

WESA Appendices

As of April 9, 2013

APPENDIX A: FEES

In accordance with Section 5 of the Association By-laws, the Commission has set the following annual fees:

MEMBERSHIP FEES:

- A1. Full Member:
 - (a) Member of the Association/League;
 - (b) Entitled to one (1) vote during Annual General Meeting and Special General Meetings;
 - (c) Actively playing participant in league games; and
 - (d) Fees:
 - \$130.00 early bird rate
 - \$160.00 regular rate

 - \$145.00 after May 15th
 - \$120.00 after June 15th.

- A2. Associate Member:
 - (a) Member of the Association/League;
 - (b) Entitled to one (1) vote during Annual General Meeting and Special General Meetings;
 - (c) Non-playing participant in league games; and
 - (d) Fees:
 - \$80.00 regardless as to the registration date.

- A3. Lifetime Member:
 - (a) Member of the Association/League;
 - (b) Entitled to one (1) vote during Annual General Meeting and Special General Meetings;
 - (c) Actively playing or non-playing participant in league games;
 - (d) Appointed by Commission based on criteria which may include person's considerable contributions to the league over time, length of membership, merit, etc.; and
 - (e) Fees: Waived.

SPONSORSHIP FEES:

- A4. Diamond Sponsor:
 - \$3,000.00 early bird rate;
 - \$3,250.00 regular rate.

- A5. Gold Sponsor:
 - \$850.00 early bird rate;
 - \$950.00 regular rate.

- A6. Silver Sponsor:
 - \$350.00 early bird rate;
 - \$400.00 regular rate.
- A7. Other levels of sponsorship are determined by the Commissioner based on sponsorship fees, in-kind donations, promotional value, etc. as required.

SPARE PLAYER FEES:

- A8. Non-WESA Member – Per Player, per game\$10.00
- A9. WESA Member – Per Player, per gameno charge

APPENDIX B: SPONSOR BENEFITS

- B1. See attached Schedule for benefits for each Sponsorship Package.

APPENDIX C: RESPONSIBILITIES OF COMMISSIONERS

C1. LEAGUE COMMISSIONER

- (a) Chief Officer of the Association, responsible for the League’s operations;
- (b) Solicit and maintain liaison with WESA Sponsors as approved by Commission;
- (c) Plan and stage the League's Annual Awards Celebration;
- (d) Responsible for ordering League jerseys;
- (e) One (1) of two (2) NAGAAA Representatives representing Vancouver;
- (f) One (1) of three (3) signing authorities on cheques; and
- (g) Provide assistance to other Commissioners as required.

C2. VICE-COMMISSIONER

- (a) Plan and stage the Association's Annual Pacific Cup Tournament;
- (b) in the absence of the League Commissioner, assume the duties of the League Commissioner and when so acting, shall have all the powers and be subject to all the responsibility hereby given or imposed upon the League Commissioner; and
- (c) Provide assistance to other Commissioners as required.

C3. TECHNOLOGY COMMISSIONER

- (a) Maintain and administer the league’s website and all technical services (i.e. SMS, email, domain, etc.); and
- (b) Provide assistance to other Commissioners as required.

C4. SECRETARY/COMMUNICATIONS

- (a) Maintain an accurate record of all proceedings of the Commission, General, and Special Meetings;
- (b) Maintain the Constitution, By-Laws, and Appendices;
- (c) Handle general correspondence;
- (d) Facilitate posting details for league happenings including events, news, etc. via various social media vehicles;
- (e) Maintain a list of Lifetime Members;
- (f) Maintain annual list of Commissioners and Team Coaches/Managers;

- (g) Archive a collection of all Association Newsletters;
 - (h) Compile and maintain record of League team and player statistics; and
 - (i) Provide assistance to other Commissioners as required.
- C5. **TREASURER**
- (a) Maintain accurate records of all monies received and dispersed by the League;
 - (b) Prepare annual Budgets and Financial Statements;
 - (c) Prepare Monthly Financial Statement for Commission;
 - (d) Prepare a Financial Report for all General Meetings;
 - (e) One (1) of three (3) signing authorities on cheques; and
 - (f) Provide assistance to other Commissioners as required.
- C6. **RULES AND REGULATIONS COMMISSIONER**
- (a) Enforce the Slo-Pitch National (SPN) League laws;
 - (b) Maintain a Team Coach's/Manager's Manual;
 - (c) Set the Schedule of Regular and Play-off Games;
 - (d) Arrange for umpires for all Regular and Play-off games;
 - (e) Control and maintain all Association equipment;
 - (f) Obtain field permits for all Regular and Play-off games;
 - (g) Solicit and train Scorekeepers;
 - (h) Responsible for cancellation advisements to the membership;
 - (i) One (1) of two (2) NAGAAA Representative representing Vancouver; and
 - (j) Provide assistance to other Commissioners as required.
- C7. **MEMBERSHIP COMMISSIONER**
- (a) Solicit Association members and new people to become members;
 - (b) Keep an accurate and up-to-date Membership List;
 - (c) Organize the Player Draft and any Supplemental Player Drafts;
 - (d) Maintain the Spare Player List and the Waiting List; and
 - (e) Provide assistance to other Commissioners as required.
- C8. **SPECIAL EVENTS COMMISSIONER**
- (a) Plan and stage fundraising activities and social events for the Association; and
 - (b) Provide assistance to other Commissioners as required.
- C9. **MEMBER-AT-LARGE – C DIVISION**
- (a) Assist in facilitating communications within the Association; and
 - (b) Provide assistance to other Commissioners as required.
- C10. **MEMBER-AT-LARGE – D DIVISION**
- (a) Assist in facilitating communications within the Association; and
 - (b) Provide assistance to other Commissioners as required.

APPENDIX D: TEAM FORMATION AND MANAGEMENT

- D1. The Commission will determine the number of teams and the minimum number of players on each team based on the number of people registered prior to the Player Draft.
- D2.
- (a) For the Player Draft, registrants are permitted to register with one (1) "Buddy" (i.e. friend, co-worker, partner, etc.).
 - (b) Each "Buddy" must register in the same division and indicate the other person's name on the registration form.
 - (c) Prior to the Player Draft, the Membership Commissioner and Team Coaches/Managers will rank the number of rounds between each set of registered Buddies; and assign a draft round pick number to themselves as a Team Coach/Manager and their Buddy (if applicable).
 - (d) After the Player Draft, registrants who have not been drafted onto a team will be placed on a Waiting List by division. Buddy requests will no longer be accepted or in effect following the Player Draft.
- D3.
- (a) A Universal Player Draft of players will be used to form each team.
 - (b) The drafting procedure used by Team Coaches/Managers will be first to last and last to first, as randomly assigned.
 - (c) All persons who have registered and are in good standing, must be selected in the open Player Draft.
- D4. There will be no trading of players during or after the Player Draft.
- D5. If a Team Coach/Manager wishes to remove or replace a player from his or her team, permission to do so must be requested to the Commission, in writing/email.
- It is the Team Coach/Manager's responsibility to keep the current "official team roster" updated with the Commission.
- D6. Teams may be comprised of Full Members; and up to two (2) Associate Members who are not part of the Player Draft.

WAITING LIST

- D7. Persons wishing to join the League as Full Members after the Player Draft must complete a registration form and submit this to the Membership Commissioner. These registrants will be added to the Wait List by division.
- D8. Buddy registrations are not permitted for those on the Waiting List, single registration only.
- D9. Any person(s) placed on the Waiting List will be assigned to a team based on waitlist seniority. Teams who are below the minimum number of members required will receive the next available Wait Listed registrant. If multiple teams are below the minimum number of members required then waitlisted registrants will be placed on a team in the drafting order randomly assigned at the Player Draft, see D3. (b).

DEFINITIONS

- D10. Substitute Player: A Full Member in good standing assigned to a team.
- D11. Spare Player: A person who is playing on a team for a regular season game that they are not assigned to. This can be:
- (a) a person who is not a Full or Lifetime Member; or

(b) a person who is a Full or Lifetime Member from the opposite division.

See Rules E12 and F12 for further regulations.

LEAGUE SCHEDULE

D12. There will be no rescheduling of games except those cancelled due to weather conditions.

APPENDIX E: RULES OF PLAY D DIVISION

E1. Scheduled games will be seventy-five (75) minutes long. There is no warm up, grace period or extensions given for the start of games. Start time is game time.

No extensions given with the exception of E6(b) "Forfeit Rule" where a team does not have the minimum number of players to start a game, the game will commence at the scheduled start time, with a ten (10) minute forfeit grace period, leaving a sixty-five (65) minute game with no new inning after fifty-five (55) minutes.

E2. No new inning may start after sixty-five (65) minutes have elapsed from the scheduled start of a game. No open inning is required.

E3. Cancellations of games due to unsafe field conditions will be called by 3:00 p.m. for weekday games, and on an individual game basis on weekends.

E4. No on-diamond warm up time will be permitted if a game is scheduled to start within ten (10) minutes, or at the discretion of the officiating Umpire.

E5.

(a) All Full Members will play a minimum of three (3) innings per game, both offensively and defensively, and must enter the game by the top of the fourth inning.

(b) Failure of a Team Coach/Manager to comply with Rule E5(a) and E15(a) may result in a penalty being imposed by the Commission.

(c) If the Mercy Rules applies (see Rule E10 below), Rules E5(a) and E5(b) do not apply.

E6.

(a) A team must have a minimum of seven (7) Full Members ready to start a game at its scheduled time.

(b) If the team fails to have seven (7) Full Members to start a game ten (10) minutes after its scheduled start time (i.e. game time), it will forfeit this grace period and the game by a score of 15-0.

E7.

(a) A player who is not present fifteen (15) minutes prior to game start time may be entered into the game at the discretion of the Team Coach/Manager provided that they are included in the line-up sheet before the start of the game.

(b) If entered into the game, the player must be entered by the top of the fourth inning.

E8. Each team will be allowed only one (1) courtesy runner per inning, that being the last available player.

E9. A maximum of five (5) runs per inning will be allowed each team, except for the last inning, which will be open.

E10. The Mercy Rule will be set at a fifteen (15) run lead after six (6) innings.

- E11. "Peel" or "Slide Rule" is in effect. This means that the runner must make an attempt to slide into Second or Third Base or peel off giving way to the defensive player and allowing the defensive player to make a play. Runners cannot intentionally impede the defensive player's attempt to throw to a base by standing/running in the line of the play. Umpires will use their judgment to make this call.

SPARE PLAYERS

E12.

- (a) A C Division Full Member shall be able to be a Spare Player in the D Division, to a maximum of six (6) games per regular season. The Spare Fee shall not apply.

Once a C Division Full Member has played the maximum of six (6) games as a Spare Player in the D Division, that individual will be considered as an ineligible player if that individual participates in any additional games as a Spare Player, resulting in the default of that game to the opposing team.

- (b) A Spare Player that is not a Full Member of the Association is entitled to play up to a maximum of six (6) games per regular season regardless of division. The Spare Fee shall apply.

Once a Spare who is not a Full Member of the Association has played the maximum of six (6) games, that individual will be considered as an ineligible player if that individual participates in any additional games as a Spare Player, resulting in the default of that game to the opposing team.

- (c) Spare Players in Play-off games are not allowed, unless under extraneous circumstance and pre-approved by the Commission at least one (1) week prior to the Play-offs.

E13.

- (a) A Team Coach/Manager may select a maximum of three (3) Spare Players to bring the playing roster up to ten (10) players for a game.

- (b) A Spare Player may not be removed from a game once started, except in the case of injury.

- (c) A Spare Player will not be permitted to enter a game once the Umpire has started the game officially, except in the case of injury.

REPLACEMENT OF INJURED PLAYERS

E14.

- (a) If a starting player from a team is injured, a Substitute Player may be inserted into that team's line-up.

- (b) Offensively, the Substitute Player must occupy the place in the batting order vacated by the injured player.

- (c) Defensively, the Substitute Player may occupy any position.

- E15. Once an injured player has left the game, and a Substitute Player has been recorded as officially entering the game in his/her place, the injured player may not return for the remainder of the game.

GENERAL

E16.

- (a) All Full Members drafted to a team, or placed on a team prior to the beginning of the Regular Season, must play a minimum of four (4) full regular season games, both offensively and defensively.

- (b) Full Members placed on a team after the start of the regular season, but prior to completion of the first half of the regular season (i.e. nine (9) games), must play a minimum of two (2) full regular season games, both offensively, and defensively.
 - (c) Failure to comply with this rule will result in the loss of two (2) points for each player per game where this requirement is not met.
- E17. Full Members must be on a team roster three (3) weeks prior to the end of the regular season and must have played a minimum of two (2) games in order to be eligible to play in the Play-offs.
- E18. Any regular season games played by a Spare Player will not count towards NAGAAA qualifications, Play-off qualification, awards, statistics, etc.
- E19. SPN playing rules, where not consistent with the League's Rules of Play: the League's Rules of Play shall prevail.

APPENDIX F: RULES OF PLAY C DIVISION

- F1. Scheduled games will be seventy-five (75) minutes long. There is no warm up, grace period or extensions given for the start of games. Start time is game time.
- No extensions given with the exception of F6(b) "Forfeit Rule" where a team does not have the minimum number of players to start a game, the game will commence at the scheduled start time, with a ten (10) minute forfeit grace period, leaving a sixty-five (65) minute game with no new inning after fifty-five (55) minutes.
- F2. No new inning may start after sixty-five (65) minutes have elapsed from the scheduled start of a game. No open inning is required.
- F3. Cancellations of games due to unsafe field conditions will be called by 3:00 p.m. for weekday games, and on an individual game basis on weekends.
- F4. No on-diamond warm up time will be permitted if a game is scheduled to start within ten (10) minutes, or at the discretion of the officiating Umpire.
- F5. Full Members with a NAGAAA rating of:
- (a) ten (10) or more will be guaranteed a minimum of three (3) innings of play, both offensively and defensively, and must enter the game by the top of the fourth inning;
 - (b) under ten (10), or players with no NAGAAA rating, may or may not play at the discretion of the Team Coach/Manager.
 - (c) Failure of a Team Coach/Manager to comply with Rule F5(a) may result in a penalty being imposed by the Commission.
- F6.
- (a) A team must have a minimum of seven (7) Full Members ready to start a game at its scheduled time.
 - (b) If the team fails to have seven (7) Full Members to start a game ten (10) minutes after its scheduled start time (i.e. game time), it will forfeit this grace period and the game by a score of 15-0.
- F7. A player who is not present fifteen (15) minutes prior to game start time may be entered into the game at the discretion of the Team Coach/Manager provided that they are included in the line-up sheet before the start of the game.
- F8. Each team will be allowed only one (1) courtesy runner per inning, that being the last available player.

- F9. A maximum of eight (8) runs per inning will be allowed each team, except for the last inning, which will be open.
- F10. The Mercy Rule will be set at a fifteen (15) run lead after six (6) innings.
- F11. "Peel" or "Slide Rule" is in effect. This means that the runner must make an attempt to slide into Second or Third Base or peel off giving way to the defensive player and allowing the defensive player to make a play. Runners cannot intentionally impede the defensive player's attempt to throw to a base by standing/running in the line of the play. Umpires will use their judgment to make this call

SPARE PLAYERS

F12.

- (a) A D Division Full Member shall be able to be a Spare Player in the C Division, to a maximum of eight (8) games per regular season. The Spare Fee shall not apply.

Once a D Division Full Member has played the maximum of eight (8) games as a Spare Player in C Division, that individual will be considered as an ineligible player if that individual participates in any additional games as a Spare Player, resulting in the default of that game to the opposing team.

- (b) A Spare Player that is not a Full Member of the Association is entitled to play up to a maximum of six (6) games per regular season regardless of division. The Spare Fee shall apply.

Once a Spare Player who is not a Full Member of the Association has played the maximum of six (6) games, that individual will be considered as an ineligible player if that individual participates in any additional games as a Spare Player, resulting in the default of that game to the opposing team.

- (c) Spare Players in Play-off games are not allowed, unless under extraneous circumstance and pre-approved by the Commission at least one (1) week prior to the Play-offs.

F13.

- (a) A Team Coach/Manager may select a maximum of three (3) Spare Players to bring the playing roster to ten (10) players for a game.
- (b) A Spare Player may not be removed from a game once entered, except in the case of injury.
- (c) A Spare Player will not be permitted to enter a game once the Umpire has started the game officially unless they are included in the team roster before the game starts.

REPLACEMENT OF INJURED PLAYERS

F14.

- (a) If a player from a team is injured, a Substitute player may be inserted into that team's line-up.
- (b) Offensively, the Substitute player must occupy the place in the batting order vacated by the injured player.
- (c) Defensively, the Substitute player may occupy any position.

- F15. Once an injured player has left the game, and a Substitute player has been recorded as officially entering the game in his/her place, the injured player may not return for the remainder of the game.

GENERAL

- F16. Full Members must be on a team roster three (3) weeks prior to the end of the regular season schedule.
- F17. Any regular season games played by a Spare Player will not count towards NAGAAA qualifications, Play-off qualification, awards, statistics, etc.
- F18. SPN playing rules, where not consistent with the League's Rules of Play: the League's Rules of Play shall prevail.

APPENDIX G: NORTH AMERICAN GAY ATHLETIC AMATEUR ALLIANCE (NAGAAA)

- G1. NAGAAA is the host of the Gay Softball World Series (GSWS) – the largest annual predominantly gay sporting event in the world. Created in 1977, NAGAAA is a non-profit international sports organization comprised of men and women dedicated to promoting organized "softball" or "slo-pitch" competition for the gay and lesbian community.

Currently, 44 North American cities make up the 15,000+ gay and lesbian league members of NAGAAA. Teams representing these leagues participate in the NAGAAA GSWS, hosted each year in a different member city.

- G2. Any costs associated for being a member of NAGAAA have been worked into the WESA Annual Budget.

Each year the WESA Commission will work on a budget to cover all operating costs of WESA while keeping Membership fees as low as possible.

- G3. Teams winning the opportunity to go to the GSWS will need to pay their entry fee and travel costs for themselves or through external sponsor donations. General WESA revenue will not be used to fund travel costs/expenses for teams and teams must coordinate their own fundraising to offset their expenses to go to the GSWS.
- G4. More information about NAGAAA can be found on their website at: nagaasoftball.org.

GSWS ROSTERS

- G5. All players on a GSWS roster are required to have played in at least 50% of their team's played games to be eligible to play in the GSWS.
- G6. Rosters can register up to eighteen (18) playing and two (2) non player members.
- G7. GSWS teams can only have three (3) straight players on each team.
- G8. Teams can add up to four (4) WESA Full Members who have played 50% of their league games to their rosters.
- G9. All players on a GSWS roster must meet the NAGAAA Player Ratings Guidelines.

PLAYER RATINGS

- G10. The NAGAAA Ratings Committee will be appointed by the Commissioner in consultation with the Commission. The Committee is to be filled from, but not limited to:
 - (a) WESA Team Coaches/Managers;
 - (b) WESA Full Members, Associate Members, and or Lifetime Members; and
 - (c) WESA Commissioners;with the goal of having a mix of experience and new perspective from Team Coaches/Manager, non-coaches, players in the C and D Divisions.

- G11. Objective: to review NAGAAA ratings as submitted by Team Coaches/Managers. This will be completed by a meeting of all Committee members and observing games/practices of teams and players.
- G12. The Team Coach/Manager of each team will submit NAGAAA ratings for each player by working with their Assistant Coach(es).
- G13. Ratings are due to the Commissioner by June 15th.
- G14. The NAGAAA Ratings Committee will meet between June 15th and June 20th to finalize all NAGAAA ratings for WESA players.
- G15. Ratings will be published to Team Coaches/Managers before June 21st.
- G16. Any player who wishes to protest their rating, can do so by:
 - (a) Emailing the Commissioner by July 1st;
 - (b) Specify the question(s) that are being protested; and
 - (c) Give specific examples, documentation, & statistics.
- G17. The NAGAAA Ratings Committee will review any protest and give a ruling by July 10th.
- G18. Final NAGAAA Ratings are due to NAGAAA by July 15th.

SPONSORSHIP / TEAM NAMES

- G19. Teams attending the GSWS will be representing WESA and must wear their WESA jerseys for all games at the GSWS.
- G20. Teams are encouraged to make arrangements with additional sponsors to assist in covering their expenses, but may not alter the WESA jersey in any way with other sponsors logos/names, etc.

SOFTBALL EQUIPMENT

- G21. Borrowing of WESA equipment will be permitted for GSWS Team(s) as arranged by the Rules and Regulations Commissioner. WESA equipment that is lost and or damaged must be replaced by the team.

WHY WESA JOINED NAGAAA

- G22. In becoming a member of NAGAAA, WESA joins a larger organization which helps expose WESA to other softball leagues.
- G23. When players attend and experience out-of-town tournaments, including the GSWS, their love of the game can only increase.
- G24. The enjoyment of softball by all players will help keep players active in WESA and will help maintain and grow WESA for years to come.
- G25. WESA also gains the strength of NAGAAA, which helps in the pursuit of larger sponsorships for our league and tournaments.
- G26. The Pac Cup Tournament will also provide extra exposure through the NAGAAA network of cities, thus attracting more teams from farther destinations.
- G27. The player rating system will also help direct players to the proper position in future years, which again, helps ensure all players of WESA enjoy their time on the field.

WHICH TEAMS?

- G28. The 1st and 2nd place teams in each of the C and D Divisions after the first ten (10) games will earn the right to send their team to the GSWS. There is also an opportunity to send an Open Masters level team to the GSWS.
- G29. The regular season play schedule will be as balanced as possible in an attempt to allow all teams to play each other an equal number of times.

- G30. Upon being notified each eligible team will have to confirm to the Commission their intention to attend the GSWS.
- G31. Each eligible team will then have up to seven (7) days to show payment of the tournament registration fee, insurance, and hotel deposit.
- G32. In the event that the 1st or 2nd place teams in a Division are unable to send their team, then the team in 3rd place of that division after the first ten (10) games will have the option to send their team. This descending process will be followed allowing for two (2) teams from each division to attend the GSWS. Should none of these teams across divisions meet the requirements to attend, then one (1) All Open Roster Team from WESA will be sent where the:
 - (a) D Division will have the right to send one (1) Open Roster Team in EVEN calendar years; and
 - (b) C Division will have the right to send one (1) Open Roster Team in ODD calendar years.