Palm Springs Gay Softball League
Rules & Regulations

All teams participating in the PSGSL must use the rules of play adopted by International Pride Softball (iPride Softball) and USA Softball, with certain exceptions as noted herein. These rules and regulations supplement the USA Softball National Guidelines, iPride Softball, and PSGSL governing documents and serve to address situations unique to our area. They may be adjusted as needed if deemed necessary for the best interest of gameplay.

Code of Conduct

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

Player / Team Eligibility

1. Only players listed on an official PSGSL team roster are eligible to play in the league. Teams shall forfeit all games in which an ineligible player participates or is included in the game line-up. A player may play in more than one association's GSWS-qualifying season but must declare which association is their qualifying association. iPride procedures will be followed to determine player eligibility.

2. Teams shall comprise a minimum of twelve (12) and a maximum of twenty (20) players on their official team roster. A player may not appear on more than one (1) roster at a time.
3. Uniforms: Each player must wear a "team jersey," which must be similar in color and style and must have a player/roster number as described by USA Softball rules. Non-uniform decorations or tied cloth is NOT allowed on a player's head, neck, or body. The umpire and/or presiding board member will determine what is deemed harmful

Team ratings will be calculated by adding the top 10 rated players.

Division	Team Ratings Thresholds	Individual Ratings Thresholds
Open E	Up to 65	Up to 7
Open D and Legends D	Up to 95	Up to 10
Open C and Legends C	Up to 130	Up to 14
Open B	Up to 170	Up to 18
Open A	Up to 210	Not applicable

Game Play

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

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

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

   a. Players with an active PIP status must be indicated on the lineup card with "PIP" next to their name. PIP status is valid for one year (spring and fall season) and must be renewed yearly.

5. Pick-up Players:
    a. Spring Season: No pick-up players are allowed except for the E division.
        1. The use of pick-up players in any division other than E will be recorded as a forfeit; however, we encourage all games to be played.
        2. Pick-up players should only be used to get the team up to 10 players. E Teams may pick up a maximum of two (2) eligible players from their division to allow gameplay, provided that eight (8) rostered players are in the line-up. If additional pick-up players are required, the game will be recorded as a forfeit; however, we encourage all games to be played.
        3. Pick-up players must play right field or catcher. A pick-up player may play as a pitcher if one is not available, for safety reasons. If competing teams are from different divisions, the pick-up player(s) must be from the lower division. Pick-up players must be added to the bottom of the line-up and wear their team jersey. Coaches/Managers must identify pick-up players at a plate meeting with the umpire before the start of the game.
    b. **Fall Season: Pick-up players are allowed for all divisions.**
        1. **Pick-up players should only be used to get the team up to 10 players. Teams may pick up a maximum of two (2) eligible players from their division or below to allow gameplay, provided that eight (8) rostered players are in the line-up. If additional pick-up players are required, the game will be recorded as a forfeit; however, we encourage all games to be played.**
        2. **Pick-up players must play right field or catcher. A pick-up player may play as a pitcher if one is not available, for safety reasons. If competing teams are from different divisions, the pick-up player(s) must be from the lower division. Pick-up players must be added to the bottom of the line-up and wear their team jersey. Pick-up players must be noted with an asterisk on the line-up card. Coaches/Managers must identify pick-up players at a plate meeting with the umpire before the start of the game.**

6. A game will be fifty (50) minutes or (7) complete innings, whichever occurs first. *No new innings will start after (50) minutes.* Innings in progress at the end of regulation time will be completed. Games tied at the end of regulation play will use the USA International Tie-Breaker procedure to determine a winner. The last batter shall start the tie-breaker inning at second base. This player may be substituted at any point during the inning.

    Fall Season Only Addendum: Games will still be fifty (50) minutes or (7) complete innings, whichever occurs first—there is no drop-dead rule. However, games shall utilize the five (5) run per inning rule, with unlimited runs allowed after the completion of the fourth inning. Should the home team be trailing by 15 runs at the start of the bottom of the fourth inning, a maximum of six (6) runs will be allowed during the home team's turn at bat. Games tied at the end of regulation play will be recorded as such and will forgo the USA International Tie-Breaker procedure to determine a winner.

7. Mercy Rule: The game will be called should a team be ahead:
    a. 20 runs after 3 complete innings of play
    b. 15 Runs after 4 complete innings of play
    c. 10 runs after 5 complete innings of play
8. Bats must meet USA Softball standards. A complete list of approved bats can be found by clicking "certified equipment" at www.asasoftball.com. Any illegal bat, discovered before the start or during the game, will be immediately removed from the field of play, photographed, and documented by the team and owner of the bat. Any player found in violation of using a previously documented illegal bat a second time will be suspended for 1 game.
9. All batters will start with a 1-1 count. Only one (1) foul ball after two (2) strikes will be allowed. Afterwards, the batter is out.
10. The pitcher may take a position from the front edge of the pitcher's plate to 6 feet behind the pitcher's plate within the 24-inch width of the pitcher's plate with both feet firmly on the ground and at least one foot in contact with the pitcher's plate when releasing the ball. All pitches must comprise an arc of at least 6' and not more than 12'.
11. Base runners cannot lead off the base until the ball crosses home plate or contact is made.
12. A runner who moves more than 2 steps out of the base path to avoid a tag shall be called out. Runners must avoid fielders attempting to field a hit. If a fielder is blocking the base/in the base path while waiting to receive a throw, fielder interference will be called, and the runner will be safe. Please refer to the code of conduct directives regarding runner interference.
13. Appeal Plays: The ball does not have to be thrown; intent just has to be verbalized.
14. Courtesy Runners:
    a. Teams are allowed one (1) courtesy runner (unlimited- Legends C and D) per inning, in addition to any player granted PIP Accommodation.
    b. Any player on the official line-up may be used as a courtesy runner.
    c. A courtesy runner is in the game when he/she touches the base.
    d. A courtesy runner whose turn at bat comes while he/she is on base shall be called out; removed from the base; and immediately come to bat. A second courtesy runner may not be substituted at this time, nor can a substitute be inserted in the batting line-up in their spot to circumvent the rule.

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

15. Home Runs:
    a. Any excess over the number of home runs permitted by each division will be an inning-ending out:
        1. A Division: Four (4)
        2. B Division: Three (3)

3. C Division: One (1)
4. D Division: Zero (0)
5. E Division: Zero (0)

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

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

16. Forfeited games will be recorded as a 7-0 win for the opposing team. Any team forfeiting a game may be fined $45 if the forfeit is communicated after 6 pm the preceding Friday to the scheduled game. A forfeit fee may be imposed even if a team can pick up enough players and play the forfeited game.

Updated: September 21, 2026