

**GOLETA VALLEY GIRLS SOFTBALL ASSOCIATION  
LEAGUE RULES  
2016**

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## **FOREWORD**

- A. The Board of Directors (Board) for the Goleta Valley Girls Softball Association (GVGSA / League) welcomes you to another year of cherished memories, fun, athleticism and competition. We hope your involvement this season will meet your expectations. We stand ready and willing to assist you, our constituents, in improving and maintaining our level of playing and ethics.
- B. Players, managers, coaches, and friends are asked to assist the Board in achieving league goals as defined by GVGSA's mission statement and accompanying rules.
- C. League rules are binding. They encompass pre-season, regular season and post-season play within GVGSA. At times, there may be specific events that supersede these rules (e.g. the annual GVGSA End-of-Season Mini Tournament), however, if a rule exception is made , it is only for the stipulated event.
- D. Please help promote good sportsmanship between all GVGSA participants. If you find that you cannot tolerate the shortcomings of the program, we invite you to serve on the Board and help us solve problems together.
- E. The Board encourages you to support the sponsors who help sustain our League. Please let them know how much you appreciate their efforts through your patronage, or with a simple "Thank you".

**HAVE A GREAT YEAR!**

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## SECTION I

### GENERAL PROVISIONS

#### A. GENERAL POLICY

1. This document defines League policy of the Goleta Valley Girls Softball Association. It governs the functioning of its softball programs and provides guidelines that enable consistent, efficient and effective organization of those programs. By familiarizing one's self with the provisions contained in this document, an individual will be better prepared for the role as manager, coach or mentor to GVGSA players.
2. All rules and modifications explained herein supersede ASA rules. If a rule or understanding is left unmentioned, then the ASA rules governing that issue shall take precedence.

B. **FEES:** Each player is required to pay a fee to help offset the cost of insurance, equipment, uniforms, umpires, awards, field improvements, and other expenses of the League. A refund of registration fees and/or donations will not be made after team assignments have been completed. Scholarships may be available at the discretion of GVGSA's Executive Board of Directors.

C. **ALCOHOL, DRUGS, WEAPONS:** It is the clear and explicit policy of the League that alcoholic beverages, firearms, other weapons and illegal drugs (controlled substances) will not be permitted on the fields during game or practice times; nor may they be used by any player, parent or other representative of the League while travelling for organized competition. Violation of this rule will result in mandatory expulsion from the League. Foul language on the playing fields will not be tolerated, and may lead to the expulsion of the offending party from the premises or in some cases from the League.

D. **SOLICITATION OF CONTRIBUTIONS:** The GVGSA is a non-profit corporation, duly registered in the State of California. Article X of the GVGSA Constitution and Bylaws specifically prohibits solicitation of funds without prior Board approval and disallows compensation for personal services rendered; except as allowed for umpires, field preparation, professional services and other specific circumstances; and only then, as approved by the Board.

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## **SECTION II**

### **TEAM MANAGER SELECTION & DUTIES**

#### **A. MANAGER QUALIFICATION**

Candidate managers must be 21 years of age, or older. Each candidate should have a genuine interest in serving the League and promoting League interests. Candidates must be able and willing to devote the time necessary for practices as required for a League team during the regular season as well as the end-of-season mini tournament. Candidates will also be required to submit to the current years background check as mandated by ASA.

#### **B. MANAGER SELECTION**

Manager selection and annual approval is dependent upon the Board. Candidate managers are accepted by a simple majority vote of a legal quorum of the Board. Managers may be relieved of duty, with just cause, by a 2/3 majority of a legal quorum of the Board.

#### **C. MANAGERIAL DUTIES**

1. The (10U), (12U), and (16U) division managers are to be present at player tryouts to personally evaluate the players.
2. Team managers must obtain one or more persons to be approved by the League Coordinator, to assist in coaching both at practice and at League games. The manager is considered responsible for the conduct of their team's coaching staff when they are in the presence of League players.
3. The manager will have a team meeting (parents and players) prior to or at the first practice. Managers are required to introduce themselves, encourage parental participation, and disseminate all pertinent League information.
4. The manager will select a volunteer to become team parent. The team parent will assist the manager with communications to the team's players and parents, and will act as a chaperone when deemed necessary. The team parent will also assist the manager by coordinating volunteer parents to assist with field setup and cleanup after league games.
5. The manager will select a volunteer parent to become team scorekeeper. The team scorekeeper must be able and willing to attend all games, allowing sufficient time to coordinate lineups and rosters with both team managers before game starting times.
6. The manager should schedule at least 3 hours of combined practice and game time per week. Weather and space limitations are the only reasonable preclusions from the responsibility to do so. Failure to comply with this obligation may result in disciplinary action; including the elimination of that individual from future managerial consideration.

7. Practice sessions should be pre-planned to provide:
  - a. Teaching of fundamentals commensurate with the age group.
  - b. Development of individual player position skills.
  - c. Effective teamwork and team spirit.
  - d. Simulated game experience.
  - e. Ending times that show courtesy to the parents.
  - f. That NO player be left alone waiting for transportation.
8. The manager will be ready to start all League games at the scheduled time, having established the starting lineup and directed player warm up. The manager is considered responsible for player discipline and spectator control. The manager and coaching staff should encourage healthy competition while promoting good sportsmanship and team morale. The manager and their staff should demonstrate maturity by accepting judgment calls and maintaining a positive attitude rather than criticizing umpiring or making other excuses for untoward events.
9. The manager must have copies of each player's application form (containing a duly signed Medical Release Form) at all practices and League games. The application form must accompany any player that is transported to a medical facility as a direct result of their participation with GVGSA. When an injury occurs, the manager must contact the League Vice-President, League Coordinator or Division Representative as soon as possible.
10. Unregistered players will NOT BE ALLOWED to practice or play with any League team until they are properly registered through the League. Failure to comply with this requirement may expose an individual to legal issues should a significant injury occur to a non-registered player under their supervision.
11. The manager is responsible for League-issued equipment, its proper use and its return to the Equipment Chairperson at the end of the season. Any loss or unusual damage to the equipment should be reported. Players should be encouraged to prevent equipment loss or damage. Batting helmets are not to be thrown to the ground. Players and their parents will be held financially responsible for any equipment that is intentionally damaged.
12. The manager is responsible for maintaining the condition of the playing fields after each practice or game. Players are not to be dismissed by the manager until the area is policed for litter regardless of the source of the trash or litter.
13. The manager is expected to attend all scheduled manager meetings as designated by the League. In addition, managers are expected to support the League by attending opening day ceremonies, team pictures, and closing ceremonies. Managers are also required to field a team for the end-of-season mini tournament.
14. Because of direct contact and the powerful influence that managers and coaches may have upon players within the League, it is reasonable that

manager and coach conduct, as it reflects on the reputation and integrity of the League, will be scrutinized by the Board at its sole discretion. When questionable conduct becomes a factor in the retention of a team manager or coach it will be the policy of the Board to review the circumstances and render a decision. The decision may include a reprimand, temporary or permanent termination, or other remedy as dictated by the Board based upon a majority vote of a quorum of the Board.

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**SECTION III**

**TEAM FORMATION & PLAYERS' RULES**

**A. REGISTRATION**

Players through the league age of 16 who are able to devote sufficient after-school and Saturday time for the entire season, are eligible to register with the League. Players are required to provide their own softball glove, softball pants and acceptable cleats. The Board on an annual basis establishes the registration period and fees.

**B. EVALUATION**

Players in all Divisions may be required to attend an evaluation session at a time and place designated by the League Coordinator.

**C. DRAFT ASSIGNMENTS**

Player draft or assignment to teams is accomplished as designated by the League Coordinator. Players will be divided into Divisions based upon their respective ages. Age shall be determined as of January 1st of the current year in accordance with the following age breakdowns:

- 6U Division..... 6 years old & Under.
- 8U Division .....7-8 years old.
- 10U Division.....9-10 years old.
- 12U Division.....11-12 years old.
- 16U Division.....13-16 years old.

All players will play within their respective age Division. A player having already spent two years in the same division has the option of moving to the next highest division.

**D. DROPOUTS/TRANSFERS**

Dropouts processed prior to the player draft or before team assignments have been made will have their registration fee and/or donations refunded. Any other refunds will be made at the sole discretion of the Board. Requests for a player transfer must be directed to the League Coordinator for determination by the Board.

**E. RECRUITMENT FOR GAMES**

1. Regular League Season: In the event a team may be short players for a specified scheduled League game, subject to the rules below, a manager may recruit a player from a lower division; so long as there are no conflicting games and only if the player, the player's parents and the player's primary team manager approve. A team short players will use rostered team players to play all infield positions(including pitcher), before using any lower division players. Lower division players may only play infield positions in the event

that no other rostered players are available. Lower division players will bat last in the lineup. A team that does not have enough players to cover all regularly fielded positions, may recruit only enough players to cover all fielding positions. (e.g. 10U may recruit to 10 players; 12U may recruit to 9 players).

A player recruited from a lower division team may play only one consecutive game for the same upper division team. She may not play again for that same upper division team until that upper division team has played another game. A violation of this rule will result in the upper division team forfeiting the game.

If a manager recruits a player from a lower division and a rostered team member arrives after the start of the game (resulting in one more player than required to cover all fielding positions; thus creating a substitute player), then the lower division player may continue to play, but only in every other remaining inning defensively. The lower division player continues to bat in each inning in which their spot in the order comes up. The rostered player arriving late is then added to the end of the batting order after the lower division player. A lower division player recruited to play up a division shall NOT be asked to leave a game once a rostered player arrives late to a game.

If a player is injured or otherwise unable to finish a game, then a manager may recruit a replacement from a lower division only if that team is in jeopardy of forfeiting the game. The lower Division player does not replace an existing player's batting position.

2. Post-Season League Play: A recruited player may only play for one team during the end-of-season mini tournament (e.g. a recruited 10U player may not play for both 12U team A and 12U team B during the same mini tournament).

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## SECTION IV

### SAFETY & ACCIDENTS

#### A. CONDITIONS OF EQUIPMENT

All equipment must be in a safe condition (e.g. bat grips secure, straps not missing, etc.).

#### B. CATCHER'S EQUIPMENT

Catchers must wear a helmet and facemask with throat guard as required in the ASA rulebook. Catchers must also wear chest protectors and shin guards. All of the equipment specified must be worn at practices and games. Additional approved safety equipment may be worn at the catcher's discretion. (6U) Division catchers are permitted to skip wearing the shin guard and chest protector, but in so doing, must be positioned where she will not likely be hit by a thrown bat. Also, any player warming up a pitcher either before or during the game, either on the field or off the field, must wear a mask. Managers are asked to please monitor this closely.

#### C. BATTERS' HELMETS

Batters hitting in the game, on deck batters and base runners must wear helmets in both practices and games. All Divisions except (6U) must wear helmets with NOCSAE approved face masks. The helmets should not be thrown at any time.

#### D. UMPIRE EQUIPMENT

Umpires officiating behind home plate must wear a facemask, chest protector, shin guards and close toed shoes. This applies to ALL home plate umpires in the 8U, 10U, 12U and 16U divisions.

#### E. FIELD SAFETY

Spectators may not sit in the players bench area, dugout or in the area behind the backstop (unless an established bleacher/seating area is provided behind the backstop).

#### F. BATS

Bats will not be thrown at any time. Extreme care should be taken while swinging the bat in the vicinity of other players, coaches or spectators. Players who throw or swing the bats out of anger or frustration should be reprimanded by the coaching staff and dealt with as appropriate by the umpire.

#### G. INSURANCE

The League obtains team insurance with ASA membership. This insurance should be considered secondary to any insurance you have either personally or through

employment. In the case of injury of potential claim, an accident report or statement must be prepared and action taken as specified in Section II C (9).

H. SLIDING

Sliding is to be taught and encouraged by ALL Divisions; most importantly for the safety of all players.

I. CASTS

No player may play in a League game or practice with their team while wearing a cast unless written permission is obtained from their physician, the cast is not used to gain advantage in a game situation and said written permission is presented to the League Coordinator by the manager prior to participation.

J. MASKS

The league highly recommends fielding masks for all infield players, especially the pitcher and 3rd base.

K. OTHER LEAGUE INVOLVEMENT

Players may play with any other league as long as:

1. Any conflicting games are played with GVGSA.
2. All ASA Rules are met in regards to boundaries and travel ball.
3. The player has GVGSA coach approval. The exception to (1) and (2) above will be CIF players. CIF players may additionally be limited in their involvement in the League by the CIF rules; we will not allow a player to play with the League if such a conflict arises.

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## SECTION V

### ALL-STAR PLAYER & MANAGER SELECTION

#### A. GENERAL

1. All-star teams will be formed in all divisions that support all-star competition. The teams will be formed after May 1. Each team will consist of no more than 15 players and cannot include players over the League age limit (January 1st cut-off).
2. All-star candidates must have played in at least 50% of their team's scheduled League regular season games.
  - a. Exception: 14U, 16U & 18U players. (See Section VI; C. All-Star Candidates must meet ASA rules of eligibility for All-star play.
  - b.

#### B. ALL-STAR PLAYER SELECTION & REQUIREMENTS (8U, 10U, 12U and 14U)

1. Applications:
  - a. Players and parents or guardians shall have access to the rules governing the all-star application and selection process (Section VI); including financial and volunteer commitments (per the allstar application) required for participating all-star players. The Board believes this information will assist parents or guardians in the decision-making process and allow them to make the best possible decision for their player and family.
  - b. Prior to the end of the League's regular season, the League Coordinator will make all-star applications available to all players competing within divisions that plan to field an all-star team. To be considered for all-star selection, players must return their completed all-star applications and have them signed by their parent(s) or guardians. Completed applications must
  - c. be returned to the concessions stand by the deadline set by the Board.
  - d. The list of all all-star applications above shall be considered "League Confidential" and as such require that its contents not be divulged or discussed with others prior to final roster selections. Infractions of this rule may cause the offending manager or coach to forfeit their opportunity to manage or coach during the succeeding regular season. The penalties may only be overridden by Executive Board approval.
2. Team Selection:
  - a. For each division, a list of completed all-star applications will be compiled and presented to the gold all-star manager (by the League Coordinator) to determine eligible all-star candidates.

- b. For each division, an evaluation may be scheduled at the discretion of the Board in order to evaluate all candidates submitting an all-star application. Evaluations will be conducted by the League Coordinator or gold all-star manager and will be used to assess all-star candidates for the express purpose of making selections to the gold all-star team. Additionally, player performance throughout the regular league season will be used as selection criteria.
  - c. Prior to making final all-star player selections, the gold all-star manager will hold a player review meeting to include other managers from that same division; in order to discuss player skills and potential. This is a mandatory meeting for all managers within the division to insure that each all-star candidate is fairly represented during the all-star selection process.
  - d. The gold all-star manager for each division will select no more than 15 players from the list (see “a”) to fill their all-star team roster.
  - e. After the gold all-star team is selected, if there are enough all-star candidates to form a silver all star team, the silver all-star manager will then select no more than 15 players from the remaining all-star qualified candidates.
  - f. After the silver all-star team is selected, if there are enough all-star candidates to form a bronze all-star team, the bronze all-star manager will then select no more than 15 players from the remaining all-star qualified candidates
  - g. All–star team selections will be reviewed by the Board and confirmed prior to any announcement made by an all-star manager as to the players selected. If the Board deems changes are necessary they will meet with the all-star manager to resolve the issue.
  - h. Any player from within the league who meets all-star eligibility requirements may be added to their division’s all-star teams as regular players or as fill-in players, at the discretion of the respective all-star manager, upon Board approval.
3. All-star players are expected to commit themselves for practice and games during the all-star season. The term of the commitment will begin no earlier than the completion of the regular league season.

4.

**C. ALL-STAR TEAM PLAYER SELECTION & REQUIREMENTS (14U, 16U and 18U)**

- 1. All girls residing in the greater Goleta Valley area (from Goleta to Santa Barbara), and did not participate in the League's regular season will be eligible to register for All-Star play. All-Stars applicants must be eligible to play "B" Championship Tournament play according to ASA district rules.
- 2. All-Star players are expected to commit themselves for practice and games during the All-Star season. The term of commitment will begin no earlier than the second week of May and end no later than the day before the Labor Day weekend.

3. All all-star team players must register with the League.
  4. The players and parents or guardians must be informed of these rules (Section VI; C-1&2) and any and all other pertinent and available information to assist them in making a sound decision whether they can participate and allocate the time necessary to the All-Star team as may be required of them.
  5. The manager will determine the number of players on the roster. The selection of players will be made at the sole discretion of the manager.
- D. ALL-STAR MANAGER SELECTION & REQUIREMENTS (8U, 10U, 12U and 14U)
1. Selection:
    - a. All team managers and coaches within a division are eligible for all-star manager selection in their own division. If no manager or coach from a division applies, then eligibility will extend to managers in all other divisions. Executive Board Members are eligible for all-star manager selection in any division.
    - b. All-Star manager applicants must submit an all-star manager application to the League Coordinator by the deadline set by the Board.
    - c. The Board will review applications and interview each candidate.
    - d. The Board will vote for all-star managers in each division by secret ballot (if more than 1
    - e. candidate exists) on the date determined by the Executive Board. Election will be based on a majority vote by the quorum present. Ties will result in a re-vote. If a tie occurs a second time the Executive Board will make the final decision.
    - f. All-star manager candidates, who are members of the voting Board, may not vote within their own division.
    - g. If enough all-star qualified applicants exist in a division, then a similar process will be used to select a silver all-star manager.
    - h. If enough all-star qualified applicants exist in a division, then a similar process will be used to select a bronze all-star manager.
  2. The all-star manager will select no more than 15 players through the player selection process (Section VI (B-C)). All-star coach(s) selected to assist the manager must receive Board approval. Managers will also be responsible for selecting a team parent and a team scorekeeper. The all-star manager's staff must be willing and able to travel to all game locations.
  3. The scheduling of all-star friendlies requires the approval of the League Coordinator. The Board will determine the number of tournaments the League will support financially. All-star managers may elect to enter their teams in more tournaments than those financially supported by the League, but at no direct expense to the League.
  4. Managers are held responsible for the conduct of all families and players on their team during the all star season.
  5. Any and all all-star managers and coaches are subject to recall by the Board pursuant to written grievance(s) by parents and /or coaches.

6. A minimum of 5 (five) hours will be devoted to practice time per week for all-stars.

E. ALL-STAR MANAGER SELECTION & REQUIREMENTS (16U and 18U)

1. All all-star manager candidates will submit a manager application in writing to the Board by May 1st. The Board will interview each applicant. The all-star manager will be selected based on their coaching experience, commitment, and willingness to follow the League's objective (as written in the Constitution & By-laws).
  - a. The Board will vote all-star managers in each division by secret ballot (if more than 1 candidate exists). Election will be based on a majority vote by the quorum present. Ties will result in a revote. If a tie occurs a second time, the Executive Board will make the final decision.
  - b. Managers may be relieved of duty, with just cause, by a 2/3 majority of a legal quorum of the Board.
2. The all-star manager will be expected to follow pertinent managerial duties as outlined in the League rules, Section II; C.
3. All tournament financing will be the sole responsibility of the all-star team.
4. The financing of uniforms and equipment will be the sole responsibility of the all-star team.
5. Solicitation of monies will be in accordance with the League's constitution & by-laws (ARTICLE IX).
6. The League will provide the League's general liability insurance.
7. A minimum of 5 (five) hours will be devoted to practice time per week for all all-star teams.
8. The manager will be responsible for the conduct of their coaches, players and parents. All pertinent League rules and by-laws will be observed.

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**SECTION VI**

**GAME & LEAGUE RULES**

**A. ORDER OF PRECEDENCE**

The League policy is to keep ASA rule modifications to a minimum. The order of precedence of the rules of play will be:

- #1- GVGSA League Division-specific rule modifications
- #2- GVGSA leagues General rule modifications
- #3- Amateur Softball Association of America (ASA) Rules

**B. GVGSA LEAGUE GAME RULES:** The following rules, as well as those in Sections I through V and the forward, will be in effect for the regular GVGSA League season.

1. Pitching Distance

- (6U) Division ..... 30 feet from home plate
- (8U) Division ..... 30 feet from home plate
- (10U) Division ..... 35 feet from home plate
- (12U) Division ..... 40 feet from home plate
- (16U) Division ..... 40 feet from home plate

2. Base Distances

- (6U) Division ..... 60 feet apart
- All Other Divisions ..... 60 feet apart

**3. (6U) Division Modifications to the ASA Rules**

General: For (6U) only, the official umpire shall be the offensive (batting) team manager or coach.

Therefore, all references to “umpire” or “umpire’s” in the following GVGSA Modifications to the ASA rules shall refer to the offensive (batting) team manager or coach.

- a. A tee is placed in front of home plate and the batter is allowed 3 (three) swings off the tee. One of the three swings must strike the ball and travel beyond the 15-foot arc in the field of play in order for a hit to be accomplished. Failure to do so in three swings constitutes an out and the batter is retired.
- b. A strike is called on the batter if she misses the ball and the tee.
- c. A strike is called on the batter if she hits mostly the tee. This rule is subject to the umpire’s judgment.
- d. A strike is called on the batter if she hits mostly the ball and the ball does not travel beyond the 15-foot arc or travels outside of the playing field (foul ball). This rule is subject to the umpire’s judgment.

- e. A third foul ball, missed ball, or ball not reaching the 15-foot arc is considered strike three and the batter is out.
- f. The offensive (batting) team will provide an adult to remove the tee from home plate immediately after the ball has been struck and declared a fair ball (a hit is earned).
- g. The base runners must remain on their respective bases until the ball is struck or the batter's swing passes the ball. If a base runner leaves her base before the swing, as explained above, then the standard ASA rules concerning a base runner leaving her base too early will apply.
- h. The defensive (fielding) team must remain inside the marked field of play and behind the 43-foot arc until the ball is struck. The catcher must remain in the area behind home plate (until the ball is hit) and must keep her helmet on until the ball is hit. The pitcher must also remain anywhere inside the pitchers circle. If, for example, a player is taken outside of the infield lines to back up 1st base prior to the ball being struck, then the standard ASA rule applies, which is an illegal pitch. In this case, the batter would be awarded an additional swing (strike) and the base runner(s), if any, would advance one base. If the umpire observes the defensive players moving off the field as explained above, he/she should instruct the players to remain on the field of play until the ball is struck (and why to do so), with no penalty being assessed.
- i. An offensive inning is over when all players have batted.
- j. A continuous batting order will be used. All players on the lineup and able must bat in their turn.
  - i. Failure to bat results in an out
  - ii. If a player has to leave the game or a player arrives late the batting order can be adjusted without penalty.
- k. Except for reasons due to injury, or for the offending team's clear disadvantage, each player on the roster and at the game able to play (should be on the lineup) shall play defensively (in the field) for at least 3 innings in a regulation game (5 innings or more). There is free substitution. If any player is denied this right, as explained above, the offending team shall forfeit the game if the error is brought to the attention of the umpire by the opposing team manager or coaching staff, or by the umpire's own observation. The game will not be forfeited if the official scorekeeper's records indicate that no violation has been made (unless the umpire has reason to doubt the accuracy of the records).
- l. There will be no maximum number of players allowed to play defensively on the field during an inning unless it becomes unsafe to do so, therefore, all players on the roster will be permitted to play defensively in the field. Any players arriving after the start of the game will be added to the bottom of the lineup without penalty.
- m. A game will consist of 3 innings.

- n. The tenth player cannot play as an infielder (6 infielders and 4 outfielders allowed). The infield is defined as at or inside the base path for (8U)s. The outfield is defined as the grass for Minors (12U).
- o. The pitcher's mound has a 10-foot circle around it. To stop play, the pitcher must have control of the ball with both feet on the ground inside the circle, or any player may stop play by having control of the ball and placing one or both feet on home plate.
- p. If play is stopped (o) above the umpire will call TIME. Between the bases there are hash marks; when TIME is called by the umpire, he/she will determine if any base runners had passed the hash marks before TIME and award the next base to any base runners who were beyond the hash mark. Those not so awarded shall return to the last base passed. The umpire will then make sure the ball is passed to the catcher so that it can be placed on the tee.
- q. After the ball is placed on the tee and the umpire signals ready the pitcher must be in the circle until the ball is struck.
- r. Fielders may not touch a hit ball before it passes beyond the 15-foot arc. If a fielder does so the batter is awarded 1st base and any base runners will also advance one base.
- s. Base runners cannot lead off before the ball is struck; doing so will cause the base runner to be called out.
- t. Overthrows
  - i. An out of play line will be drawn on the field of play or described by the umpire before the game starts.
  - ii. On all overthrows, if the ball remains inside the out-of-play area the base runners may advance to as many bases as they desire at the risk of being tagged out.
  - iii. On any batted ball, if the first throw from an infielder goes out of play the batter will be awarded 2nd base and all other base runners will be awarded two (2) bases from where they were when the ball was hit.
  - iv. On the second throw from the infield or any throw from the outfield, if an overthrow occurs and it goes out-of-play, the umpire will award two bases to each base runner from the base at which they were when the throw was made (one base plus the one they were taking or two bases if they were on a base).
- u. Any batter throwing a bat will be given a warning and the umpire will inform both the official (home team) scorekeeper and the visiting team scorekeeper. If the same batter throws the bat again in the same game she will be called out each time she does so.
- v. After the game is over, both teams will give their opponents a positive cheer and go through the line shaking hands.
- w. Two coaches are allowed on the field to position players before the start of an inning in which they are on defense. The defensive coaches may remain on the field provided they do not interfere with player vision of the

batted ball or interfere with runners or batter-runners. Any base runner that is interfered with by a defensive coach will be awarded an extra base, or more if the umpire (offensive coach) deems appropriate.

- x. All players, on offense, while not batters, base runners or in the on-deck circle, must stay in the dugout area.
- y. Any unruly coach or spectator will be asked to leave the field and playing fields (area of the game) by the Board appointed Officer of the Day (OOD).
- z. The last batter will end the inning when the pitcher is in control of the ball in the pitchers' circle, any player is in control of the ball and touches home plate, or the umpire calls time.
- aa. No score will be kept in 6U as the goal of the 6U division is to create an atmosphere of fun and love for softball. However, a scorekeeper is encouraged to track outs to provide positive feedback to the players for their defensive efforts. Clear bases after 3 outs.
- bb. Optional Coach Pitch: "The coach has the option at the beginning of a players at bat to pitch two (2) pitches from the 30 – foot pitching rubber. If the pitches are not hit, then the ball goes back to the tee. (tee rules than apply) Foul balls are considered a pitched ball. (In other words, after two pitches, the player gets one ball from the tee.)

#### 4. (8U) Division Modifications to the ASA Rules

- a. There is no dropped third strike rule. On a swinging or called third strike, the batter is out.
- b. No stealing allowed. Players may advance one base (but not to home plate) at their own risk on a pitch a) not caught by the catcher *and* b) on which the ball rolls behind the catcher's feet or outside the outer edge of either batter's box. Players may not leave the base until the ball crosses the plate (no leadoffs). If a player advances to a base illegally, time will be called and the umpire will return the player to the base of origin without fear of being put out. Clarification: Each runner can only advance one base per pitch on a non-batted ball regardless of the circumstances (overthrown ball by catcher, etc.). Runners may never advance to home plate on a non-batted ball ("cold plate").
- c. Ten defensive players are allowed on the field at a time.
- d. A maximum of 4 runs may be scored per half inning unless three outs are recorded first. Only 4 runs shall be credited to the batting team, even if the play results in more than four runs in the inning. At the conclusion of the play, the half-inning shall be declared ended.
- e. The same pitcher can pitch no more than 6 outs per game. An out is recorded to a pitcher if the pitch they make to an opposing player results in a recorded out. If an out is recorded on a coach-pitched ball, the out will be recorded to the player-pitcher who pitched ball four. If a single play results in more outs than the pitcher's maximum, there shall be no penalty.

- f. The strike zone shall expand to include, in width, the broadest parts of the plate, and, in height, it will reach from the bottom of the knees to the top of the shoulders.
- g. The infield fly rule will not apply under any circumstances.
- h. There will be no walks. An offensive coach will be allowed to deliver as many strikes to the batter as she has left in the count. The coach-pitcher must deliver the pitch from inside the circle but is not required to stand on the pitcher's plate (pitching rubber). The coach-pitcher will resume the player-pitcher strike count and ALL coach pitches are considered strikes (exception: foul balls/tips not caught by a defensive player cannot result in a third strike). The batter cannot walk or be Hit by Pitch, but can strike out when coach pitched. Batters may not bunt coach pitches.
- i. If the ball strikes the offensive pitching coach accidentally, in the umpire's judgment, then the ball is in play just as if it were to strike an umpire.
- j. During the coach pitch, the player-pitcher must remain inside the circle until after the ball is struck.
- k. No new inning shall start after 75 minutes.
- l. If a batter is physically hit by a ball (either directly or after striking the ground once) pitched by another player (as opposed to a coach during a coach pitch sequence), rather than award the batter 1st base, the offensive team coach will be given 3 pitches to the batter. If the umpire deems the batter to have been truly hurt by the pitch, the batter will be awarded 1st base. A pitch bouncing more than once and striking a batter shall be ruled a ball.  
Note: This rule is designed to encourage hitting and with the early development of pitchers accuracy and control may not be possible and batters are routinely hit by weakly pitched balls.
- m. Runners may not advance beyond the next base once the ball is in the circle and the pitcher has control of the ball.

(10U) Division Modifications to the ASA Rules

- a. Stealing is allowed. Stealing will only be allowed after a pitched ball has left the pitcher's hand in route to the plate (pitch). The batter may NOT steal (continue to) 2nd base after ball four has been delivered. Each runner can only advance one base per pitch on a non-batted ball regardless of the circumstances (overthrown ball by catcher, etc.).
- b. Ten defensive players are allowed on the field at a time.
- c. A maximum of 5 runs may be scored per half inning unless three outs are recorded first. Only 5 runs shall be credited to the batting team, even if the play results in more than five runs in the inning. At the conclusion of the play, the half-inning shall be declared ended.
- d. The same pitcher can pitch no more than 9 outs per game without regard to extra innings. An out is recorded to a pitcher if the pitch they make to an opposing player results in a recorded out. If a single play results in more outs than the pitcher's maximum, there shall be no penalty. If the game goes into extra innings a pitcher who has already pitched 9 outs may be reinserted as the pitcher.

- e. No new inning shall start after 80 minutes.
- f. No intentional walks shall be allowed. If it is determined that a team has violated this rule, disciplinary action may be taken by the Board.

6. (12U) Division Modifications to the ASA Rules

- a. The same pitcher can pitch no more than 12 outs per game without regard to extra innings. An out is recorded to a pitcher if the pitch they make to an opposing player results in a recorded out. If a single play results in more outs than the pitcher's maximum, there shall be no penalty. If the game goes into extra innings a pitcher who has already pitched 12 outs may be reinserted as the pitcher.
- b. A maximum of 6 runs may be scored per half inning unless three outs are recorded first. Only 6 runs shall be credited to the batting team, even if the play results in more than six runs in the inning. At the conclusion of the play, the half-inning shall be declared ended.
- c. No new inning shall start after 90 minutes.
- d. No intentional walks shall be allowed. If it is determined that a team has violated this rule, disciplinary action may be taken by the Board.
- e. Courtesy runners are allowed only for catchers with two outs. The runner will be the last recorded out.

7. (16U) Division Modifications to the ASA Rules

- a. A maximum of 6 runs may be scored per half inning unless three outs are recorded first. Only 6 runs shall be credited to the batting team, even if the play results in more than six runs in the inning. At the conclusion of the play, the half-inning shall be declared ended.
- b. No new inning shall start after 90 minutes.
- c. Pitching rubber shall be located 40ft from home plate (not 43 ft).
- d. There will be no run limit for any games between GVGSA and other leagues.
- e. Courtesy runners are allowed for pitchers and catchers at any time. The runner will be the last recorded out.

All Division GVGSA League Rules and Modifications to ASA Rules

- a. Each entire team must wear the team uniform (shirt/jersey and pants) while on the field during a game unless waived by both managers before the game begins. (Headwear is optional on defense.)
- b. Parents, other relatives and spectators may not advise a player during a game unless she is injured. Players are to remain in the playing field or in the player dugout or bench areas throughout the entire game. Exceptions will be made if on an errand for the coaching staff or in the case of physical needs of the player upon manager approval.
- c. Chatter to the opposing team is allowed however excessive heckling or derogatory remarks directed toward opponents in general or any player individually, or toward the umpire are not allowed and are cause for warning and eventual ejection from the game at the umpire's discretion.

- d. A team may start and continue a game with no less than 8 players; late-arriving otherwise legal players will be added to the bottom of the batting lineup at the time of their arrival without penalty.
- e. Regulation games will be 7 innings. No new inning will start after the specified time (varies by division). All ties will be final. Pitching and run limits do not apply in extra innings.
- f. If a Division ends its regular season with two or more teams tied for first or second place, first place (and/or second place) will be determined by a play-off, time permitting. If conditions do not permit a winner by means of a play-off, the division will end in a tie (co-champions).
- g. Division standings will be kept for 16U, 12U, 10U and 8U divisions. No standings will be kept in the 6U division.
- h. The home team will supply the official scorekeeper. The official Score Card must be verified and signed by both managers and the umpire. Lower Division play-up players must also be noted on the Official Scorecard. For those divisions where a pitching limitation is in effect, the pertinent information must be noted on the Official Score Card as well; failure to comply if significant or intentional shall be grounds for forfeiture of the game by the offending team.
- i. Teams must be ready to start a game within 10 minutes of the scheduled starting time. EFFECT: Game forfeiture.
- j. In the leagues which have pitching limitations, if a batter is pitched to by more than one pitcher in the same at bat, and that batter makes an out, only the pitcher who pitched threw the final pitch of the at bat will be credited with an out.
- k. Except for reasons due to injury, or for the offending team's clear disadvantage, each player on the roster and at the game able to play (on the lineup) shall play defensively (in the field) for at least 2 innings in a regulation game (5 innings or more).
- l. Players not attending at least 75% of the scheduled practice times may be reported to the Division Representative each week. Players are not to be pulled from games (benched) by managers or coaches as a result of practice discipline, tardiness or any other non-game-related reason. Benching will only be for in-game infractions or misconduct, unless directed by the Division Representatives or League Coordinator.
- m. The Division Representative will notify the opposing manager prior to game time, of action taken by a manager not to play a player for at least 2 defensive innings and the reason for the action. If a player does not play in a game, unless she is injured, not feeling well or chose not to play for her own reasons, the League Coordinator must be notified and her name listed on the Official Score Card for the game.
- n. ASA player/coach conferences rules will be followed; a team is allowed three (3) defensive conferences per game
- o. Protests:
  - i. Any game protest (not allowed at all for judgment issues) must be presented to the umpire before the next pitch is delivered and the official scorekeeper must be advised and note the time of the protest, the inning

the last batter on the Official Score Card and the reason for the protest. The manager must notify the League Coordinator or Division Representative within 72 hours and submit a protest in writing or via email. Protests will be decided jointly by the Umpire in Chief, League Coordinator and Division Representative from the protester's division. Even though protested, a game shall continue to completion. Protests are discouraged.

- ii. All protests shall be final unless overridden by a majority vote of a quorum of the Board at a regularly scheduled board meeting.
- p. Players in those divisions with player draft will be required to attend an evaluation session at a time and place designated by the League Coordinator.
- q. In all leagues, during league play, there shall be no penalty if a player must leave the game early. Managers should inform both scorekeepers of the change, and the player's batting position shall be skipped for the rest of the game. Rules regarding the minimum number of players shall remain in effect.

#### GVGSA End of Season Mini Tournament Rules:

- a. GVGSA league rules will apply in all divisions except as modified by these rules.
- b. The 12U division shall have no pitching limits or scoring limits. 8U pitching limits shall be extended to 9 outs.
- c. The home team shall be determined by a coin flip prior to the start of the game.  
EXCEPTION: In championship games, the teams advancing through the winner's bracket shall be the home team.
- d. All 6U games shall be 3 innings and may end in a tie. All other games are elimination games and will go to an international tiebreaker if there is a tie after time has expired or the innings limit has been reached. 8U and 10U championship games shall end after 5 innings. The 12U championship game shall end after 6 innings. The 14U championship game shall end after 7 innings.
- e. In games that go to an international tiebreaker, the last recorded out of the batting team's previous inning shall begin the inning as a runner on second base. No run limits or pitching limits will apply in games that go to international tiebreaker.
- f. The following mercy rules shall be in effect for all games: 15 runs ahead after 3 innings, 12 runs after 4 innings, 10 runs after 5 or more innings.
- g. End of Season Mini Tournament awards shall be given to the 1st place team.
- h. "Play up" players may only appear for one team in the End of Season Mini Tournament.
- i. All protests will be handled by the GVGSA league coordinator and his or her decisions will be final.

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**ADDENDUM A**

**EVALUATIONS**

**A. GENERAL OVERVIEW**

Each year, GVGSa holds player evaluations which are meant to give the League the ability to judge player skills utilizing a variety of softball related activities. Evaluators will assess players in several areas. Each area of evaluation will have a list of available rankings as outlined by the League. After compiling all evaluator rankings, the League Coordinator will provide a master list of these rankings to managers to assist them in making their player selections during draft night.

**B. AREAS OF SKILL ASSESSMENT**

- a. There are several areas of assessment during player evaluations.
- b. Fielding fly balls
- c. Fielding ground balls
- d. Throwing
- e. Bunting (10U, 12U and 16U)
- f. Running
- g. Pitching (only interested players)
- h. Catching (only interested players)

**C. RANKING SYSTEM**

During evaluations, players will perform a variety of softball related activities and will be ranked according to evaluator opinions of their skill level. For each area of skill assessment, players will receive a numerical ranking of 0 (no skill) up to 5 (advanced skill). Evaluators will use the following numerical values to rank a player:

- a. 0.0, 0.5.....no player skill
- b. 1.0, 1.5.....novice player skill
- c. 2.0, 2.5.....below average player skill
- d. 3.0, 3.5.....average player skill
- e. 4.0, 4.5.....above average player skill
- f. 5.0.....advanced player skill

**D. DRAFT LIST**

Evaluator rankings for each player will be averaged. Players will appear on the master draft list by division and will be ranked from the highest overall rated player to lowest overall rated player. Players that evaluated at the position of pitcher will appear on the pitcher draft list by division and will be ranked from the highest overall rated player to lowest overall rated player. Players that evaluated at the position of catcher will appear on the catcher draft list by division and will be ranked from the highest overall rated player to lowest overall rated player.

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**ADDENDUM B**

**PLAYER DRAFT**

**A. GENERAL OVERVIEW**

The League will conduct a player draft to determine player placement at the 10U, 12U and 16U divisions.

The League will automatically place all age appropriate children of a manager on his or her team. These players are considered "protected" and may not be drafted by another team. Protected players will be considered drafted and will be placed on their parent's team in the appropriate round of the draft. Determination of round placement for protected players will be based on the player's overall ranking as determined by the master draft list. Exception: If a player is ranked as a top rated pitcher, that player will be placed as a 1st round selection even if that player's overall ranking on the master draft list would ordinarily place that player in a lower round. The balancing of pitchers between all teams in a division the League's top priority.

If a manager does not have a child competing in the division that they are managing in, that manager will have no protected players.

**B. 1ST ROUND OF PLAYER DRAFT**

Managers will be required to select a pitcher during the 1st round of the draft. The purpose of this requirement is to improve the competitive balance between teams in each division.

**C. DRAFT ORDER**

The draft order for the 1st round will be selected at random the night of the draft. Any manager who has a protected player placed in the 1st round of the draft will not participate in the random draw. After the draft order for the 1st round has been determined, managers will select players from the pitcher draft list.

Beginning with the 2nd round of the draft, draft order will be determined by a team's combined total player value. Each round, all players already selected to a team will have their player rankings added. This number is known as the "combined total player value". Each round, the team with the lowest combined player value will select first while the teams with the highest total player value will select last. Draft order is determined after each round.

Managers must select a player in the last round of the player draft unless there are not enough players to be selected by each team. In this case, once the draft order for the last round has been determined, the team with the lowest combined player value will

have the option to select a player or pass. A team may only pass in the last round if there are more teams than players remaining in the draft.

D. WORDS OF WISDOM

The League recommends that each manager select a minimum of 2 pitchers and 1 catcher to maintain a consistent level of competitiveness throughout the season. In addition, the League recommends managers to select players with parents who can assist them with coaching, scorekeeping and team administration.