

WESA Appendices

As of April 2nd, 2006

APPENDIX A: FEES

In accordance with Section 5 of the Association By-laws, the Commission has set the following annual fees for the year 2006.

MEMBERSHIP FEES:

- A1. Full Membership:
 - \$110.00 before April 1st
 - \$135.00 after March 31st

 - \$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
 - \$47.00 after August 6th

- 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
- 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
- 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) Compile and maintain record of League statistics
- e) Arrange for umpires for all Regular and Play-off games
- f) Control and maintain all League equipment
- g) Obtain field permits for all Regular and Play-off games
- h) Solicit and train Scorekeepers

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 the website
- f) 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 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, the Membership Chair will sign and date the registration form and submit the registration form to a 2nd Commission Member, the 2nd Commission Member will be appointed by the Commissioner prior to the league accepting waiting list registrations.
- D7. The Membership Chair and a 2nd Commission Member (to be determined by the Commissioner) shall be the only two persons with access to the Membership waiting list.
- D8. At the discretion of the Commission, a supplemental Draft may take place.
- D9. Any person(s) placed on the waiting list will be assigned to a team as soon as possible, supplementary player drafts will 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

- D10. Substitute Player: A "Substitute Player" is a WESA member in good standing assigned to a team.
- D11. 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.

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 5:00 PM 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 must be WESA members of the opposite division, in good standing, and on a team roster at the end of the regular season. The six (6) game maximum restrictions shall not apply. Members who have spared six (6) games in the regular season shall be eligible for sparing in the playoffs. The spare fee shall not apply.

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 5:00 PM 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.

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