

WESA Appendices

As of May 26th 2008

APPENDIX A: FEES

In accordance with Section 5 of the Association By-laws, the Commission has set the following annual fees for the year 2008

MEMBERSHIP FEES:

- A1. Full Membership:
 - \$110.00 before March 19th
 - \$135.00 after March 23rd

 - \$127.00 after May 28th
 - \$119.00 after June 4th
 - \$111.00 after June 11th
 - \$103.00 after June 18th
 - \$95.00 after June 25th
 - \$87.00 after July 2nd
 - \$79.00 after July 9th
 - \$71.00 after July 16th
 - \$63.00 after July 23rd
 - \$55.00 after July 30th

- A2. Associate Member
 - \$45.00 regardless as to the registration date.

- A3. Lifetime Member
 - No Charge

SPONSORSHIP FEES:

- A4. Team Sponsor
 - \$700.00 before February 1st
 - \$750.00 after January 31st

- A5. League Sponsor
 - \$275.00 before February 1st
 - \$325.00 after January 31st

SPARE PLAYER FEES:

- A6. Non-WESA Member - Per Player, per game.....\$5.00

- A7. WESA Member - Per Player, per game no charge

APPENDIX B: SPONSOR BENEFITS

TEAM SPONSORS

- B1. The name and logo of the Team Sponsor will appear on team jerseys, and on all league schedules, newsletters and promotional materials.
- B2. Each Team Sponsor will receive:
 - a) One large size League Schedule to post at their place of business;
 - b) Two complimentary tickets to the League's annual Awards Banquet; and
 - c) A commitment from the Commission to encourage members to patronize their business

LEAGUE SPONSORS

- B3. The name and logo of League Sponsors will appear on all League Schedules, newsletters and promotional materials.
- B4. Each League Sponsor will receive:
 - a) One large size League Schedule to post at their place of business;
 - b) One complimentary ticket to the League's annual Awards Banquet; and
 - c) A commitment from the Commission to encourage members to patronize their business

APPENDIX C: RESPONSIBILITIES OF COMMISSIONERS

- C1. **COMMISSIONER**
 - a) Chief Officer of the League, responsible for the League's operation
 - b) Solicit and maintain liaison with Team and League Sponsors as approved by Commission
 - c) Plan and stage the League's annual Awards Banquet
 - d) Responsible for uniforms
 - e) Vancouver NAGAAA Representative
- C2. **VICE-COMMISSIONER**
 - a) Plan and stage the League's Annual Pacific Cup Tournament
- C3. **SECRETARY**
 - a) Maintain an accurate record of all proceedings of the Commission and General Meetings
 - b) Maintain the Constitution and By-Laws
 - c) Handle general League Correspondence
 - d) Maintain a list of Lifetime Members
 - e) Maintain annual list of Commissioners and Team Managers
 - f) Archive a collection of all League Newsletters
 - g) Maintain the website
 - h) Compile and maintain record of League statistics
- C4. **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

C5. RULES AND REGULATIONS

- a) Enforce the SPN League laws
- b) Maintain a Team 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 League equipment
- f) Obtain field permits for all Regular and Play-off games
- g) Solicit and train Scorekeepers
- h) Vancouver NAGAAA Representative

C6. MEMBERSHIP

- a) Solicit League Members
- b) Keep an accurate Membership List
- c) Organize the Draft
- d) Maintain the Spare List, and the Waiting List
- e) Maintain X-tra West phone line

C7. SPECIAL EVENTS

- a) Plan and stage League fundraising activities and Social Events

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 players registered prior to the draft.

D2.

- (a) Member's are permitted to register with one "Buddy" (friend or partner)
- (b) Each "Buddy" must register in the same division and indicate the other member's name on the registration form.
- (c) Prior to the Draft, the Membership Chair and Team Manager's will rank the number of rounds between each set of registered Buddy's.

D3.

- (a) A Universal Draft of players will be used to form each team.
- (b) The drafting procedure used by Team Managers will be first to last and last to first, as randomly assigned.
- (c) All players who have registered, must be selected in the open draft.

D4. There will be no trading of players during or after the Draft.

D5. If a Team Manager wishes to remove or replace a player from his or her team, permission to do so must be requested from the Commission, in writing/email.

It is the Team Managers responsibility to keep the current "official team roster" update with the WESA Commission.

WAITING LIST

- D6. Persons wishing to join the League as Full Members after the Team Draft must complete a registration form and submit this to the Membership Chair.
- D7. At the discretion of the Commission, a supplemental Draft may take place.
- D8. Any person(s) placed on the waiting list will be assigned to a team as soon as possible, supplementary player drafts may be held every two weeks (during regular season) or when the number of persons on the waiting list for a division is equal to, or more than the number of teams in the same division.

Teams with the lowest number of players on the official team roster, at the time of the draft, will select first. If more than one team has the same number of official players, a random draw will be done to select the draft order. (See D5 above regarding official rosters.)

The list of people available in the draft will be made available to each coach, prior to each supplementary draft.

Definitions

- D9. Substitute Player: A "Substitute Player" is a WESA member in good standing assigned to a team.
- D10. Spare Player: A "Spare Player" is a person who is playing on a team that they are not assigned to. A spare player can be a person who is not registered in WESA or a person who is registered in WESA from the opposite division. See Rule E11 and F11 for further regulations.

League Schedule

- D11. 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.
- E2. No new inning may start after sixty-five (65) minutes have elapsed from the scheduled start of a game.
- E3. Cancellations of games due to weather will be called by 3.00pm 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 players, including Substitute Players, will play a minimum of three innings per game, both offensively and defensively, and must enter the game by the top of the fourth inning.
 - b) Failure of a Team Manager to comply with Rule E5(a) may result in a penalty being imposed by the Commission.

- c) If the Mercy Rules applies (see rule 10 below) then the players on the "home team" will only receive three innings of defensive play and two innings of offensive play.

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 minutes after its scheduled time, it will forfeit the game by a score of 15 – 0.

E7.

- a) A player late for the start of a game may be entered into the game at the discretion of the Team Manager.
- 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 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, with a minimum six (6) innings played.

SPARE PLAYERS

E11.

- a) A C division member shall be able to spare in the D division, to a maximum of six (6) games per regular season. No spare fee shall apply. Once a C division member has played the maximum of six (6) games as a spare in D division, that member will be considered as an ineligible player if that member participates in any additional games as a spare, resulting in the default of that game to the opposing team
- b) A spare that is not a full member of the league 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 league 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, 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 week prior to the playoffs.

E12.

- a) A Team Manager may select a maximum of two (2) 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

- E13.
- a) If a player from a team starting 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.
- E14. 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

- E15.
- a) All members drafted to a team, or placed on a team prior to the beginning of the season, must play a minimum of four (4) full League games, both offensively and defensively.
 - b) Members placed on a team after the start of the season, but prior to completion of the first half of the team's season (i.e. 10 games), must play a minimum of two (2) full 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 that this requirement is not met.
- E16. Members must be on a team roster three (3) weeks prior to the end of the League schedule and must have played a minimum of two (2) games in order to be eligible to play in the Playoffs.
- E17. Slo-Pitch National [SPN] playing rules, where not inconsistent with the League's Rules of Play, shall be used so far as applicable during all League games.

INTENTIONAL WALKS

- E18. If an intentional walk is given to a batter, that batter is awarded second base. Runners on base advance accordingly if forced. An intentional walk is either, when the pitcher advises the plate umpire that he/she wants to walk the batter, or, at the umpire's discretion, the batter was not given a reasonable opportunity to hit the ball.

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.
- F2. No new inning may start after sixty-five (65) minutes have elapsed from the scheduled start of a game.
- F3. Cancellations of games due to weather will be called by 3.00pm 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. Players may or may not play at the discretion of the team manager
- 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 minutes after its scheduled time, it will forfeit the game by a score of 15 – 0.
- F7. A player late for the start of a game may be entered into the game at the discretion of the Team Manager.
- F8. Each team will be allowed only one 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, with a minimum five (5) innings played.

SPARE PLAYERS

- F11.
- a) A D division member shall be able to spare in the C division, to a maximum of six (6) games per regular season. No spare fee shall apply. Once a D division member has played the maximum of six (6) games as a spare in C division, that member will be considered as an ineligible player if that member participates in any additional games as a spare, resulting in the default of that game to the opposing team
 - b) A spare that is not a full member of the league 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 league 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, 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 week prior to the playoffs.
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- 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.
- F14. 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

- F15. Members must be on a team roster three (3) weeks prior to the end of the League schedule.
- F16. Slo-Pitch National [SPN] playing rules, where not inconsistent with the League's Rules of Play, shall be used so far as applicable during all League games.

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- F17. If an intentional walk is given to a batter, that batter is awarded second base. Runners on base advance accordingly if forced. An intentional walk is either, when the pitcher advises the plate umpire that he/she wants to walk the batter, or, at the umpire's discretion, the batter was not given a reasonable opportunity to hit the ball.

APENDIX G - NAGAAA

NAGAAA is the host of the Gay Softball World Series – the largest annual predominantly gay sporting event in the world. Created in 1977, NAGAAA is a nonprofit international sports organization comprised of men and women dedicated to promoting organized softball competition for the gay and lesbian community.

Currently, 59 gay and lesbian softball leagues in 38 North American cities make up the 15,000+ members of NAGAAA. Teams representing these leagues participate in the NAGAAA Gay Softball World Series (GSWS), hosted each year in a different member city.

There is no increase to WESA membership fees – all costs associated for being part of NAGAAA have been worked into the 2008 WESA 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.

Teams winning the opportunity to go to the World Series will need to pay their entry fee and travel costs themselves or through sponsor donations. General revenue will not be used this year to fund travel costs/expenses for teams.

WORLD SERIES ROSTERS

All players on a World Series Roster are required to have played in at least 50% of their teams played games to be eligible to play in the World Series.

Rosters can register up to 18 playing and 2 non player members.

World Series teams can only have 2 straight players on each team.

Teams can add up to 4 WESA league members who have played 50% of their league games to their rosters.

All players on a World Series Roster must meet the NAGAAA Player Ratings Guidelines.

PLAYER RATINGS

A Ratings Committee will be formed and will include WESA Commission Members and selected Coaches

Ratings will be sent to NAGAAA prior to July 1st. A player playing WESA D Division who is rated over 10 by the WESA Ratings Committee will be ineligible to compete in any D Division NAGAA Tournaments – including World Series.

NAGAAA rankings will be used to determine player eligibility for World Series rosters and will be used for any other NAGAAA Tournaments a player might attend.

NAGAAA rankings will be used as a guideline to draft WESA teams, but any player can register and play in any division of WESA.

Rating guidelines will be available to all players, coaches at registration, at league play and on the WESA website.

SPONSORSHIP / TEAM NAMES

Teams attending the World Series will be representing WESA and must wear their WESA jersey's for all games at the World Series.

Teams are free to get additional sponsors to help cover costs, but may not alter the WESA uniform in any way with other sponsors logos/names ...etc.

SOFTBALL EQUIPMENT

Borrowing of WESA equipment will be permitted for World Series Team(s) as arranged by the Rules and Regulations Commissioner.

WHY WESA JOINED NAGAAA

By joining NAGAA, WESA joins a larger organization which helps expose WESA to other softball leagues.

When players experience out of town tournaments, including the World Series, their love of the game can only increase.

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.

WESA also gains the strength of NAGAAA, which helps in gaining larger sponsorships for our league and tournaments.

The Pac Cup tournament will also gain extra exposure through the NAGAAA network of cities, thus attracting more teams from farther destinations.

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?

The 1st place team in the C and D Division after the first 10 games will earn the right to send their team to the World Series.

The schedule will be as balanced as possible in an attempt to allow all teams to play each other an equal number of times.

Upon being notified the 1st place team will have to confirm with WESA their intention to attend the World Series

The team will then have up to 7 days to show payment of the Tournament Registration Fee, Insurance and Hotel Deposit

If the 1st place team does not send a team, or does not meet the previous requirements, the 2nd place team in the division will be notified and have up to 7 days to meet the same requirements.

In the unlikely event that the 1st and 2nd place teams in BOTH the C and D division are unable to send teams, ONE All Open Roster Team from WESA will be sent. The D Division will have the right in even calendar years to send one open roster team. The C Division will have the right in odd calendar years.