

West Grove
 *Fastpitch*
Softball

SPRING 2015

Rules & Regulations

**RULES & REGULATIONS
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West Grove Girls Softball League Rules and Regulations

The following Rules and Regulations have been adopted by the WGGSL Board of Directors (BOD). WGGSL BOD retains the authority to amend these rules by a two-thirds vote of WGGSL BOD. These rules will cover situations specific to the league or situations not addressed in the ASA Official Rules of Softball. Some of the rules stated herein are ASA rules that are repeated for emphasis. Where appropriate, the penalty for violating the rule is indicated at the end of that rule.

RULE 1: GENERAL AND ADMINISTRATIVE

1. There will be no practicing or participating with or against (including cages) any travel team. The only exception would be individual player if enrolled with WGGSL.
2. If you are not currently enrolled with WGGSL you may not practice or play with any team unless you are coaching a division lower than yourself or lower than a division you are currently eligible for with and must be approved by BOD.
3. If you are on a travel teams coaching staff, you may be part of WGGSL coaches, for any division other than the division/age group you are currently involved with in travel ball and provided you have been approved by BOD.
4. If request (for travel ball coach/player not currently enrolled with WGGSL) has not been approved yet or was denied by WGGSL BOD, and is caught or continues to participate (even after being warned), will result in the team having to forfeit that game and coach AND manager will be suspended.

**NOTE. If a BOD member violates any of the above, the penalty will be doubled.

SECTION 1: TEAM FORMATION

- A. ASA rules of eligibility are used by the WGGSL. (ASA Code, Article 201, H) Players will be assigned to a division according to the player's age on December 31st of the previous year. For Winter ball, WGGSL requires all players to play in the division that they are eligible to play the following spring season except for a 5 year old with 1 year of experience in T-Ball could be eligible to play up if requirements are met that are listed below:

DIVISION	AGE GROUP
6U	4 1/2 - 6
8U	6 - 8
10U	9 and 10
12U	11 and 12
14U	13 and 14
16U	15 and 16
18U	17 and 18

Players may not play down a division. Exceptions must be submitted in writing to Player Agent for BOD approval (returning All Star players are not eligible to play down).

Players wanting to play up a division during spring season must submit their request in writing to the player agent for BOD approval. To be considered for playing up into an older division the player must have been (picked for the All Star team, participated in winter ball in the older division and will require a letter of recommendation from either the all-star manager or the winter ball manager). This letter of recommendation will be part of the written request from the parent but will be added by the manager of the appropriate team and will be confidential. If approved by the BOD, each player will have the opportunity to evaluate in the next higher division. The coaches, managers, division commissioner and player agent will make the determination if the player has the skill set to make an impact, not just hold their own, in the

higher division. A majority vote of 50% plus 1 is required for the player to participate in the higher division. Players that do not receive a majority vote will be required to play in their age eligible division. Players that do not participate in spring season evaluation day will not be eligible to play up. During winter ball the BOD will use the accessible information available (age, input from board member/coach/manager, previous season statistics, etc.) pertaining to the players skill level to determine if they play up a division. If there is no written request filled out or information available then the player will participate in their age eligible division.

- B. Teams for all divisions except 6U will be formed by selective draft (See Team Selection Procedures). No refunds of registration fees will be allowed after team draft has occurred. Exceptions must be submitted to WGGSL BOD for approval.
- C. Waiting lists:
 - 1. Any player not assigned to a team will be accepted as a tentative player and will be placed on the waiting list. The waiting list will be used to fill vacancies on the original rosters in the event of illness, injury, resignation or other unforeseen condition.
 - 2. Player/Pitcher vacancies will be filled from the waiting list by a draw of eligible teams. Teams with a lack of pitching may be given priority in a draw if a player on the waiting list is a qualified pitcher. The responsibility for the assignment of a player on the waiting list resides with the Player Agent and appropriate Division Commissioner. Replacement will not be made until at least 24 hours after the vacancy is reported to the Player Agent.
 - 3. If for any reason a player cannot be placed on a team, the registration fee will be refunded. If a player resigns from a team, that player is ineligible to play on any team for the remainder of the season and will not receive a refund.
 - 4. Players on the waiting list will not be assigned to a team after 50% of that team's games have been played unless the team does not have enough players remaining on the roster to field a team.

SECTION 2: MANAGERS AND COACHES

- A. Any person over the age of 18, as of December 31 of the previous year, passing an ASA background check and approved by the Board of Directors may be a Coach or Manager.
- B. Managers, Coaches must be approved by the BOD.
- C. Only the Board of Directors may remove a Coach or Manager from their team.
- D. The Manager and Coach of each team in each division MUST attend both the WGGSL Rules Clinic and the ASA Coaching Clinic. **PENALTY:** Failure of either the manager or coach to attend will result in a one game suspension.

**Exception, coaches or managers that have attended 2 consecutive years can opt to buy out of the ASA Coaching Clinic @ current clinic pricing, payable to WGGSL.

- E. Any Coach or Manager ejected during or after the game will serve a 1 game suspension. Multiple occurrences will result in suspension or removal of the coach or manager. The manager is responsible for keeping all spectators and coaches under control at all time. If a spectator is ejected from the game the current manager or team rep will serve a 1 game suspension per occurrence.
- F. To be elected as All-Star Coach or Manager requires a majority vote of 50 % + 1 of the Coaches and Managers in said division, and a majority vote of 50% + 1 of the Board of Directors following the team drafts.
- G. All Managers, Coaches must sign code of ethics and pass a background check prior to the draft.
- H. The assistant coach and team rep must pass a background check. They will be required to pay the fee for the background check. If a background check is not cleared by ASA, said manager, coach or any other volunteer must cease his/her activities with the players. The decision may not be appealed. A refund will not be issued.

SECTION 3: CONDUCT

- A. No WGGSL team may play any game or conduct any practice or any team activity without a female adult 18 years of age or older, who is background checked in attendance.
- B. It shall be the manager's responsibility to obtain schedules, staff and verify field maintenance and scorekeeper assignments. Parents that fail to perform their assigned snack shack duty at the scheduled time shall have their daughter(s) deemed ineligible for the next game and will be responsible to pay a \$40.00 replacement worker fee per shift not worked. (a \$25 penalty fee regardless of if a replacement worker was used or not will be assets for a parent not notifying the Snack Bar Director with-in 72hours of assigned shift).
- C. Each team shall have no more than four (4) adults in the dugout at any given time. Visitors are limited to WGGSL Players and will be allowed in the dugout with the team Manager's approval. Managers are responsible for keeping their players and coaches in their respective dugouts when not batting, on deck, warming up, playing defensive positions or coaching bases. **PENALTY:** The umpire may direct the offending team to comply. The umpire may eject repeat offenders or declare a forfeit for repeat Violations. **No Dogs, Tobacco products, Smoking or Alcohol on school property.** State law prohibits smoking or the consumption of alcohol on school campuses at any time. Failure to do so will result in forfeiture of the game.

- E. **No Foul or Abusive Language.** Umpires will not tolerate any foul or abusive language, gestures or actions, which will refer or reflect upon them by anyone involved in the game or by fans of the game. It will be the manager's responsibility, after a warning by the umpire, to correct these actions. **PENALTY:** Failure to do so will result in the ejection of the manager or coach.
- F. No more than one (1) representative of any one team will be allowed on the field to discuss calls with umpire. **PENALTY:** The umpire may eject an offender from the game and declare a forfeit for flagrant violations.
- G. Practices are not to exceed four (4) hours per day with a mandatory ½ hour break. A practice schedule for fields will be provided to all teams for the entire season. Practices shall not be held within 50 feet of any school building. Practices at Enders School shall not commence prior to 4:00 p.m. on school days and 9:00 a.m. on non-school days. **PENALTY:** Any team that arrives prior to the set times or practices within 50 feet of the buildings will lose their next scheduled field assignments for practice.
- H. All Managers are required to abide by the following Drop Player Procedure. If the condition should exist of three (3) consecutive unexcused absences and/or detrimental conduct, the following sequence of events must take place before the player may be dropped from the team.
 1. Warn the player. If the problem persists, then:
 2. Notify the parent(s). If the problem persists, then,
 3. Notify the player agent who will contact the player and parent(s).

If the problem persists, then the player agent will drop the player from the team.

NOTE: Keep attendance records for practices and games and keep notes on problem situations.

SECTION 4: SAFETY / MEDICAL

- A. All medical authorizations (Registration forms) must be signed by parents and kept with the manager or team personnel during practices, games and / or any other league or team activity in case a player is injured or needs medical attention. Before each game the umpire may verify that the forms are present and that an original signature is on them, signature copies are not acceptable. **PENALTY:** If the forms with original signatures are not present BEFORE the start of the game, either the player(s) will not play or the team will forfeit, depending on the circumstance.
- B. If a player is injured during a league or team activity and the manager is made aware of the injury, the manager must report the incident to the Safety Director within 24 hours and follow up with a written accident report within 48 hours. (Completely filled out accident report Located at the snack bar.)
- C. If a player cannot play in a game because of an injury requiring medical attention, the player must submit a medical release from a doctor to the Player Agent and Safety Director for approval to practice and/or play in the next scheduled game. If any additional releases are required, the Safety Director will notify the manager of the player's team.
- D. If a player sustains an injury or illness, which disables her for a period of three (3) weeks or

more, the manager has one (1) week from the Safety Directors receipt and approval of a doctor's release to play the player in regular league games. If the player was disabled for less than three (3) weeks, she must play in the next game following the Safety Directors receipt and approval of the doctor's release. **PENALTY:** Forfeit of the game if an appeal is made and one-game coach or manager suspension.

RULE 2: THE PLAYING FIELD

SECTION 1: DISTANCES

- A. The pitching and baseline distances shall be as shown below for each age group division. (ASA Rule 2, Sec. 1)

<u>DIVISION PITCHING</u>	<u>BASELINE FENCES</u>
6U 30 feet	N/A
8U 30 feet	60 feet 175' - 225'
10U 35 feet	60 feet 200' - 225'
12U 40 feet	60 feet 200' - 225'
14U 43 feet	60 feet 200' - 225'
16U 43 feet	60 feet 200' -225'
18U 43 feet	60 feet 200' -225'

SECTION 2: FIELDS

- A. During Winter, Spring, and Post-Season, all practices must be held at Enders Elementary School. All special requests must be sent to your division commissioner to be pre-approved by the Board of Directors.
- B. Cages are not to be used before, during or after games.

RULE 3: EQUIPMENT AND UNIFORMS

SECTION 1: BALLS

- A. Game balls will be furnished by the league and returned to the umpire at the end of the game.
- B. The ball used in each age group division shall be as follows:

6U	10 inch Worth RIF level 1
8U	10 inch Worth RIF level 1
10U	11 inch Worth RIF level 1
12U	12 inch Worth Dream Seam or Dudley
14U	12 inch Worth Dream Seam or Dudley
16U	12 inch Worth Dream Seam or Dudley
18U	12 inch Worth Dream Seam or Dudley

SECTION 2: BATS

- A. Bats must conform to the description Rule 3, Section I in the ASA Rule Book and be stamped with ASA approval. **PENALTY:** The umpire shall remove from the game any bat that does

not conform to the above standard and may eject any player who refuses to comply.

SECTION 3: UNIFORMS

- A. All players shall wear league furnished / approved uniforms.
- B. Uniforms shall not be altered in any way. **PENALTY:** The parent must pay for the replacement cost.
- C. No jewelry or adornments judged to be dangerous by the umpire will be worn at any time. **PENALTY:** Suspension of activity by the umpire or board member until corrected. Exempt from protest. Refusal to remove jewelry will require the player's immediate removal from the game. No outs will be recorded for each missed turn at bat and no re-entry will be allowed. Medic alert tags are exempt but must be taped to the body.

SECTION 4: EQUIPMENT

- A. Equipment supplied by the league shall not be altered or abused in any way. **PENALTY:** The parent shall pay the replacement cost of altered or abused equipment.
- B. Protective equipment (catchers gear, batting helmets with ASA Certified face guards, chin straps and knee guards) must be worn at all practice games, practice sessions and all regulation games.
- C. Golf Carts are to be used by league officials and team representative, coaches and managers only. Absolutely no one under the age of 18 will be allowed to drive or be a passenger on the carts. **(EXCEPTION:** Handicapped personnel or injured children under the age of 18 may be a passenger for immediate transportation to the field, restroom or parking lot by a league official or authorized adult driver.)
- D. All league furnished equipment is to be returned at the conclusion of the season. Yearbooks and team trophies will be withheld from the team until all league furnished equipment has been returned.

SECTION 5: BANNERS

- A. There shall be displayed at all games a banner that provides the name of the team, league name, division, coaches/managers, players and sponsor(s). (Recommended size is 3' x 5')

RULE 4: PLAYERS AND SUBSTITUTES

It is the intent of WGGSL that all available, rostered players have an equal chance to play in each game.

SECTION 1: PLAYERS

- A. At least ten (10) minutes prior to each game, each manager or team representative will submit a completed line-up sheet to the plate umpire or the official scorekeeper and the

opposing manager.

- B. All available rostered players will be listed and they will bat continuously in the order submitted (Round Robin batting). Absent players must be listed at the bottom of the scorecard marked with an "A" beside the player's name.
- C. Nine (9) players constitute a team, ten (10) in-the Eight and Under (Micro). However, eight (8) players are required to start and/or continue a game, nine (9) in 8 and Under (Micro). (ASA Rule 4, Section 1, Article D)
- D. No designated players (DP, designated hitter) or FLEX (defensive player associated with the DP) will be allowed.
- E. A player arriving after the start of the game but prior to the lead-off batter's second turn at bat will be permitted to play at the manager's option. A late player will be placed in the last batting spot in the line-up. If a late player arrives after the lead-off batter has batted a second time the late player will be considered absent and will not be allowed to play. It is the manager's responsibility to notify the umpire, official scorekeeper and the opposing manager of an absent player and / or a late player who will be entering the game.

SECTION 2: SUBSTITUTES

- A. In the event that a team has more than nine (9) eligible players present at the game (more than 10 eligible players for 8U), defensive substitutions shall be made every inning. All players (not including pitchers, see Rule 6, Section 1) may re-enter as necessary with no restriction on the number of times a player may re-enter the game. No player shall sit out defensively two innings in a row. **PENALTY: Pending verification by the protest committee, the offending team will forfeit. (Exception, a player may sit out for 2 consecutive defensive innings if she has a minor injury / illness or needs to use the restroom).**

SECTION 3: SHORT-HANDED RULE

- A. If, by removing a player from the game for any reason and the total remaining players available to play (listed on the line-up sheet) is less than eight (8), nine (9) in 8U (Micro), the game will be suspended at that point and rescheduled for completion at a later date. Only the players that were available for the original game (as listed on the line-up sheet) can resume the suspended game. Pitching outs and all other records will remain in effect when the suspended game resumes.
- B. If it becomes necessary for a player to temporarily leave a game in progress due to the "call of nature," the manager or coach shall ask for time out, explain the situation to the umpire, who will then have another player temporarily take the place of the player who has to leave. The temporary player will assume the identity of the player she is replacing. To avoid confusion, the official scorekeeper must be informed of the situation. As soon as the player returns, she must re-enter the game at the earliest possible moment. If the batter must leave, the game will be delayed until she returns. If a runner must leave, the last out will run for the player until the player returns.

SECTION 4: DISCIPLINE

- A. The following will be cause to bench (not allow to play in a game) a player.
 1. Missing two (2) consecutive practices without prior notification.
 2. Consistent refusal to follow directions.
 3. Consistent tardiness and/or absences to practice and/or games.

4. Poor or unsportsmanlike conduct.
 5. Failure to be in proper uniform or to have the necessary equipment (gloves, cleats, etc.)
- B. If a player is benched for disciplinary reasons, the Player Agent and the appropriate Division Commissioner must be notified 24 hours prior to the benching. If during a game, then the Player Agent and appropriate Division Commissioner shall be notified immediately after the game in which the benching occurred. All benched players must be in the dugout in full uniform during the game.

RULE 5: THE GAME

SECTION 1: REGULATION GAME

- A. Five (5) complete innings constitute a regulation game, four and one half (4 ½) if the home team is ahead at the completion of the top half of the fifth inning. **EXCEPTION:** Any game called due to time limit will be considered a regulation game.
- B. Games will be called due to darkness to protect the safety of the participants or at the applicable time limit, disposition of the game at all times is secondary to the safety of the players.
- C. Non-regulation games will be resumed from the point of suspension on the earliest available day.
- D. If a tie exists at the end of seven (7) innings (6 innings 8U) and regulation time has not ended, an additional inning will be played using the international tie breaker rule. If the game is tied at the end of regulation time, the game shall be recorded as a tie for both teams

SECTION 2: FORFEITED GAMES

- A. If a team is not ready to play ten (10) minutes after the scheduled game time, the umpire will declare a forfeit.

SECTION 3: RUN AHEAD (MERCY) RULE

- A. 15 after 3 innings, 12 after 4 innings or 8 after 5 innings. (ASA Rule 5, Section 9, Item A)
- B. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning. (ASA Rule 5, Section 9, Item B)

SECTION 4: TIME LIMIT

- A. No new inning will start after the applicable time limit for each division has been reached. A new inning begins when the third out is recorded in the previous inning. 6U Division: Two (2) Complete Innings; 8U Division One (1) Hour and Thirty (30) Minutes no new inning; 10U Division One (1) Hour and Thirty (30) Minutes no new inning; 12U Division One (1) Hour and Thirty (30) Minutes no new inning; 14U Division One (1) Hour and Thirty (30) Minutes no new inning; High School Division One (1) Hour and Thirty (30) Minutes no new inning,
- B. The umpire will relay the official time to each coach and manager prior to the start of the game.
- C. The umpire's watch keeps the official time. The umpire may, at his/her discretion, add such time to the length of the game to allow for time lost to temporary suspension of play (protests, injury, call of nature, etc.)

SECTION 5: SCHEDULE

- A. Games are to be played on the date and time scheduled. The league will not reschedule games. **EXCEPTION: Every effort will be made to re-schedule games that are rained out**
- B. Winter Season schedule will be assembled by fall ball alliance, the amount of games will depend on the total amount of teams signed up per division. Winter Season will have an opening (Tournament) and the season will conclude with the Turkey
- C. The Spring Season will consist of between a 14 and 20 game schedule depending on the total number of teams in the division.
1. Schedule format for each division will depend upon the total number of teams in the said division.
 - A. 1 – 3 teams in a division, WGGSL will make every effort to inter-league play in said division.
 - B. 4 teams in the division – 15 game schedule (each team plays each other 5 times)
 - C. 5 teams in the division – 16 game schedule (each team plays each other 4 times)
 - D. 6 teams in the division – 15 game schedule (each team plays each other 3 times)
 - E. 7 teams in the division – 18 game schedule (each team plays each other 3 times)
 - F. 8 teams in the division – 14 game schedule (each team plays each other 2 times)
 - G. 9 teams in the division – 16 game schedule (each team plays each other 2 times)
 - H. 10 teams in the division – 18 game schedule (each team plays each other 2 times)
 - I. 11 teams in the division – 20 game schedule (each team plays each other 2 times)
 - J. 12 or more teams in the division – the division will be split into two sub divisions, "American" and "National". Scheduling format will follow above layout. When splitting a division into sub divisions the Manager from each team will "Draw from the hat" to determine which sub division in which the team will play and then will draw a number to determine the team number and draft order. The division draft will be conducted as a whole meaning that all sub divisions will draft simultaneously with "American team 1 receiving the first pick and National team 1 receiving the second pick and so on.
 2. If any age group division is split into subdivisions, the subdivisions team records will be kept separate to seed teams into the Championship Tournament (1st place American plays last place National, etc). One Champion from each age division will be recognized.
- D. Awards – All players in every division will receive a participation award at the conclusion of the season (Spring season only)
- E. Regular Season - (1st place and 2nd place teams in each division will receive an award based on their records. In the event two or more teams are tied (2 points for a win, 1 point for a tie, 0 points for a loss) for (1st or 2nd place the tie breaker(s) will be as follows:
1. Head to Head (Only two teams tied)
 2. Most Runs Scored
 3. Play Off Game
- F. End of the Season Tournament - (1st and 2nd place teams in the End of the Season tournament for each division will receive awards. Each team will attend a draw prior to the End of the Season Tournament to determine their seeding for the Tournament (double elimination). In the event that two or more teams hold identical records for placement/seeding into the Championship

tournament the tie breaker(s) will be as follows:

1. Head to Head (Only two teams tied)
2. Fewest Runs Allowed
3. Most Runs Scored
4. Play Off Game

- G. **Home team** as indicated on the schedule will be responsible for setting out two trash cans with bags (one on each side of the field) and for preparing the field for the game and having the field ready to play fifteen (15) minutes prior to the scheduled start time of the game.
1. **Home team** is responsible for supplying the official scorekeeper.
 2. On weekdays, the **Home team** will set out two trash cans with bags (one on each side of the field) and prepare the field for the game. The **Visiting team** will be responsible for returning all equipment and trash cans to the bin at the conclusion of the game.
 3. On weekends, **each Home team** will prepare the field for **each** game. **The Home team of the first game of the day** will set out two trash cans with bags (one on each side of the field). The **Visiting team of the last game of the day** on each field will be responsible for returning all equipment and trash cans to the bin at the conclusion of the game.
 4. Both managers will be responsible for having their teams clear the area of trash after each and every game.

RULE 6: PITCHING

SECTION 1: PITCHING OUTS

- A. A pitcher may not pitch after they have reached the maximum number of pitching outs specified for the division in any pre-season game, regular season game or league championship tournament game. A pitching out is any out recorded while the pitcher is the pitcher of record. **PENALTY:** Automatic forfeit. *All Pitchers will be allowed 3 outs per inning in games that have reached ITB (International Tie Breaker). 8U – After 6 innings are complete. 10U, 12U and 14U – After 7 innings are complete.

- B. Pitching out restrictions per game are:

6U	N/A
8U	9
10U	12
12U	12
14U	15
High School	15

- C. No game will be forfeited because of excess pitching outs which occur as the result of outs made during a continuous play which began with the pitcher having less than the specified number of outs in that game. The excess outs will not carry over to the next game.
- D. All players in the 8U division MUST evaluate as a pitcher on evaluation day.
- E. A player that does not participate as a pitcher in the league evaluation process may not pitch in the first 50% of that player's team's games. Open pitching may be declared prior to the draft if that division will be open pitching. The BOD may make an exception to this rule in the event that a pitcher drops from the team or is injured.

SECTION 2: SUBSTITUTION

- A. A pitcher may change positions and return to pitching any time during the game. However, a pitcher may only appear on three (3) separate occasions in any given game and may not pitch more than once in the same inning. An official pitch constitutes an appearance. **PENALTY:** The umpire shall remove the pitcher from the Pitching position.

- B. Spring season only - Pitching changes must be submitted to the plate umpire before a pitching change may occur. Managers must use the league pitching out form and the form must be completed entirely at the time of the pitching change. All pitching forms and score sheets are to be turned in to the division commissioner's mailbox, located in the cart barn, at the conclusion of the game. Pitching change forms should include the following information:
 - 1. Division, Team number, Date and Game time
 - 2. Players name and number
 - 3. Inning and outs recorded.

SECTION 3: INTENTIONAL WALKS

Intentional walks are not permitted. Each pitch that, in the umpire's judgment, is considered to be part of an intentional walk, will be declared a non-pitched ball. **PENALTY:** After one (1) warning to either team, the pitcher and the manager or coach of the offending team shall be ejected for unsportsmanlike conduct. **EXCEPTION:** If the batter hits the ball and reaches first base safely, and all other runners advance at least one base safely on the action resulting from the batted ball, the play stands and the action required by rule is nullified.

SECTION 4: WARM-UPS

- A. Before and during games, pitchers may warm up only in the designated bullpen areas, on any empty field or other areas not designated as off limits.

- B. Any player warming up a pitcher is required to wear a helmet and mask.

- C. All team warm-ups must be on the playing field (on the grass or foul ground dirt area) or other areas not deemed off limits and away from spectators, snack bar and common areas usually associated with safety concerns.

RULE 7: BATTING

- A. Round Robin batting (everyone bats) will be in effect for all games.

- B. When a player has been removed from the batting order prior to their turn at bat because of illness/injury, or prior notice to leave early, their spot in the batting order will be skipped with no penalty. Once a player has been removed from the batting line up the player may not re-enter the game under any circumstances. If prior notice to leave early was not given or a player is benched for disciplinary reasons, an out will be recorded each time the player's spot comes up in the batting order.

- C. A batter may use a courtesy player as described in Rule 8, Section 1.

RULE 8: BATTER AND RUNNER

- A. Courtesy runner may be used for the pitcher and catcher's position at any time. (ASA Rule 8,Sec-10, Item A, #1)
- B. A courtesy player may be used only for a batter or runners who become ill/injured during an at bat or time on base and cannot complete her turn at bat or time on base.
- C. A player replaced by a courtesy player may reenter the game one time by the player's next at bat but may not sit out more than two consecutive innings. If the player is too injured to return by their next at bat or sits more than two consecutive innings, the player will be removed from the game with no penalty.
- D. The courtesy player will be the last out recorded or if no recorded outs the last player listed in the line-up.

RULE 9: PROTESTS

WGGSL BOD may not cast a vote or rule on a protest in a division in which they have a child playing Rule interpretations can be protested; however, the umpire's judgment may not be protested. In order to protest a game, the manager on record for the game must, on the playing field, inform the umpire, pay a fifty dollar (\$50.00) cash fee with the official scorekeeper, and have the official scorekeeper record the protest on the official score sheet. The protest must be made prior to the next pitch (legal or illegal), or if on last play of a half inning, before all players have left the field of play, or if on last play of the game, before the umpire(s) have left the field of play. A non-charged time out may be called to submit a protest. Protests may be withdrawn prior to the end of the game and the fee returned. If the protesting team wins the game, the protest is automatically withdrawn and the fee returned. The official scorekeeper shall, immediately after the game, deliver any unreturned fees and the official score sheet to the Board Member on Duty even if the protest is withdrawn. If the protest is upheld by the Rules Committee the fee will be refunded. The Rules Committee must review and rule on the protest within 48 hours of the game.

RULE 10: SCORING

The home team as indicated on the schedule will provide the official scorekeeper, which is not the coach of record. The official scorekeeper shall not sit in or near the dugout and will exhibit a neutral demeanor throughout the game. He / She will collect all the official documents for the game, verify they are correct and properly signed at the conclusion of the game (All documents are considered official whether signed or not) before delivering to the Division Commissioner or the appropriate mailbox located in the Cart Barn. Note: Official Scorekeepers are not allowed to notify any teams of any issues without first being asked to do so by the umpire. **PENALTY: Scorekeepers who violate ASA and/or league scorekeeping rules will be replaced with a non-partial scorekeeper for the game. Repeat violations will result in becoming ineligible to participate as an Official Scorekeeper for the remainder of the season.**

RULE 11: USE OF ASA PLAYING RULES

WGGSL uses the ASA official rules of softball to play its games as modified by the forgoing set of rules. If any conflict exists between the league rules and the ASA rules, the league rule(s) will take precedence. These rules may be revised, expanded and/or deleted at any time by the BOD. Requests to revise, expand and/or delete rules may be submitted to the BOD by members of the league at any time for consideration.

RULE A: SUPPLEMENTAL 8U DIVISION

SECTION 1: COACH PITCH

- A. When a batter receives "Ball Four", the Coach or Adult Designated Pitcher (C/ADP) shall pitch to the batter. The C/ADP will assume the strike count and the batter shall receive up to three pitches from the C/ADP. Umpires will continue to call balls and strikes during C/ADP. The third C/ADP pitch must be hit by the batter or will be ruled "strike three" by the umpire. **EXCEPTION:** If the third pitch from the C/ADP is hit foul, the batter shall receive an additional pitch and shall receive an additional pitch for each foul ball hit thereafter. The batter's turn at bat is concluded by either hitting the ball into fair territory or by striking out. No "base on balls" or "hit by the pitch" will be awarded. THIS WILL ONLY BE USED FOR 1/2 OF THE SEASON. After which there will be NO coach pitch. If batter is "hits by pitch", batter assumes a 0-0 count with C/ADP.
- B. Play becomes dead immediately when the fourth ball is pitched. Any base runner attempting to advance by stealing will be returned to the base she occupied prior to the "ball four" pitch.
- C. Before the umpire puts the ball back into play, the catcher shall take her normal defensive position crouched behind home plate. The pitcher who threw the fourth ball shall remain in or on the pitcher's circle. The C/ADP shall pitch from the pitcher's plate.
- D. If the C/ADP is hit by a batted ball or, in the judgment of the umpire, interferes with any player attempting to field the ball, fair or foul, the ball will be declared dead, the batter will be declared out and any and all base runners will be returned to the base they occupied prior to the time the ball was pitched.
- E. The batter will not be awarded first base if struck by a ball pitched by the C/ADP (this is considered to be one of the three allowed pitches).
- F. No steal or bunting shall be permitted while the C/ADP is pitching to the batter.

SECTION 2: RUN RULE

- A. There will be a 5 run up rule used for the first 3 innings. Each team can tie the score and go up 5 runs each inning. If a team is tied or leading when they come to bat they can only score a maximum of 5 runs.

SECTION 3: STEALING

- A. Runners starting at first or second base may steal one base per pitched ball with liability to be put out.
- B. 8U - Runners starting at third base may not steal or advance home.
- C. A runner attempting to advance beyond the one base they are entitled to steal may be put out while between bases. A runner may not be put out while in sole contact with a base or by reaching home safely but illegally.
- D. A runner in sole possession of an illegally stolen base or a runner who illegally reaches home safely shall, when the ball becomes dead, be returned to the legally occupied base, without liability to be put out.

- E. If a fair / live ball goes out of play during a legal or illegal attempted steal, the umpire will award bases per ASA Rule 8, Sec. 5, Article G.

SECTION 4: OTHER

- A. The dropped third strike rule will not be used. The batter is out even if the third strike is dropped. The ball is live and in play.
- B. (8U) ONLY - The infield fly rule will not be used.
- C. An illegal pitch is a ball. No runners will be awarded an additional base unless the illegal pitch is ball four and the runner is forced to advance due to the batter being awarded first base.
- D. (8U) ONLY - Play becomes dead when the pitcher has control of the ball in the circle. Runners may not advance past the base to which they were headed when the pitcher gained control of the ball in the circle. Runners on a base when the ball is controlled must remain on that base.
- E. (8U) ONLY - No more than 6 players including the pitcher and catcher can be positioned in front of the base lines.
- F. (8U) ONLY – No player except the pitcher shall start in a defensive position closer than 30 feet to home plate, measured from the front side of the plate anywhere between the 3rd base line and the 1st base line.
- G. (8U) ONLY- Pitcher of record will assume any outs not recorded due to an inning ending because of a run limit rule.

RULE B: SUPPLEMENTAL (6U)

SECTION 1: DEFENSE

- A. Every player shall play the entire game on defense.
- B. Only the pitcher, catcher, first, second and third basemen and shortstop may assume a position on the infield. All other players must position themselves in the outfield prior to the batter hitting the ball. The outfield is defined as 10 feet behind the base lines.
- C. All players must change defensive positions each inning. Changes must be infield to outfield and outfield to infield. During the course of the season, each player should play each defensive position.
- D. The pitcher must stay in the eight foot radius circle until the ball is hit. **PENALTY: A dead ball shall be declared and no runner may advance. Should the ball be hit and all base runners are safe, the offensive team may elect to let the play stand.**
- E. Up to two (2) defensive coaches may take positions on the field with their team. They must position themselves on the outfield. They will be the umpires for the inning and must be fair and unbiased.
- F. If a player rolls the ball, as opposed to throwing it in an effort to get a runner out, the runner being played upon will be called safe. This is a judgment call by the umpire/coach.

SECTION 2: OFFENSE

- A.
 - 1. 1st 1/2 of the season Outs will be enforced, but a team will still bat entire line up.
 - 2. 2nd 1/2 Of the end of the season, 3 Outs rule will apply.
- B. The batter will hit the ball off of Coach Pitch. Each batter will be allowed to swing only three (3) times. If the batter fails to hit the ball fair by the third swing, the batter will hit off a tee.
- C. There will be no balls or strikes called on the batter.
- D. The catcher will be positioned in a safe location behind or to the side of the batter in full protective gear. The Coach or Adult Designated Pitcher will place the ball on the tee. The C/ADP is responsible for removing the tee and bat out of the way after each batted ball.
- E. The C/ADP must pitch from pitching mound. The player pitcher must remain in the circle, even with or behind the pitchers plate.

RULE 12: DRAFT PROCEDURES

WGGSL will make every effort to allow all children who have registered the opportunity to play. WGGSL will make every attempt to limit all teams to 12 players maximum. WGGSL BOD may only attend a draft in which their child plays if they are a coach or a manager in that division, and only then as a coach or manager, not as WGGSL BOD.

SECTION 1: DEFINITIONS

- A. **DRAFT:** (Selective Draft): The method of player selection in which a Manager and Coach (no assistant Managers or Coaches permitted) pick players of her/his choice from all non-protected players in the division.
- B. **BLOCKING:** The method of assigning protected player(s) to all teams in a division. All Managers and Coaches in a division, along with the appropriate Division Commissioner and the Player Agent will be involved in determining which players are blocked on the same team; final approval will be made by the Player Agent.
- C. **EXCLUSIVE SELECTION RIGHTS:** (Protective Players): Refers to the right of a Manager and Coach to protect (freeze) a player(s) from being drafted or blocked by another team. Managers and Coaches may only protect their own daughter(s). A manager or coach may not protect a player other than his/her own daughter(s) or relative as approved by the BOD. Any one team may protect no more than one experienced returning all-star pitcher returning to the same division. Any exceptions will be up to the Division Commissioner and Chief Commissioner. Any one team may protect no more than two All Star players returning to a division. If a team protects two players of like status, age or experience, then the exclusive selection rights to a player will be on the round specified by the protection list. The second player will be placed either up or down a round, depending on their experience. An experienced and/or returning player will be placed up a round if a space is available. An inexperienced and/or advancing player will be placed down a round.
- D. **INEXPERIENCED PLAYER:** A player who has no or very limited softball experience.

- E. **EXPERIENCED PLAYER:** A player who has played at least one Spring Season at WGGSL or has transferred from another league. An "X" placed next to the age of the player on the Player Selection and Protection List shall indicate experience. The player agent, Division Commissioner, and/or Chief Commissioner will make the determination as to whether a player is experienced or not for protection purposes. At registration, inquiries will be made regarding player abilities (i.e. pitching, etc.) for player(s) coming from another league. (6U does not count toward experience)
- F. **SIBLING GROUPS:** Sibling Groups are defined as relatives living in the same residence. Sibling groups must be noted at sign ups on the registration form and must be initialed by the parent or legal guardian. When selecting a sibling group, the selected player is placed in the round in which the player was drafted. The second player is placed according to the protection list or next available round.
- G. **BUDDY GROUPS AND CARPOOLS:** Buddy groups and Carpools will be allowed in the 6U Division (Spring Season only) and may consist of up to 3 players. Buddy groups and/or carpools may be considered for other divisions in Winterball Season only (MAXIMUM OF 2 PLAYERS PER TEAM). Requests must be submitted in written letter form to the WGGSL Player Agent for approval at least 48 hours prior to the draft. For "Buddy Groups and Carpools" to be allowed, 100% of the coaches and managers of that division must approve all or none of the groups. Buddy Groups and Carpools will NOT be honored for Spring Season in Divisions 8U, 10U, 12U, 14U or High School. Exemption Requests must be submitted in writing to WGGSL BOD for approval.
- H. **EXPERIENCED PITCHER:** In Spring, Players MUST be evaluated for pitching to be considered as pitchers. Players who do not get evaluated for pitching will not be allowed to pitch in the first 50% of regular season games or any championship tournament games. All Pitchers will be evaluated by the division committee (coaches/managers/commissioner) and non-partial BOD appointed committee members and may or may not be protected as a pitcher (#1 or #2). Pitching evaluations will be based upon available talent and individual abilities and experience.

SECTION 2: PLAYER SELECTION

- A. All teams in a division, except 6U, will be formed by a selective draft.
- B. Team selection for each division will be held on a date and at a place selected by the Board of Directors.
- C. No team will be selected without having a team Manager and Coach. Only the Coach and/or Manager of record may attend and / or take part in the selection process in any division draft. Eligibility of players to be drafted will be on a 1st come, 1st serve basis and in accordance with the number of volunteer Managers and Coaches in each of the respective divisions.
- D. The first two (2) rounds will be used for pitching blocking only. A list of available pitchers shall be formed with best rated starting at the top, from each coach and manager, prior to the draft. Exceptions must be board-approved. If, in the judgment of WGGSL Player Agent and Division Commissioner, there is a lack of qualified pitching with the division, the player agent and the division commissioner may elect to designate the division "**Open Pitching**". In an "**Open Pitching**" division the pitching rules and draft rules will be adjusted to create the fairest opportunity for all teams. "**Open Pitching**" for any division must be declared before the draft for that division begins.

- E. Before drafting or blocking a number will be drawn by the Manager and will be used to assign the draft order/rotation and the team number for the season. The drawing will be based on *ACE certification* and then a 1st come, 1st serve basis. Team numbers will be determined by a blind draw.
- F. Upon receipt of a draft form, each Manager will fill in the names of those players protected through exclusive protection rights.
- G. Managers, after exercising their rights to players, will draft their teams from the players remaining who have been to the evaluations and have not been assigned to a team by following the selective draft procedure and order.
- H. Any player that has signed up and has not been to the evaluation session will be placed in a blind draft to be selected at any time during the draft at the coaches and managers discretions. The Blind Draft List will be announced before the draft begins.
- I. The draft rotation shall begin with the #1 team and followed by #2, then #3, etc. The selection will continue with the team drafting last in each round, making the first selection in the next round. (Exception: a 3-team draft will follow a stagger, or step process).
- J. Teams may only draft on a given round that has not been used by the protection list.
- K. Teams may consist of no more than twelve (12) players.
- L. During the season, if a team roster is reduced to nine (9) active players, the coach may work with the Player Agent to find an additional player. Said player must be Board-approved.
- M. As each player is drafted, the player's registration number is entered on the team draft form.
- N. At the end of the selection process, each Manager will immediately fill out a team roster form with player names in alphabetical order and with all the appropriate information. Four copies are required. One copy for the Uniform Director, one copy for the Division Commissioner, one copy for the Ways and Means Director and the original copy for the Player Agent. The copies must be submitted before leaving.
- O. **ALL DRAFT NOTES MUST BE TURNED IN AT THE CONCLUSION OF THE DRAFT.**
- P. Managers must attempt to notify the players on her team within 48 hours from the conclusion of the draft.
- Q. **NO TRADES WILL BE ALLOWED.**
- R. Members of the BOARD of DIRECTORS (BOD) should assist Division Commissioners in the draft processes when their child is not involved in the division. If the Division Commissioner or Player Agent is not available during the draft, a member of the BOD whose child is not involved in the division shall be responsible for the Division Commissioner or Player Agent duties during said draft.
- S. Uniforms will be selected first by Manager Seniority. Seniority is determined by how many teams the manager has managed for WGGSL. Tie-breakers will be determined first by managers with ACE CERTIFICATION receiving first pick of uniforms and then by draw with the lowest number receiving first / next pick.

T. Any requests for exceptions to these guidelines must be submitted to the BOARD of DIRECTORS for approval.

SECTION 3: PLAYER SELECTION BLOCKING

Round	8U	10U	12U	14U	U18-High School
1	Pitcher or Returning Pitcher or All Star Pitcher	Pitcher or Returning Pitcher or All Star Pitcher	Pitcher or Returning Pitcher or All Star Pitcher	Pitcher or Returning Pitcher or All Star Pitcher	Pitcher or Returning Pitcher or All Star Pitcher
2	Pitcher	Pitcher or Upcoming Pitcher	Pitcher or Upcoming Pitcher	Pitcher or Upcoming Pitcher	Pitcher or Upcoming Pitcher
3	Returning All Star	Returning All Star Upcoming Gold All Star	Returning All Star Upcoming Gold All Star	Returning All Star Upcoming Gold All Star	Returning All Star Upcoming Gold All Star
4	8 yr old Experienced	10 yr old Experienced or Upcoming Silver All Star	12 yr old Experienced or Upcoming Silver All Star	14 yr old Experienced or Upcoming Silver All Star	Junior / Senior Experienced or Upcoming Silver All Star
5	7 yr old Experienced or 8 yr old No Experience	9 yr old Experienced or 10 yr old No Experience	11 yr old Experienced or 12 yr old No Experience	13 yr old Experienced or 14 yr old No Experience	Sophomore Experienced or Junior / Senior No Experience
6	7 yr old No Experience	9 yr old No Experience	11 yr old No Experience	13 yr old No Experience	Sophomore No Experience
7	5 yr old Experienced – P/U or 6 yr old No Experience				

P/U = Playing up will be put in the same spot as if they were in their own division with BOD Approval.
WGGSL BOD reserves the right to approve / deny the pairing of pitchers on one team to insure the best interest of all girls / teams in the division.

SECTION 4: POST SEASON TEAM (ALL-STAR) SELECTION PROCEDURE

WGGSL Board of Director Members (BOD) may not attend any All-Star selection or meetings in a division in which they have a child playing unless they are a coach or a manager in that division and then as coach or manager and not as a BOD.

- A. All post-season teams will be formed near the end of the regular season.
- B. Per ASA rules, All-Star teams shall not conduct evaluation, be selected, practice and/or play together before May 1st of the current season.
- C. **Player eligibility requirements for All-Stars**
 - 1. A player must play a minimum of 75% of the current regular season's league games and be registered at WGGSL or rostered on a WGGSL team for 100% of that team's games.
 - 2. Teams shall not have any players who have participated on a travel type team after March 31st.
 - 3. Teams shall not have more than four (4) players who have participated with a travel type team at any time after February 1st of the current year.
 - 4. Any player that has outstanding money to WGGSL will not be eligible for All-Stars if money is not paid by April 30th.
- D. Once the list is received by the coach and manager of each team, both the coach and manager must begin evaluating the performance and attitude of the nominees during games they play and games they observe. Coaches and managers must also make note of players they think should be considered who are not currently on the list.
- E. At or near the completion of the season, the voting will take place as follows:
 - 1. The All*Star Commissioner will:
 - A. Set up the draft location and time and inform all Managers and Coaches within each division of said time and location
 - B. Provide ballots that list all nominated players by team and in alphabetical order.
 - C. Preside (with BOD assistance) over all division All-Star drafts in which he/she does not have a child playing within that division.
 - 2. All Coaches and Managers will be separated to avoid undue pressure and keep voting confidential. Any Violation of this and the Manager or Coach will be asked to leave and their vote will be forfeited.
 - 3. Only the Coach and Manager of record may attend and or take part in the selection process in any division draft. If a Coach or Manager is unable to attend then their vote will be forfeited.
 - 4. Coaches and managers interested in coaching an all-star team, must submit an All-Star Coach/Manager application 48 hours prior to the draft for Board approval – in order to be considered during the draft.
 - 5. Coaches and Managers will be instructed to each vote for players that best exhibited top performance, talent and positive sportsmanship attitude during the season. Voting rounds will continue until all twelve (12) players are selected by majority vote (50% + 1 vote). All-Star teams will have twelve (12) eligible players on the roster when the draft is complete. Players must receive a majority vote (50% + 1 vote) to be selected for a post-season team. (For example, if there are 7 teams in a division, a player must receive 8 votes).
 - 6. Once a player has been selected, the All*Star Commissioner and Division Commissioner will open the sealed "Post-Season Eligibility Forms" to verify the player's eligibility.

7. Players who are eligible will be rostered for the Post-Season. Players who are not eligible will be recognized as an All Star, but will not be rostered on the team.
8. Players are only eligible for All Star selection in the division they played in during the regular season.
9. Voting then continues in the same confidential manner, with coaches and managers being instructed to vote for as many spots are left to fill the roster. The cycle is the same for each round until the roster is full.
10. If, after two attempts of drafting in any one round, no player(s) are selected by majority vote the players who receive one vote or less in that round will be removed from the selection process and the voting will then continue. If then no player(s) are selected by majority vote the players who received only two votes will be removed from the selection process and so forth in each round until all available spots on the roster are filled.
11. After the roster is complete, Board approved nominations for manager and coach will be announced and a confidential vote will take place. If a team is formed without a pre-approved coach or manager, the Board has 48 hours to identify eligible coaches and managers to be selected as the All Star coach and/or manager. Coaches and Managers with ACE coaching certification will receive FIRST priority in the selection process to be elected as All-Star coach or manager. If more than one is ACE Certified then a vote will take place with a majority vote of 50% + 1 of the coaches and managers in that division and the Board of Directors. Once selected and approved, the manager shall contact team members within 14 hours.
12. After the selection process has been completed for the All-Star team, the coaches and managers of the division will then decide, by vote, if the talent level in the division warrants the selection of a Silver All-Star team. Before the Silver All-Star team can be selected the following parameters must be met. The All-Star Commissioner, Head Coach and Managers must determine if there are enough qualified pitchers and players remaining to form a Silver All-Star team.
13. Each division will be allowed to form an All-Star team at the end of the regular season regardless of the total number of players signed up in the division.
14. The All Star Commissioner will give a binder with tournament information and all necessary postseason paperwork to the manager.
15. Because this is the single-most sensitive time for the players and their parents, we consistently emphasize the need to keep nominations, voting and all discussions confidential. Any coach, manager or BOD member who willingly discusses confidential issues with non-coaches, non-managers or other BOD members with a child in their division will be subject to disciplinary action by the BOD which may result (but not limited to) in their being ineligible to coach and/or manage, whether it be a regular season or a post-season team and possible removal from the BOD.
16. Players may not be removed from the all-star acknowledgment list.

SECTION 5: SUPPLEMENT ALL-STARs

- A. Each year WGGSL All-Star teams will attend a minimum of five (5) tournaments and may include a tournament hosted by WGGSL. In the event that WGGSL BOD deems it necessary to block groups of hotel rooms for the families of WGGSL to stay at during the duration of the tournament due to location of the tournament and distance from WGGSL home fields, it will be the responsibility of each All-Star team and their families to pay for the rooms blocked for that team.
- B. **Sponsorships**

Each season, teams sponsorships help provide financial support for the league. Sponsorship donations

make it possible to offer an affordable program for our children and to provide necessary equipment, uniforms, insurance coverage, field maintenance, etc. In order to encourage teams to actively recruit sponsors, the League has adopted the following policy. For each \$150.00 sponsor a team recruits, a portion of the funds will be returned to the team for the team's own use based on the following table:

SPONSORSHIP AMT	TEAM	LEAGUE
\$150	\$125	\$25
\$200	\$160	\$40
\$250 or more	\$200+	\$50

Sponsorships for less than \$150.00 will not receive a plaque, WGGSL will retain 25%.

- C. **Team Purchases** Team Sponsorship money should be limited to: 1) WGGSL logo apparel (i.e. Jackets, sweatshirts) 2) Team Parties 3) Team Banner 4) Treat Tickets from Snack Bar 5) Team Apparel and Equipment 6) Softball Tournament Registration 7) Team Travel Expenses 8) Purchases other than those listed require WGGSL Board of Directors' approval.
- D. **Fundraisers** All team and/or player fundraisers will contribute 0% of the NET proceeds to the WGGSL, regardless of total amount earned. All fundraisers must have BOD approval.
- E. **Pick up Player - All-Star Team** All-Star Teams may add players to the roster if:
1. A player sustains an injury to the extent that the player will not be able to return to the team for the remainder of the All-Star season
 2. A player resigns from the team for any reason.
 3. The team qualifies for the State Championship tournament and/or the National Championship tournament and the Coach and Manager chooses to add additional players up to 15, to help supplement the roster. Under this circumstance the players originally selected to the All-Star team will receive first priority for playing time and the pick-up players will only play in "fill in" roles (i.e. pinch runners, pinch hitters, etc.)

After BOD approval the All-Star Coach and Manager may choose to select a replacement and/or pick up player from the WGGSL All-Star nomination list or from the WGGSL Gray Team in the same division if said WGGSL Gray team has already completed their season.

REVISION RECORD

October 2006
 January 2007
 November 007
 November 21, 2008
 January 07, 2009
 December 2009
 November 17, 2010
 February 16, 2011
 December 14, 2011
 December 2012
 December 2013
 December 2014

