while running the bases. If, in an umpire's judgement, a runner misses a base to avoid a collision with a defender, the runner will not be called out. Rule 8.7(4).

**WEATHER SHORTENED GAME \*\*\*\***

A weather shortened game must consist of at least 4 ½ innings with the home team ahead or 5 innings with the visiting team ahead to qualify as a regulation game in the standings. Rule 5.4A.

**BAT ATTACHMENTS \*\*\*\***

Bat attachments such as 'donuts' are not allowed. Rule 3.4(1) F.

**WIND EFFECTING PITCHERS\*\*\*\***

In significantly windy conditions, if, in the judgement of the plate umpire, the wind is having a discernible adverse effect on the accuracy of both pitchers, the plate umpire may declare that only strikes count. Rule 6.16.

**COURTESY RUNNER DECLARED OUT \*\*\*\***

If a courtesy runner (CR) is on base when the CR's time at bat comes up, the CR will be declared out, but the CR does not lose a time at bat even if it is the last out of an inning. Rule 8.5(4).

### **TIE BREAKER RUNNER\*\*\*\***

In the event of a tie game after seven complete innings, teams start each half inning with a tie breaker runner (TBR) on second base. The TBR is the last batter in the previous inning whose turn at bat had been completed. No substitute or courtesy runner may replace the TBR until the TBR has reached third base. If the last batter cannot continue as the TBR because of injury, illness etc., the TBR will be declared out and the next previous batter will be the TBR. Rule 5.4(2).

### **AAA PLAYERS IN AA GAMES**

AAA players participating in AA summer games will play defense only. AAA players participating in spring and fall AA games may play offense and defense. AAA players may only participate as pitchers in AA playoff games and will play defense only.

### **POST GAME PICKUP OF EQUIPMENT**

The team that is in the field when the final game of the day ends is responsible for bringing in the outfield cones while the home team in the final game of the day is responsible for ensuring all other equipment is picked up and locked away.

### **TEAM SHIRTS**

Players are encouraged to wear their team shirts for all games as a way of supporting the team sponsors.

### **DEADLINES FOR PREGAME DRAW**

Players interested in signing up for a pregame draw must do so no later than 15 minutes prior to game start time. The pregame draw will be held at precisely 10 minutes prior to game start time.

### **11 or 12 FIELDERS**

A) In a game where both teams have 12 or more roster players present, each team will have the option of playing with 11 or 12 fielders.

B) In a game where both teams have fewer than 12 roster players present, both teams must play with 11 fielders.

C) In a game where only one team has 12 or more roster players present, both teams must play with 11 fielders.

### **FLIP FLOP RULE\*\*\*\***

The flip flop rule only applies when the visiting team is ahead by 10 or more runs at the start of the home team's sixth at bat. The home team's seventh at bat will be an "open inning".

Rule 5.5(2)

\*PSS Summer League Draft Procedures

\*\*PSS Summer League Pregame Draw

\*\*\*PSS Supplemental Playing Rules

\*\*\*\*Senior Softball Rulebook

### **PSS CODE OF ETHICS**

All players agree to:

1. Abide by the PSS rules and procedures to the best of their ability.
2. Accept the decision of umpires and their manager in good sportsmanship.
3. Neither taunt nor degrade opponents.
4. Avoid bodily contact that may cause injury to others or to myself.
5. Never direct abusive or profane language toward umpires or opponents.
6. Exercise control over family members and friends to the extent of 3 and 5 above.
7. Not commit any act that could be considered unsportsmanlike conduct.