



“Fun in the Sun”

**2024 SCAP SOFTBALL
Regular Season & Tournament
Rules and Regulations**



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OFFICIAL STATEMENT OF POLICY

It is the policy of SCAP softball to promote the development of strong character, a positive attitude, a sense of responsibility, and citizenship in participants, using the game of softball as a vehicle. It is the purpose of Palmetto Softball to achieve this goal through fair play, good sportsmanship, and congenial fellowship, with adult leaders providing the example while attempting to limit injury caused by overexertion. It is strictly against the policy of SCAP softball for any person, either as a participant or a spectator, to engage in arguments, to use abusive language, to harass umpires, or to exhibit any behavior not in concert with the general intention of this policy statement. Team coaches are required to abide by this policy statement, and all parents and other adults are strongly encouraged to do so.

Playing Field

2024 Field Dimensions Quick Chart

Age	Bases	Fences	Box	Rubber	Innings	Run Rule	Batting
8U	60'	180' - 200'	6' x 3'	35'	5	20 after 2, 12 after 3 & 10 after 4	Cannot bunt or slap hit
10U	60'	180' - 200'	7' x 3'	35'	5	20 after 2, 12 after 3 & 10 after 4	Cannot show bunt, then hit-a-way
12U	60'	180' - 200'	7' x 3'	40'	6	20 after 2, 12 after 3, 10 after 4 & 8 after 5	Cannot show bunt, then hit-a-way
15U	60'	180' - 200'	7' x 3'	43'	7	20 after 2, 12 after 4, 10 after 5 & 8 after 6	
18U	60'	180' - 200'	7' x 3'	43'	7	20 after 2, 12 after 4, 10 after 5 & 8 after 6	

*** No pitching restrictions for all age groups***

*** Maximum of 3 coaches per team, except 8U
which may have 4 coaches***

8U Rules (1.1)

8U will be governed by National Federation of High Schools (NFHS) rules affecting game play except for the rules outlined below.

11" ball shall be used

Pitching Circle 8' radius (16 feet diameter) rubber centered in circle

Overthrow to first-No restrictions

20' line for outfielders (behind the base line) until ball is in play

10 defensive players in the field with 6 infielders

10 players in the batting order

No bunting/slapping

Face Shield is mandatory for the infielders

8U Game Play

Coach Pitch Only-5 Pitches or 3 Strikes

No stealing

Infield fly rule is not in effect

The dropped 3rd strike rule is not in effect

A maximum of only seven (7) runs can be scored in each half inning, except the 5th inning in District and/or State Tournament play. After the 5th inning, the seven (7) run maximum is in force for the remainder of the game.

No new inning will start after 75 minutes or 5 innings.

Regular season may have a time limit.

League and Tournament-Catcher will be squatted behind home plate in a direct line with the coach pitcher. The catcher will wear full catching gear.

Play will end when the pitcher has the ball in her possession in the pitcher's circle. Runners that have left a base prior to the pitcher having control of the ball may continue to advance at the risk of being put out, but must stop at the next base.

Time out by the umpire cannot be called until the ball is in control of a player in the infield and in the judgement of the umpire, the play has come to a halt or stand-off.

The coach pitcher must remain off the field until time has called.

The coach pitcher must pitch from within the designated pitching circle with the coach pitcher's feet remaining in the designated pitching circle until the pitch is released.

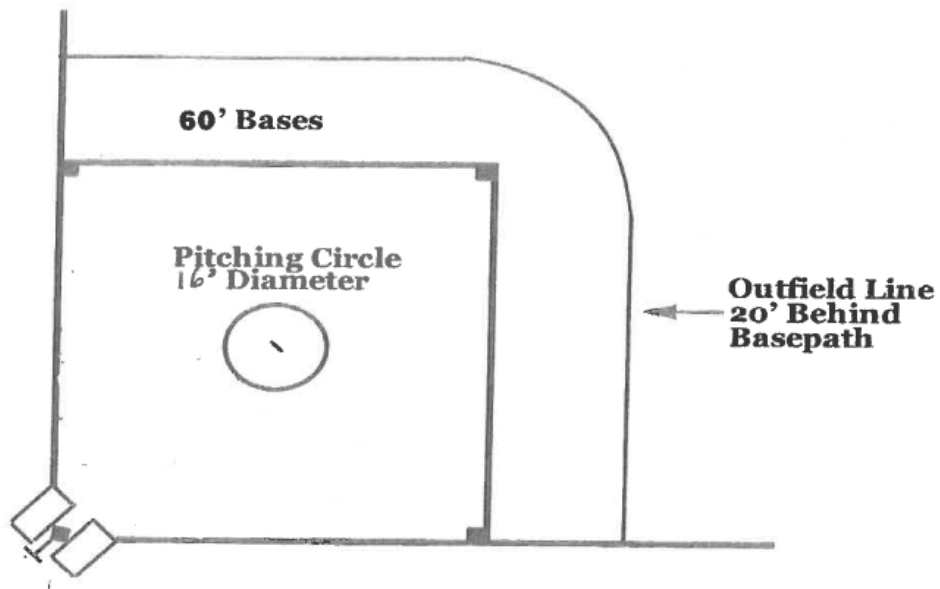
NOTE: The coach pitcher does not have to pitch from the pitching rubber or at a half-way mark in the pitching circle. If one foot is within the circle and any part of the other foot is in contact with the chalk or paint outlining the circle when the pitch is released the coach will be considered in the circle. PENALTY: If the coach pitcher does not remain in the circle while delivering the pitch, a violation shall be called by the umpire with the defensive team having the option of taking the play or no pitch.

The coach pitcher shall exit the playing field behind the runner or away from the play on the field when the ball is hit into play to avoid interference. PENALTY: If the umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch. The coach pitcher shall be warned and a second occurrence in the game shall result in the removal of the coach pitcher from the mound to the dugout for the remainder of the game. The coach pitcher shall remain outside the playing area until the ball has been declared dead.

If the coach pitcher is hit by the ball, it is a dead ball and will be declared a no pitch.

The coach pitcher may coach or position the batter only, prior to the delivery of a pitch. He/she cannot coach the baserunners. PENALTY: A warning will be given for the first offense and he/she will be removed from the mound to the dugout for the remainder of the game on the second offense.

8U Outfield Diagram



10U Rules (1.2)

10U will be governed by NFHS rules affecting game play except for the rules outlined below:

11" ball shall be used

Pitching Circle 8' radius (16 feet diameter) rubber centered in circle

10U Game Play

Bunting is allowed

Open stealing after the ball reaches the plate

Infield fly rule is in effect

The dropped 3rd strike rule is not in effect

10 defensive players in the field with 6 infielders

10 players in the batting order

A batter cannot show bunt, then swing away

Slapping is allowed

Face shield is mandatory for the infielders

12U Rules (1.3)

12U will be governed by NFHS rules affecting the game play except for the rules outlined below:

12" ball shall be used

Pitching Circle 8' radius (16 feet diameter) rubber centered in circle

12U Game Play

Stealing upon release of the ball

Infield fly rule is in effect

The dropped third strike rule is in effect

9 defensive players in the field

A batter cannot show bunt, then swing away

Face shield is highly recommended for infielders

15U Rules (1.4)

15U will be governed by NFHS rules affecting the game play except for the rules outlined below:

Face shield highly recommended for infielders

18U Rules (1.5)

18U will be governed by NFHS rules affecting the game play except for the rules outlined below:

Face shield highly recommended for infielders

Player Participation Requirements (2.0)

Offensive Participation (2.1)

There will be a maximum of 12 players and 3 coaches (except 8U Coach Pitch which may have 4 coaches) on a roster to start any level of tournament play

A team must have 9 players to begin each game

There is no playing requirement (offensive or defensive) in any post season tournament play

Substitution and/or re-entry in all age groups will be governed by NFHS rules

Extra Player (2.2)

An **optional** EXTRA PLAYER (EP) may be used in all age groups as follows:

- a) Any team may use one (1) Extra Player (EP) per game provided it is made known prior to the start of the game and it is indicated in the lineup.
- b) The EP must remain in the same position in the batting order for the entire game.
- c) The EP may play defense at any time without her status being affected. She may go in and out of the defensive lineup as often as needed as long as her position in the official batting order is not changed. The EP allows any player in the batting order to play anywhere on defense, i.e., free defensive substitution (see the lineup card example below).
- d) The EP may be substituted for at any time with the substitute becoming the new EP. The substitution rules are the same for the EP like any other player in the lineup.

Batting Order	Name	First Inning Defensive Position	Second Inning Defensive Position	Third Inning Defensive Position
1	Stewart	6	6	1
2	Loper	1	1	6
3	Taylor	EH	4	2
4	Bennett	3	EH	3
5	Dawsey	4	3	4
6	Wilson	5	5	5
7	Singleton	2	2	EH
8	Davis	7	8	7
9	Belville	8	9	8
10	Lacey	9	7	9

Starting and Ending A Game (3.0)

3.1 Prior to the established time to begin the game, the managers of the opposing teams shall follow the routine in sequence:

- (a) The home team manager shall give the batting order in duplicate to the official scorer;
- (b) Next, the visiting team manager shall give the batting order in duplicate to the official scorer;
- (c) Next, the official scorer shall make certain that the original and duplicate copies are the same, then provide a copy of the batting order to the opposing manager. The original copy retained by the official scorer shall be the official batting order.
- (d) As soon as the umpire-in-chief enters the playing field, the umpires are in charge of the playing field and from that moment have sole authority to determine when a game shall be called, halted, or resumed on account of weather or the conditions of the playing field.

3.2 The players of the home team shall take their defensive positions, the first batter of the visiting team shall take a position in the batter's box, the umpire shall call "Play," and the game shall start.

3.3 When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.

- (a) The catcher shall be stationed behind the plate in the catcher's box.
- (b) The pitcher, while in the act of delivering the ball to the batter, shall take the legal position.
- (c) Except the batter, or runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

3.4 The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall always remain within the base coaches' boxes and talk to members of their own team only. An offending base coach shall be removed from the base coaches' box.

3.5 Base coaches on the baselines shall be:

- (a) Two (2) eligible players in uniform wearing protective helmets, or
- (b) One (1) eligible player in uniform wearing a protective helmet and one (1) adult team manager or team coach presenting a professional appearance including matching shirt (if not matching, at a minimum the same color). Shorts or pants are acceptable. Tennis shoes or cleats are acceptable but no sandals, flip flops or crocs are allowed.
- (c) Two (2) adult team manager or coaches presenting a professional appearance, including a matching shirt (if not matching, at a minimum the same color). Shorts or pants are acceptable. Tennis shoes or cleats are acceptable but no sandals, flip flops or crocs are allowed.

3.6 Any conduct by any base coach considered in the umpire's judgement to be unsportsmanlike or a deliberate attempt to delay the game shall result in:

- (a) If an adult, the immediate removal of the offender from the game and the playing field and its confines. **NO WARNING IS NECESSARY;**
- (b) If a player, the immediate removal of the offender from the coaching box(es) for the remainder of the game. **NO WARNING IS NECESSARY.**

NOTE: At least one adult coach must be in the dugout at all times possibly limiting the number of adult coaches allowed to coach on the baselines. In this event, at least one, or possibly two,

eligible players in uniform, wearing a protective helmet, must be used as a coach on the baseline. Both base coaching boxes must always be filled when a team is on offense.

3.7 No manager, coach or player, shall at any time, whether from the bench or the playing field or elsewhere:

- (a) Incite, or try to incite, by word or sign, a demonstration by spectators;
- (b) Use language which will in any manner refer to or reflect upon opposing players, manager, coach, an umpire or spectators;
- (c) Make intentional contact with the umpire in any manner

3.8 No fielder shall take a position in the batter's line of vision, and with the deliberate unsportsmanlike intent, act in a manner to distract the batter.

PENALTY: The offender shall be ejected from the game.

3.9 When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in the game. Managers and coaches may not sit in the stands or remain in the dugout. Managers, coaches and players may not be recalled. Players only may remain in the dugout.

3.10 Any player/coach ejection will be subject to the following penalties from the current SCAP Policy Handbook:

PLAYER / COACH EJECTION

1. First Ejection: The first player/coach ejection will result in suspension from the next tournament game. If it is the last game of the District Tournament and the team has qualified for the State Tournament, the ejected player or coach will not be eligible to participate or have any communication with the sideline or bleacher area in the first game (a suspended coach is not allowed in the bench area, however, a suspended player is required to be in the bench area for the duration of their suspended game). Failure of a suspended player to remain in the bench area will result in a continued suspension until this portion of the penalty has been satisfied. If the ejection occurs during the last game of the State Tournament, the tournament host must submit a letter to the SCAP Board informing them of the ejection. The Board will follow high school league rules and fine the coach \$50. The invoice will be sent to the participating department. Upon review, further actions may be determined by the SCAP Board of Directors.
2. Second Ejection: The second time a player/coach is ejected will result in total loss of tournament participation eligibility for that season in that sport. Upon review, further actions may be determined by the SCAP Board of Directors.

3.11 When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues,

PENALTY: The umpire shall order the offender(s) out of the game and away from the spectator's area.

3.12 HOW A TEAM SCORES:

(a) One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three (3) players are put out to end the inning.

EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made:

1 by the batter-runner before touching the base;

2 by any runner being forced out; or

3 by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).

(b) When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter, or any other play with the bases full which forces the runner on third to advance, the umpire not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.

NOTE: Regular Season Local League Option-“Games shortened by reason of curfew, rain, or other acts of God shall be regulation games provided both teams have batted four times, or in the case of the home team when it is leading three times.” Regular Season Local League Option-“Games shortened by reason of curfew, rain, or other acts of God before they have become regulation games shall be resumed from the point of termination.” By SCHSL rules, IF the 5th, 6th or 7th inning has begun but not been completed, the score reverts back to the previous inning

District and State Tournament games that are interrupted by reason of curfew, rain or other acts of God before the game is finished will resume at the point of delay and played to completion.

3.13 A local league may use a time limit for regular season games to determine a regulation game so long as both teams have had an equal number of times at bat. A two (2) hour time limit for all age groups, ONLY during District play.

NOTE: No new inning may begin once the time limit has been reached. An inning ends the moment the third out is made. Therefore, the next inning begins at the same time. If the time limit expires with an inning in progress, the inning should be completed or the half inning if the home team is ahead.

3.14 If tied at the end of regulation play, the teams will play one more inning using the same rules as before. If still tied at the end of the one additional inning, the International Tiebreaker will be used. The tiebreaker will be used as follows: The last scheduled batter from the previous inning will be placed at second base to start the extra inning with the scheduled leadoff batter at bat. For example, the fifth hitter in the batting lineup is scheduled to lead off the inning, then the fourth batter in the batting order would be at second base to start the inning. The International Tiebreaker will be used until a winner of the game is determined.

3.15 A game may be forfeited to the opposing team by the umpire-in-chief of the game in progress when a team:

- (a) Being upon the field, refuses to start play within 10 minutes after the hour for the beginning of the game, unless such delay, in the umpire's judgement, is unavoidable;
- (b) Refuses to continue play unless the game was terminated by the umpire;
- (c) Fails to resume play, after game was halted by the umpire within one minute after the umpire has called "Play";
- (d) Fails to obey within a reasonable time the umpire's order to remove a player from the game;
- (e) After warning by the umpire, willfully and persistently violates any rules of the game;
- (f) Employs tactics designed to delay, shorten or extend the game

Pitching (4.0)

4.1 Before a pitcher pitches the ball, she must do the following:

- (a) Have possession of the ball in either the pitching hand or the glove hand
- (b) Have both hands separated as she steps onto the rubber
- (c) Must take or simulate taking signs while on the rubber from the catcher only
- (d) On the pitch delivery the pivot foot may slide across the pitcher's plate

4.2 The pitch begins when the hands are no longer separated. The pitch delivery can be aborted by the pitcher stepping off the rubber in a backward step with either foot.

4.3 The delivery must start no less than one (1) second and no more than ten (10) seconds after the hands are in contact with each other.

4.4 Pitcher's Delivery:

- (a) Windmill or Slingshot style is acceptable
- (b) Arm movement must be an underhand motion
- (c) Pitcher may use backward movement of the pitching arm at the start of the delivery

4.5 The pitcher can use the **Step Back** or **Start Back** method of pitching. Prior to the start of delivery, both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate. This allows for personal preference and developing pitchers to work through levels of progression.

4.6 If the underhand arm movement is more than 12" away from the parallel of the body, the pitch will be considered a sidearm pitch. A "Leap" or a "Crow Hop" is not permitted during the pitching delivery.

4.7 The pitcher cannot stop her motion before the ball leaves her hand.

4.8 If a pitcher stops her wind up (unless the umpire calls time) without releasing the ball, an illegal pitch will be called and a ball awarded to the batter and base runners NOT advance one base. No action by a batter, coach or fan can cause a pitcher to throw an illegal pitch.

4.9 A pitcher cannot have anything distracting on her pitching arm, hand or wrist. Any sweatband must be flesh in color on pitching wrist or arm. Pitcher's uniform, equipment and/or

accessories must be worn properly. A pitcher is prohibited from wearing or using any item that, in the umpire's judgement, distracts the batter.

4.10 The pitcher can ask the umpire for a different ball at any given time before the start of her pitch. During wet conditions, a coach may request permission to towel dry the balls for the pitcher.

4.11 Intentional Walk (10U, 12U, 15U and 18U only): If the pitcher desires to intentionally walk a batter, she can at any time during the players at bat notify the umpire of her intentions and the walk will be granted by the umpire. No pitches need to be thrown to the intentionally walked batter.

4.12 The penalty for an illegal pitcher will be the removal of the pitcher from the position, and the opposing team shall have the option of replaying the game from the point the illegal pitcher entered the position illegally.

4.13 The 8U age group will have no restrictions or innings a player pitcher may play the position.

4.14 Any pitcher can return to the mound one time at any point during a game.

Batting (5.0)

5.1 With no playing requirement, every player does not have to bat during the game. Lineup cards will be turned in prior to the start of the game with batting order and substitutions listed. NOTE: A player removed because of injury or illness may return to the game, if otherwise eligible to return.

5.2 Batting out of order is an appeal play which may be made by the defensive team only and while the ball is dead.

5.2.1 If the batting order error is discovered while the incorrect batter is at bat, the correct batter shall take their place, assume any balls and strikes, and any runs scored or bases run while the incorrect batter was at bat shall be legal.

5.2.2 If the error is discovered after the incorrect batter has completed their turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, error, a base on balls or a hit batter shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under the circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the players been put out by ordinary play.

5.2.3 If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure

to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

5.3 No base runner shall be removed from the base she is occupying to bat in her proper place. She merely misses her turn at bat with no penalty. The batter following her in the batting order becomes the legal batter.

5.4 In 8U, 10U or 12U a player cannot show bunt and then swing away. Penalty: Batter is out, the ball is dead and no runners may advance.

Baserunning (6.0)

6.1 A player not in the lineup can be used as a courtesy runner for the pitcher or catcher with two (2) outs.

6.2 A baserunner may attempt to steal once the ball has crossed home plate in 10U only.

6.3 A baserunner may attempt to steal once the ball has left the pitcher's hand (on release) in 12U, 15U and 18U.

6.4 The head first slide is legal.

Equipment (7.0)

NOTE: Palmetto Softball, its officers and directors, do not assume any liability for any equipment, altered or not altered, that is used in any Palmetto Softball activity. Leagues or parents may require any player to use safety gear of any type in addition to the guidelines set forth below at all levels of play.

7.1 Balls: All softballs for Palmetto Softball play will be optic yellow in color. Softballs with a COR of 0.47 or less must be used. All temperature treated softballs are illegal.

(a) The official ball for the 8U and 10U shall be an 11" softball

(b) The official ball for the 12U, 15U and 18U shall be a 12" softball.

(c) Leagues have the option to use the eleven inch (11") and/or twelve inch (12") softball in their local league play when a league combines its 10U and 12U divisions. Combined teams may allow the 11U or 12U pitcher to use the twelve inch (12") softball and the 9U or 10U pitcher to use the eleven inch (11") softball in the same game if they so choose.

7.2 Bats: All bats must be unaltered official softball bats, round, no more than thirty-four inches (34") in length and not more than two and one-fourth inches (2 ¼") in diameter, and the markings showing that they are stamped "OFFICIAL SOFTBALL," "YOUTH SOFTBALL" and/or "FASTPITCH SOFTBALL" must remain throughout their normal life. The umpires will check all bats prior to the game. Any illegal bats will be removed from the dugout prior to the game. National Federation of High Schools (NFHS) maintains a list of illegal bats and Palmetto Softball will honor this. Use of an illegal bat will result in the removal of the bat from the playing field and may result in an out and ejection of the player using the bat. Non-compliance will lead to offending player and coach being ejected from the game.

NOTE: Umpires have the authority to remove any bat that he/she deems unsafe due to the bat's color, condition, etc.

8U-18U Open Official Softball Bats Note: Unless restricted by any national governing institution (ASA, USSSA, UIL, etc.)

7.3 Equipment/Gear/Safety: For safety and injury prevention; casts are permitted with the following stipulations:

7.3.1 The player **MUST** have the attending doctor's written note allowing her to play with the cast on;

7.3.2 A letter of permission for the player to play from the parent(s) or guardian;

7.3.3 The cast **MUST** be padded with one-half inch (1/2") closed cell foam wrapped with Codan or its equivalent;

7.3.4 The padding **MUST** be approved by the plate umpire as **NOT** dangerous.

NOTE: Any player **NOT** meeting all four (4) stipulations cannot play in a game even if her absence would cause her team to have to concede or forfeit the game.

7.3.5 Face shields will be mandatory for infielders in the 8U and 10U age divisions and highly recommended in the 12U, 15U and 18U age groups.

7.3.6 Jewelry such as wrist watches, bracelets, earrings, necklaces, hair barrettes, hairpins, ponytail holders that are made of a hard substance, rings, and devices to receive/send instructions from team coaches only will be permitted if they are:

(a) Made of soft material and are one-piece construction

(b) Do not have any flaps

(c) Are worn on the non-pitching arm for players

(d) Are not similar in color to the softball

(e) Not electric in any way

(f) Approved by the home plate umpire

NOTE: At any time the home plate umpire decides that the use of these devices is slowing down the progress of the game, he/she can have the devices removed after one (1) warning without any appeal. Anyone other than a team's coach that is sending messages will be removed from the playing area entirely.

7.3.7 Any item deemed dangerous by the plate umpire **SHALL NOT BE WORN** during the game by players, coaches and umpires. Covering these items with tape or other substances is not permitted. Penalty for a player who does not remove the item(s) deemed dangerous by the plate umpire shall be removal of the player from the game and she shall not be allowed to re-enter that game.

7.3.8 Items in the dugout area such as bats, balls, gloves, batting helmets, catcher's equipment, bat bags, ball buckets, etc. must be stored in a manner as to not be a safety hazard to the players, i.e., off the floor. Equipment and other items deemed not essential to the game should not be in the dugout.

7.3.9 Coaches should remain inside the dugout

7.3.10 The batter's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic Shell. The shell shall be of one-piece construction or two (2) pieces if they snap into a single unit like the one-piece construction type. The helmet shall have pieces for ears and full protection for the head and temple. The padding shall be of heavy rubber or similar material. The use of the web-type suspension inside the helmet is not recommended. It is recommended that all future replacements of present stocks be of the padded type.

A face guard attached to the batting helmet is required for play in all divisions.

7.3.11 A player must not remove her helmet while at bat or while running the bases. The helmet must be worn by any offensive player while on the playing field or outside the dugout area, such as the player/bat girl, on-deck batter, batter, base runner or base coach.

Penalty for removal of the helmet while on the playing field shall be that for a first (1st) offense the player shall be warned by the umpire; for a second and subsequent offenses in the same game, she shall be called out. If the violation is by a player/bat girl, on-deck batter or base coach the penalty for their second (2nd) offense is removal from the game and from the field.

7.3.12 Catchers must wear a softball style body protector, catcher's helmet, face mask and softball style shin guards. A hard, plastic protector manufactured for the purpose of protecting the throat shall always be securely attached to the mask, excluding the hockey style mask. The catcher's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic Shell with a heavy rubber padding or similar product. The helmet may be made part of the mask or a separate unit. All catcher's helmets must be the style that completely covers the catcher's ears.

7.3.13 Any player or coach warming up a pitcher on the mound, in a bullpen or elsewhere, shall wear a catcher's helmet and facemask.

7.3.14 Call sign bands must be worn as designed on the body, not on clothing.

7.3.15 Steel cleats are not to be worn in the 12U and below age divisions. Steel cleats are allowed in the 15U and 18U age groups.

Protests-Regular Season (8.0)

8.1 A protest which involves an umpire's judgement shall not be accepted.

8.2 Only the team manager or the acting team manager shall be entitled to file a protest to these rules and regulations which apply to all age divisions.

8.3 The only legal protest shall be one which involves a violation of playing rules or the use of an ineligible player. Playing ineligible players may result in forfeiture of games in which players participated if protested by any of the league managers. The local league will decide if the game shall be forfeited for playing ineligible players.

Note: Illegal pitchers are not ineligible players as defined below.

8.4 The protesting manager on a play situation shall notify the umpire he/she is protesting before another pitch is thrown. The umpire shall announce that the game is being played under protest, but failure of the umpire to make this announcement shall not affect the validity of the protest. The protest shall be considered only if it is placed in writing by the team manager or acting team manager and submitted to the local league president within forty-eight (48) hours from the completion of the game.

8.5 A protest on the grounds of ineligibility of a player shall be filed with the local league president within forty-eight (48) hours after the completion of the game. An ineligible player shall be a player who is not eligible to participate in the league because of age, boundary requirements or other reasons and is not to be confused with illegal substitutions. The decision as to whether the game, or games, shall be forfeited or replayed, in the event the protest is upheld, shall be left to the discretion of the local governing body.

NOTE 1: Only the game or games protested shall be considered, and all protests of this nature shall be made within forty-eight (48) hours.

NOTE 2: AFTER THE COMPLETION OF A GAME, THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST ON ELIGIBILITY. A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game-ending play. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

8.6 Any protest in local league play shall be ruled upon by the governing body at the local league level and there shall be no appeal of the league's final decision with the following exception:

8.7 If the manager of the team ruled against has evidence that the protest decision is in conflict with Palmetto Softball official rules and regulations, he/she may file a written appeal of the protest decision to the district director. Such appeal must be filed within the forty-eight (48) hours from the time that a final written decision is issued by the local league's governing body.

8.8 A valid appeal of a protest decision by a local league's governing body must include:
(a) a copy of the league's written decision from the local protest committee or league president which details the protest situation and the league's reasons for its decision; and
(b) a complete explanation from the appealing manager as to what specific Palmetto Softball rule or regulation was violated and/or misinterpreted.

The District director, shall have the authority to overrule any local league protest decision if it is in conflict with Palmetto Softball rules and regulations.

8.9 The State Director shall be the highest protest point for regular season play. District Directors shall take appeals to the State Director on behalf of any person. Play should not resume until the answer is given by the State Director. If play is resumed, protests are invalid and will not be appealable.

Age Control Date (9.0)

9.1 The age control date for 2024 will be April 30, 2024. How old a player will be on April 30, 2024 is the age group that she will participate in 2024.

Tournament Dates (10.0)

10.1 SCAP Letters of Intent are due May 1 to the SCAP District Directors

10.2 Tournament Dates for 2024 are: District Tournaments must be completed by June 16th. The State Tournament will be held June 21-23 in the Southern District. The Town of Monck's Corner Park and Recreation Department is the host Agency. The tournament will be held at the Moncks Corner Regional Recreation Complex located at 418 East Main Street, Moncks Corner, SC 29461.

Tim Orvin, State Director

Jay Bennett, Assistant State Director

(2/5/24)