

Simi Valley Girls Softball

Local Rules

Adopted December 2, 2008

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Introduction

Simi Valley Girls Softball (SVGS) is a non-profit , volunteer-run organization established to promote softball for girls and young women who reside in or near Simi Valley, California. It is affiliated with the Amateur Softball Association (ASA). As an organized team sport, softball allows girls to learn more than just hitting, catching and throwing; it facilitates and teaches important skills that last a lifetime, such as teamwork, sportsmanship and discipline.

These Local Rules establish practices and procedures designed to address the day-to-day needs of SVGS. ASA Rules will be observed unless superseded by Local Rules.

Section I – Game Rules and Protests

Rules apply to all divisions except where noted, or added to 8U or T-Ball Section.

1.1 Missing Player

Any team missing the same ballplayer (whether injured or absent) for 3 consecutive games must notify the commissioner in that division immediately. Any games played after the third consecutive game will be forfeited if the Commissioner was not notified.

1.2 Minimum Number of Players

A team with only 8 players will play the game.

1.3 Failure to Field a Team of 8 Players

A forfeit will be declared in favor of the non-offending team, based upon the umpire's official time, if a team of 8 players fails to appear on the field within 5 minutes after the game's scheduled starting time.

1.4 Borrowed Players

If a team cannot field a team of 10 players in a game, or 9 players in a 12U or 14U game, at scheduled game time they may borrow from the division below. The borrowed player(s) may not pitch in a game **unless circumstances leave a team with less than 2 pitchers. If the team learns at game time that a 2nd pitcher will not be available, the managers are to determine an agreeable solution with the umpire present. If circumstances leave a team with only 1 pitcher for more than 1 game, the manager must notify the division commissioner. The commissioner is to hold a meeting for all managers in the division to determine an agreeable solution. The same borrowed player cannot pitch in two or more consecutive games for the same team (exceptions made in 14U on an as needed basis.) Any games played in violation will result in the offending team forfeiting all games played in violation.** If a rostered player arrives late, she will be inserted at the bottom of the batting order. Borrowed player(s) must then be removed from the game if the batting line-up exceeds a full team of players at no penalty. **At no time should a borrowed player be played and a rostered player sit out except as needed for pitching.**

1.5 Rain

If a game is to be called because of rain or drizzle, there must be a waiting period of a minimum of 15 minutes for clear weather. After 15 minutes, it is left to the umpire's discretion to call the game. Both teams must show up ready to play unless previously notified by the Commissioner, 1st Vice President or President.

1.6 Complete Game

A game will be considered completed upon completion of 5 innings; or 4½ if the home team is ahead; or no new inning will begin after 1 hour and 20 minutes and will be considered a complete game. A tie is a tie. A new inning starts with the last out made in the previous inning.

1.7 Tie Games

Tie games shall stand during regular season play. If an International Tie Breaker must be played, each new half inning shall be started with the last player out of the previous inning being placed on second base. An International Tie Breaker will be performed in the following situations under the following conditions:

1.7.A If 7 innings have been completed and the time limit has not been reached.

1.7.B If 7 innings have been completed or the time limit has been reached and the game is a playoff or tournament elimination game.

1.8 Rescheduling Games

Rained-out or postponed games will be rescheduled by the League Scheduling Director as soon as possible. Teams must be prepared to play at the rescheduled time since the availability of time and fields are limited. Games that are rescheduled due to extenuating circumstances and that do not affect the scheduling load may be handled by the Division Commissioner. Allocated time slots for existing games may not be modified.

1.9 Line-Ups

Line-ups and pitching outs from the previous game and substitution sheets must be filled out and handed to the Plate Umpire, Manager and official Scorekeeper of the opposing team prior to the scheduled game time. All players must be listed on the line-up sheet. Any girl not playing in the game must be noted.

1.10 Forfeiture

If a team forfeits a game, 24-hours prior notice must be given to the Division Commissioner to cancel umpires. The umpire fees will be deducted from the team's sponsor account if the Commissioner is not notified within the stated time limit.

1.11 Scorekeeper

Both Scorekeeper, Visitors and Home (official book) will sit within a reasonable distance as determined by the umpire during the game. If a Home Team does not have a Scorekeeper, within reasonable distance, the Home Team forfeits their right as "Official Score Book". The official score book will remain the property of SVGS and will be kept in the Snack Bar or Field Box. If a discrepancy occurs between the two score books during the game, the game should be stopped and the problem resolved at that time. The Official Score book should be turned into the Snack Bar or Field Box at the end of the game along with game summary sheet. Scorekeepers must clearly write who pitched during each game, and how many outs or innings (8U) each pitcher recorded, before leaving the scorebook in the Snack Bar or Field Box.

1.11.A Scorekeeper

Applies to 10U and 12U divisions only. A game summary sheet shall be completed by managers and submitted to the umpire at the end of the game. Summary sheet information will include game start and end times, pitching outs used for each pitcher for both teams, and game score.

1.11.B Scorekeeper 8U

Applies to 8U only. A game summary sheet shall be completed by managers and submitted to the umpire at the end of each game. Summary sheet information will include game start and end times, innings pitched by each pitcher, and game score. Remember, a single pitch to a batter constitutes a full inning pitched.

1.12 Location of Players and Equipment

Managers must keep their players in their designated areas. All equipment must be kept behind the backstop or in the dugout.

1.13 Substitute Coach

If no one from the Rostered Coaching Staff is present at the game, the substitute coach must report to the umpire prior to the game.

1.14 Round Robin Batting

All divisions will bat round robin. If a player arrives late to the game she will be added to the bottom of the batting order. If a girl is injured, she may be removed from the line-up with no penalty to the team. If the injury is minor but the player is able to take her turn at bat or return defensively, she can continue in the game in her same batting position. If she is unable to bat she must be removed from the line-up for the remainder of the game with no penalty to the team.

1.15 Player Leaves During the Game

If a girl becomes sick or has to leave the game for any other reason, she will be removed from the line-up with no penalty to the team for the remainder of the game.

1.16 Free-Substitution Rule

A girl cannot sit out for more than 1 consecutive inning and shall not sit out for more than 3 full innings per 7-inning game. In the event a game should exceed 7 full innings, the manager will be released from the 3-inning rule at the start of the eighth inning. Any manager found in violation of this rule will be suspended for the next game played and forfeit the game in which the violation occurred.

1.17 Pitching

1.17.A(10U) A pitcher may not pitch more than 18 outs in and two consecutive games during the regular season (see exception 1.17E or 1.17J, below). (12U) A pitcher may not pitch more than 21 outs in any two consecutive games during the regular playing season (see exception 1.17E or 1.17J, below).

1.17.B(10U and 12U) A player may only assume the mound 3 different times during the game, provided she has not exceeded the pitching out limitation.

1.17.C(10U and 12U) Tournament, Playoff and Tie-Breaker games will be exempt from the 21-out rule.

1.17.D(10U) If a pitcher has only 1 or 2 outs of eligibility left, and a double or triple play caused her to exceed her 18-out eligibility, there will be no penalty. All outs pitched beyond the 18-out limit will not be credited against that pitcher's eligibility for the next game that she is eligible as a pitcher. (12U) If a pitcher has only 1 or 2 outs of eligibility left, and a double or triple play caused her to exceed her 21-out eligibility, there will be no penalty. All outs pitched beyond the 21-out limit will not be credited against that pitcher's eligibility for the next game that she is eligible as a pitcher.

- 1.17.E(10U and 12U) If the game is tied at the end of 7 innings and a pitcher has pitched in that game, she will be allowed to pitch the rest of that game regardless of her pitching outs eligibility. All outs pitched beyond 7 innings will not be credited against that pitcher's eligibility for the next game that she is eligible as a pitcher.
- 1.17.F (10U) Any pitch made to a batter, by a pitcher, after she has pitched her 18th out, shall be considered a violation of the 18-out rule. (12U) Any pitch made to a batter, by a pitcher, after she has pitched her 21st out, shall be considered a violation of the 21-out rule.
- 1.17.G (10U and 12U) The official scorebook must show the exact number of outs pitched by all of that team's pitchers in that game.
- 1.17.H(10U and 12U) If a player pitches more than the maximum number of outs in any two consecutive games, as stated above, except as applies in 1.17.D, the team shall forfeit the game. To obtain the forfeit, an official protest must be made in accordance with the protest procedures.
- 1.17.I The High School and 14U Divisions are exempt from the 21-out pitching rule.
- 1.17.J (10U and 12U) In the event a game is called prior to completion, all pitching outs from that game will be carried over to the re-scheduled game. For the game following the incomplete game, pitching outs will be determined by the last completed game. For the purposes of the re-scheduled game, the pitching outs from the game prior to the originally re-scheduled game along with the outs from the incomplete game will apply.
- 1.17.K(10U and 12U) When a game is called because of the Sunset rule, the outs pitched in the last incomplete inning will not count in the next game. This rule does not supersede Rule 1.17.A
- 1.17.L If an ineligible pitcher defined in Rule 3.1.C.2 delivers a pitch during a game in the first half of the season the team shall forfeit the game. To obtain the forfeit, an official protest must be made in accordance with the protest procedures.

1.18 Fourth Outfielder. (Applies to the **8 and 10 & Under Division**).

(8U and 10U) Each team will field 10 players with the 10th player being a fourth outfielder. All outfielders must be positioned on the outfield grass at the time of the pitch.

12U and 14U teams shall field 9 players, with 3 outfielders.

1.19 Mercy Rule

The mercy rule will be enforced. The game will be called by the Umpire and shall be considered a regulation game if, after 3 innings a team is behind by 15 runs; or 4 innings behind by 12 runs; or 5 innings behind by 8 runs.

1.20 Maximum Runs Per Innings (10U):

No more than 6 runs in one inning may be scored unless that team is behind. The team behind may tie the score and go 6 runs ahead.

1.21 Stealing (10U)

Stealing will be allowed in the 10 & Under Division, with the following conditions:

1.21.A The runner may advance only one base per pitched ball even in the event of an overthrow.

1.21.B A "warm plate" shall be used for the 1st half of the season. The 2nd half of the season a "hot plate" will be used.

1.21.C The runner may attempt to steal at the release of the pitch with the liability to be put out.

1.21.D There will be no continuation play.

1.21.E 10U shall play a dropped third strike the entire season.

1.22 Protest Procedure

1.22.A Protest fee: The protest fee is \$50. The fee must accompany the written protest. Failure to submit the \$50 with the written protest will result in the automatic rejection of the protest.

1.22.B Protests

1.22.B.1 The protest must be submitted in writing to the 1st Vice President or the division Commissioner by the end of the calendar day following the day on which the protested game was played. (Exception: Pitching out violation, 72 hours)

1.22.B.2 The 1st Vice President is the Chairperson of the Protest Committee. The Chairperson will review the protest prior to submitting it to the Protest Committee. The protest will be rejected and returned to the protesting manager if it is believed that the protest concerns a decision involving accuracy of judgment on the part of the umpire.

- 1.22.B.3 The fee will not be returned if the protest is referred to the Protest Committee and the Committee does not find that the protest was valid.

Note: The Committee may decide the protest on its merit (that is, whether a playing rule was accurately interpreted) or it may decide that the protest involves the accuracy of judgment on the part of an umpire. Once the protest is referred to the Protest Committee the fee will not be returned unless the Committee determines the protest to be valid.

1.22.C Protest Committee

- 1.22.C.1 The 1st Vice President is the Chairperson of the Protest Committee. He/She will review all protests and make an initial determination as to whether the protest involves a protest-able issue. He/She will return protests and the protest fee to the manager if he/she determines that the protest involves the judgment of an umpire. A protest will be returned to the Committee if the Chairperson believes it to involve a protest-able ruling or if he/she is unsure whether it involves a protestable ruling.
- 1.22.C.2 The Committee will meet when called by the Chairperson. The Committee may be drawn from Board members, commissioners and team managers. The Chairperson will select 4 to 6 Committee members to hear protests as needed. Committee members should not include any interested person (an interested person is anyone who could, or whose daughter could, be affected by the Committees decision). Generally, the Commissioner and managers from the same division as well as the protesting team will be excluded from the Committee for that protest. If the 1st vice President is involved with the protest the first of the following individuals who has no interest, in descending order, will select and chair the Committee: the President, 2nd Vice President, Treasurer, and Secretary.
- 1.22.C.3 The identity of the Committee members will be kept confidential in order to ensure the availability of Committee members.
- 1.22.C.4 The Chairperson is responsible for obtaining all information regarding the protest, including the oral or written statement of the umpire. The Chairperson will present all evidence to the Committee in an impartial manner.

1.22.D Decisions

1.22.D.1 A decision of the Committee will be made when a majority of the members agree. The Committee Chairperson will be a voting member of the Committee. The decision of the Committee will be based on the lowest common factor which is dispositive of the issue appealed. This means that the Committee must determine whether the ruling is protest-able BEFORE considering the merits of the protest. If the Committee determines that the ruling is not protest-able because it involved the judgment of the umpire, the protest is rejected.

1.22.D.2 The decision of the Committee will be recorded in writing and will be communicated to the protesting manager as soon as possible after the decision is made. The written decision will state the issue on which the protest was made, a citation of the evidence (e.g., the manager's statement and the umpire's oral or written statement), the rules considered, and the decision. It is intended that the decision be short and concise. It is not intended that the decision be explained or justified, nor is it intended that the decision take on the appearance of a legal brief or court opinion. It is intended to show that the Committee fairly considered the issue, evidence and rule(s) before arriving at a decision.

1.22.E Finality of Decision. Decisions of the Committee are final. No appeal may be made to the Board. No statement concerning a protest decision, either oral or written, will be entertained at any time by the Board.

8 & Under Division

Note: The following rules pertain only to the 8 & Under Division.

1.23 Standings and Score Keeping

1.23.A Score and standings will be kept for the second half of the season, to determine seedings for the year-end tournament.

1.23.B The Home team will provide unofficial score keeping in order to keep track of balls pitched, outs and the last batter.

1.24 Base Lines

Base lines are 60 feet. During field set-up, hash marks shall be chalked halfway between first and second, second and third, and third base and home plate to assist the umpire in administering rule 1.31.

1.25 Inning Length

Each inning will consist of 3 outs or maximum of 4 runs per inning, unless the offensive team is behind. In that case they will be allowed to continue until they are 4 runs in the lead.

1.26 Game Length

No new inning will begin after 1 hour and 20 minutes. "Drop Dead" shall be 1 hour and 40 minutes. If the "Home Team" is ahead at the time of the "Drop Dead" the game is considered complete.

1.27 Coaches in Field of Play

Two defensive coaches will be allowed in the outfield when their team is on defense for the first half of the season. There will be no coaches on the field during the second half of the season. The coaches must attempt to stay out of the play of the ball and may not touch the ball once it is in play. If an offensive coach intentionally touches the ball, the ball is dead, the batter is out and all runners must return to the base they occupied before the ball was hit. During coach-pitch, if the ball is unintentionally touched by the offensive coach while pitching, the ball is dead, the runner(s) will return to their bases and the batter will continue until they are out or have hit the ball and reached base.

1.28 Fielding Positions

Each player shall have the opportunity to play an infield position once during each game.

1.29 Base Running

1.29.A Stealing will be allowed during the entire season. If a runner leaves early during the first half of the season, unless put out by a defensive player, the runner will be allowed to safely return to the original base which enables the coach to instruct their player, during the 2nd half, the runner will be called out if so determined by the umpire. A runner can only steal 1 base per batter.

1.29.B Sliding is permitted if done in a sportsmanlike manner.

1.29.C Leading off base and stealing is allowed after the ball leaves the pitcher's hand.

1.30 Bunting

Bunting is allowed for a girl-pitched ball. Bunting is not allowed for a coach pitched ball.

1.31 Play Ends

Play will only end if the ball crosses an infinitely tall imaginary cylinder extending vertically from the pitcher's circle. Time out will be called by the umpire. A base runner occupying a base may not advance further. A base runner less than halfway between bases must return to the base just departed if it is unoccupied. A base runner halfway or more advances to the next base if unoccupied. If both bases are occupied the runner is out. Play will continue if the pitcher attempts to throw out an advancing girl unless time out is called by the umpire.

1.32 Pitching

1.32.A Pitching distance is 30 feet.

1.32.B Balls and strikes will be called; however, there are no walks.

1.32.C The strike zone is that area over home plate, which is between the top of the batter's armpit and the bottom of her knees, when the batter assumes her natural batting stance.

1.32.D A batter hit by a pitched ball by a defensive pitcher will be awarded coach pitch (assuming strike count). If a player objects due to injury or fear, the player can be awarded first base upon the agreement of both Managers.

1.32.E The pitcher shall pitch until the batter has hit safely, been put out, or until she has reached the count of ball 4. At that time her coach or other team representative shall assume the count in terms of strikes remaining. Every pitch is a strike unless the third strike is a foul ball. During coach pitch, the coach shall pitch from the pitcher's plate **with their back foot in contact with the pitcher's plate. Limit coach pitch to 1st half only. 2nd half walks shall apply.** The batter will be out if she fails to get a hit. The batter will not be called out on a foul ball unless it is caught.

1.32.F Pitchers are limited to 3 innings per game maximum for all regular season games. A fourth inning may be pitched if a seventh inning is played. A pitch to a batter constitutes a full inning.

1.32.G Tournament, Playoff and Tie-Breaker games will be exempt from the 3-innings-per-game maximum. All Rules and Regulations of the Southern California ASA Junior Olympic Rules and Regulations also known as "The Yellow Book" shall apply. A copy of which can be requested from the league President.

1.33 Youth Umpires

“SVGS historically pays trained youths to umpire 8U division games. The concept is to further develop older players so they can participate in this great game not only as players, but also as umpires. The 8U division is an ideal place to train youth umpires since players at that age are just beginning, and the focus should be instruction, not winning at all costs. Additionally, youth umpires often are older players who 8U players can look up to. And players 8 years old and younger are less likely to be intimidated by a teen-age umpire than an adult dressed in regular umpiring gear. The first half of the season does not count toward standings in the 8U division; umpires will improve just like the players do in this division. Parents, managers and coaches should set an example for these young players by displaying patience and tolerance with umpires and players alike.”

- 1.33.A Any verbal/physical abuse, disrespect or intimidation of youth umpires by managers, coaches, parents, or team spectators will result in the ejection of the offending team's manager and his suspension of the next scheduled game.

T-Ball Division

Note: The following rules apply to the T-Ball Division only.

1.34 Standings and Score Keeping

- 1.34.A No score or standings will be kept, only the number of batters during the inning.

- 1.34.B Offensive team will keep track of the number of batters and announce when the last batter of the inning comes up to bat.

1.35 Inning Length

Each inning will consist of both teams going through the lineup once each.

1.36 Game Length

Game time shall be 1 hour, or 2 completed innings minimum.

1.37 Coaches in the Field of Play

- 1.37.A The defensive team is allowed two coaches positioned in the outfield (1 in left, 1 in right) they must attempt to stay out of play of the ball and may not touch the ball at any time. If a ball is touched by the defensive coach on the playing field, the ball is dead and all the runners advance two bases from the base occupied before the ball was hit.

1.37.B The offensive team is allowed standard base coaches and a hitting coach to help the batter at the plate. If a ball is intentionally touched by an offensive coach, the ball is dead, the batter is out and the runner(s) return to the base they occupied before the ball was hit.

1.37.C The hitting coach may elect to throw up to 5 pitches to the batter before going to the use of the Tee. Pitching is not mandatory but is encouraged, especially to the girls who will be moving up the next division next season.

1.37.D A player may have a maximum of 5 coach-pitched balls. After that, the Tee must be used and Rule 1.37.C shall apply.

1.38 Batting and Base Running

1.38.A The batter may not strike out, foul out or walk. The batter will remain at bat until the ball is hit into fair territory. The ball must cross the 8 foot chalk line in front of home plate or it will be considered foul.

1.38.B Base runners may advance only one base per infield hit, regardless of the number of overthrows made.

1.38.C On balls hit into the outfield the runners may continue to advance until the ball is returned to the infield. At that time play will end and the runners less than halfway between bases must return to the base they just came from if it is not occupied. A base runner who has reached more than halfway to the next base advances to the next base if it is unoccupied. If both bases are occupied the runner is out.

NOTE: The ball does not have to be in the possession of a fielder to end play, it must only be within the infield area.

1.39 Fielders

1.39.A A player may not play the same position in consecutive innings during the game.

1.39.B Outfielders are to be positioned at least 5 feet behind the baselines.

1.40 Umpires

Both teams shall agree to a coach or parent umpire before the game. Anyone acting as the umpire shall demonstrate impartiality towards both teams when making official calls and decisions during the course of the game

2 Section II – Conduct

A. Players, coaches, managers or other team members will not make disparaging or insulting remarks to or about opposing players, officials or spectators or commit other acts that could be considered unsportsmanlike conduct.

B. The penalty for violations by a player is prompt ejection of the offender from the game. For the first offense a coach or manager may be warned, but for the second offense he or she is ejected from the game.

2.1 Weapons

2.1.A Any person present before, during or after a Simi Valley Girls Softball (SVGS) function who is found to be in possession of an unlicensed weapon, including but not limited to, a knife or gun

2.1.A.1 If a member of a coaching staff, he/she will be removed from his or her position and barred from fields routinely used by SVGS for life.

2.1.A.2 If a parent or relative of a player, he/she will be barred from fields routinely used by SVGS for life.

2.1.A.3 If a player, she will be removed from her team and barred from fields routinely used by SVGS for life.

2.1.B Assault and/or Battery

2.1.B.1 Any person found to have materially contributed to the instigation of a fight (assault and/or battery) prior to, or during or after a game may be barred from fields routinely used by SVGS for not less than 3 games and not more than the remainder of the season.

2.1.B.2 Any person found to have been the aggressor in a fight will be barred from fields routinely used by SVGS for not less than the remainder of the season.

2.1.B.3 On a case by case basis, after careful investigation, the Board of Directors will decide what penalty, if any, will be assessed against other participants in a fight.

2.1.C Complaints of improper conduct by a member of a coaching staff or League official will be filed, in writing, with the President or Vice President of the Board of Directors. The President will appoint one or more persons to investigate the allegations. A report will be made to the Board at the earliest opportunity. If substantiated, the board will determine what penalty, if any, will be assessed based on the seriousness of the improper conduct. Penalties range from admonishment to being barred from all SVGS activities.

2.2 Manager Responsible for Conduct

The manager and coaching staff are responsible for their own conduct as well as the conduct of their teams and spectators

2.3 Manager/Coach Conduct

Any member of a coaching staff (manager, coach, assistant coach) using obscene language or gestures to an umpire whether or not ejected will be reported to the Commissioner of that division and the commissioner will report to the board. If the report is found to be correct, that member may be suspended from participating in the following game.

2.4 ASA Manager/Coach Background Check

All Managers and Coaches along with anyone working with the girls in the dugout or field must provide to the League President information needed for an ASA Background Check. One of the SVGS and Amateur Softball Association's (ASA) objectives is to promote proper safeguards in accordance with the spirit of true sportsmanship and establish principles for ethical behavior in the sport of Softball. Consistent with promoting wholesome and safe competition a criminal background and/or motor vehicle record (or "driving record") check will be performed.

2.5 Pre-Game Warm Up

It is not permissible to conduct warm-ups or practice on the south end of the Apollo fields. No player, manager, coach, or parent shall throw, hit, or catch balls anywhere on the south end of the Apollo fields. The only league activities that may be conducted near the south end of the Apollo fields are game play on fields 2 and 3, and use of the toilet facilities.

2.6 Player Discipline

Any Manager planning to bench any player for a game must notify the Commissioner in writing and in advance. However, if a Manager must discipline a player immediately, then the Manager is to submit a written summary report to the commissioner within 24 hours. A Manager does not have authority to remove a player from the team.

2.7 Taunting

Players should be informed that they are not allowed to use an opposing player's name or any other unsportsmanlike conduct as a means of taunting, e.g., screaming or banging on the fence. A second offense will result in the manager being ejected from the game.

2.8 Smoking

There is no smoking allowed on school grounds or Park District property, including in parking lots.

2.9 Dogs

No dogs are allowed at the fields during SVGS league activities.

3 Section III – Team Formation

3.1 Registration

- 3.1.A All girls must register by the registration deadline. The deadline is set not for priority but for logistics such as field availability and managers.
- 3.1.B Girls not registered by the deadline will go on a waiting list. They will be advised that they will be placed on a team by the Player Agent at the earliest opportunity, according to what team is entitled to the next player. Girls who are not placed on a team by the start of the second half of the season will have their registration fee returned to them.
- 3.1.C All girls registered by the deadline will attend player evaluations and be eligible for the draft.
 - 3.1.C.1 Girls who do not attend player evaluations will be placed in the blind draft. Regardless of the situation, any player who was previously selected as an All Star will not be eligible for the blind draft. They will be identified and placed in the regular draft
 - 3.1.C.2 We are encouraging all girls with any interest to try out as pitchers. All players who do not try out as pitchers are ineligible to pitch during the first half of the season.
- 3.1.D Managers will select girls to fill openings on their team rosters at the draft.
- 3.1.E Registration fees will be set each year by the Board of Directors.
- 3.1.F Team Exclusion Directive. Each family will be allowed one team exclusion review per season and will take place before the draft. The team exclusion will be recognized for extraordinary circumstances that would allow a player to deny placement on a designated team.
 - 3.1.F.1 The deadline for filing a team exclusion will be at the end of the first day of tryouts. The exclusion must be filed in writing with the respective division commissioner.
 - 3.1.F.2 The division commissioner will gather the facts of the case and present the issue to the board.
 - 3.1.F.3 Prior to a hearing for the exclusion, the board will determine if the circumstance has merit.

- 3.1.F.4 A team exclusion will be reviewed by the Board of Directors in the presence of the parent(s) filing the exclusion.
- 3.1.F.5 A majority vote by the Board of directors will determine if the exclusion will be upheld.
- 3.1.F.6 There will be a maximum of 1 team exclusion hearing per family per season per division
- 3.1.G All Rules and Regulations of the Southern California ASA Junior Olympic Rules and Regulations also known as "The Yellow Book" shall apply. A copy of which can be requested from the league President.

3.2 Assigned Players

Every year a team may have one player designated as an assigned player.

- 3.2.A A manager in a division with a daughter, or equivalent as determined by the Board, who is eligible to play in the division must include that player as the team's assigned player.
- 3.2.B Sister option: Sisters will have the option of playing on the same team or on separate teams. Sister options must be made known to the Player Agent prior to the draft.

3.3 Request to Play Down

The Board retains the right to entertain a petition from a parent that their daughter be allowed to play down a division. Upon the presentation of medical, physical and/or any other appropriate evidence the board will decide whether the girl may play down or not. This is a privilege and will only be granted in the rarest of circumstances. Approval will consist of 2/3 of the board members.

3.4 Draft

- 3.4.A Shortly after tryouts, teams will be drafted. The Board will decide upon the number of teams that will be created according to the number of girls registered at that time, with a goal of 12 girls per team. For the 12U and 14U division, the goal will be 11 girls per team.
- 3.4.B The Player Agent will determine the quantity of girls, including assigned players, available in each age bracket for each team within a division. Girls playing up a division will be counted as part of the youngest age bracket in that division.
- 3.4.C Except for the 14U division, no team will be allowed to have more than 7 girls in any age group. If the team roster exceeds or meets 7 in any group, they must draft from groupings where they are eligible.

3.4.D Prior to the draft night the commissioner will notify all managers the names of those girls who were chosen for the All-Star teams of the previous year.

3.4.D.1 No changes will be allowed during draft.

3.4.E Draft Order

Draft order shall be conducted as drawn; no trading of draft pick order will be permitted.

The following will apply to the 8U, 10U and 12U divisions.

Assigned Players: Each team may have a player or players assigned to that team as explained in rule 3.2. These players are not placed in the draft. Players who are assigned to teams are categorized as follows.

A3	Gold A/S – 1 st year in division (non-pitcher)	3 rd Round
A2	Gold/Silver/Bronze A/S – 1 st year in division (pitcher)	2 nd Round
A2*	Gold A/S – 2 nd year in division (non-pitcher)	2 nd Round
A1	Gold/Silver/Bronze A/S – 2 nd or 3 rd year in div. (pitcher)	1 st Round
A1*	Gold A/S – 3 rd year in division (non-pitcher)	1 st Round
B4	Silver/Bronze A/S – 1 st year in div. (non-pitcher)	4 th Round
B3	Silver/Bronze A/S – 2 nd year in div. (non-pitcher)	3 rd Round
B2	Silver/Bronze A/S – 3 rd year in div. (non-pitcher)	2 nd Round
C5	Player – 1 st year in division (non-pitcher)	5 th Round
C4	Player – 2 nd year in division (non-pitcher)	4 th Round
C3	Player – 1 st year in division (pitcher)	3 rd Round
C3*	Player – 3 rd year in division (non-pitcher)	3 rd Round
C2	Player – 2 nd or 3 rd year in division (pitcher)	2 nd Round

A/S defined as a player that was *selected* to an SVGS All Star team for the previous season.

Player defined as a player that has not been selected to an SVGS All Star team for the past season.

Pitcher defined as a player who recorded at least 30% of the outs for her team in the previous season of league play. In the case of 8U, player will have pitched in at least 2 innings per game.

- 3.4.E.1 Player categories shall be determined by the Player Agent from league records. In the event of an assigned player who has not previously played in the SVGS league, it will be the Player Agent's responsibility to obtain as much information as possible from previous leagues played in. Prior to the draft the Division Commissioner, or a member of the executive board may modify the assigned player's draft round placement.
- 3.4.E.2 Beginning in the first round, the draft order will be determined by a random draw. The draft order in the following round will be conducted in reverse order according to the random draw in the first round. The draft will continue based on the first round draw with each round a reverse order of the previous. A manager who has their assigned player listed in the current drafting round will not select a player in that round. A waiting list draft draw will be conducted at the end of the regular draft.
- 3.4.E.3 Each round will be completed when all teams have a player listed in the current round. Sister draft selections will be placed in that team's next consecutive drafting spot(s), until all sisters have been placed. However, in order for a team to choose sister selections, the team must have an open spot in the next consecutive round(s). A manager will not be allowed to choose sister selections if their next consecutive spot(s) have been previously taken by their assigned player. An exception is when a manager has assigned players who are sisters. In this instance the manager must abide by rule 3.4.E
- 3.4.E.4 Beginning with the 9th round, a team may choose a player from the blind draft, if available. The blind draft will be formed as explained in rule 3.1.C.1.

3.4.F Post Draft

- 3.4.F.1 Upon completion of the drafting of eligible players, the following provisions will apply: Once all players who have attended player evaluations have been drafted, and up until the start of the season, the team(s) with the next available pick(s) according to the random draw, would choose from the players that have been placed on the waiting list until all of those players have been drafted. Once the season begins, the order of placement from the waiting list will be the reverse order of the current season standings. The waiting list is ranked by the time/date stamp of the receiving Board member.
- 3.4.F.2 If a player quits a team after the draft, she is disqualified from playing that season. Full or partial refunds may be approved at the discretion of the Board of Directors.
- 3.4.F.3 If it becomes necessary to dissolve a team after the first draft, a second draft will be called and the draft will continue where the original draft stopped until all teams have the maximum number of players. If all teams are full to 12 maximum players, girls from a dissolved team will go to a first priority waiting list
- 3.4.F.4 Every girl selected for a team must be an active part of that team for the entire playing season. Players cannot be traded, substituted or transferred.
- 3.4.F.5 If an unusual situation arises pertaining to the placement of a girl on a team that is not covered by a rule, a meeting will be held between an appropriate commissioner, Player Agent, President and one representative from each team (manager or coach) involved to reach a mature and common sense decision that will be most beneficial for the girls and the league.

4 Section IV - Manager Selection

4.1 Candidates for Managers/and or Coaches

Candidates for managers/and or coaches may be solicited from any avenue possible. All candidates shall complete an application and be interviewed by the full board. The Board will have the final approval on all managers and coaches for the teams during the season and All-star competition. Background checks are mandatory for all managers and coaches through ASA at the applicant's expense. Managers are required to nominate all star candidates according to Rule 5.3.E, and to attend all star tryouts. **All managers in all divisions must attend one of the ASA Coaching School as offered by ASA at the league's expense and must complete the ACE Online Certification at their expense regardless of their desire to manager an all-star team. All coaching staff must complete the ACE online certification at their expense. If a manager does not complete these two courses and there are too many managers in the following season, that manager will be deemed ineligible to manage in the following season.**

5 Section V - All Stars

5.1 All-Star Manager Selection

An All-Star Manager candidate must be a manager or full time coach in that division to be eligible and have attended Coaching Clinic and Online Ace Certification for that season. If none are available, the eligibility requirement, with the exception of the ACE Certification will be waived. A manager must inform the All-Star Commissioner of the division they wish to manage ONE week prior to the All-Star Manager Selection date. These potential managers will be presented to the board for pre-approval. The managers will vote on all approved candidates for final selection. A closed rating system will be utilized to determine the All-Star Manager.

- 5.1.A In the divisions with 2 teams, there will be separate elections for the "Gold" and "Silver" team managers. These elections will take place on separate nights in an effort to give all candidates time to consider their options and for the "Gold" team manager to select his/her team.

5.2 Number of All-Star Teams

It is the goal of Simi Valley Girls Softball to field 2 All Star teams in the 8U, 10U, 12U, and 1 in the 14U and High School divisions. The Board of Directors reserves the right to amend the number of teams each year depending upon division registration.

5.3 All-Star Selection Process

- 5.3.A There will be a "Gold" and "Silver" team (8U, 10U & 12U Only)
- 5.3.B Each team will have 12 players.
- 5.3.C 8U, 10U & 12U. The "Gold" team manager chooses 12 players from the pool of **the top 28** players for the "Gold" team. **The top ranked 4 players of the remaining 28 players will automatically be placed on the Silver team. The Silver manager shall choose the remaining 8 players from the remaining top 28 players. If a Bronze team can be formed, the Bronze manager shall take the remaining 4 players from the top 28 players and choose the remaining 8 players from the entire pool who completed an all-star tryout.**
- 5.3.D Managers will submit All-Star candidate lists that consist of a minimum 3 and a maximum of 6 players from their teams. The All-Star commissioner will compile the candidate lists for each division to form the tryout roster of potential All Stars.

5.3.E Tryouts will be conducted to determine All-Star candidate ranking after candidate nominations are compiled. All all-star candidates must participate in tryouts. After tryouts are complete, managers shall rank players according to their ability to perform as All Stars. Only those managers who attend tryouts will be eligible to vote for All-Star candidates. After tryouts conclude, all managers must meet and discuss potential player placement. Managers will rank all players that tryout and submit that ranking to the All-Star Commissioner. Rankings are due within 48 hours of the conclusion of tryouts; failure to meet this rule disqualifies a manager's rankings.

5.3.F High and low votes for each player shall be disqualified.

5.3.G Any player who quits an all-star team without reasonable justification shall be ineligible to participate in the following year's All Star program and will be required to reimburse the league for the cost of her uniform. Reasonable justification shall be determined by the Board. This rule applies to managers also, as required by ASA regulations.

5.4 Tournaments

The Board by April 1 will discuss pre-registering All-Star Tournaments for 8U,10U, 12U & 14U Gold / Silver Teams. Team budgets will reimburse the league for tournament fees. All Star season officially ends after Nationals. Any tournaments after that are not considered official All Star tournaments by SVGS.

5.5 Team Roster

Refer to ASA Yellow Book eligibility rules.

5.6 Team Player

If a player is selected to play on the "Gold" team, she shall play on that team. A player who objects to playing on the "Gold" team may be excused. She may not play on the "Silver" team without first obtaining approval by 2/3 vote of the Board of Directors. Likewise for "Silver" players. Players must play within their designated age brackets for All Stars regardless of the division they played in during the recreation season.

5.7 Entry Fees

SVGS will pay for all entry fees for ASA area All-Star qualifying tournaments.

5.8

Parents of SVGS All Star players are required to volunteer to serve the SVGS annual All Star tournament, should one be scheduled, per the discretion of the All Star Commissioner. A deposit will be required of each parent before the player receives the all stars uniform. The deposit will be returned (not cashed) if the parent meets all volunteer duties. If All Star volunteer duties are not met, the deposit shall be forfeited to SVGS.

5.9

Teams that qualify for State or National tournaments MUST play in those tournaments.

5.10

All Star managers must create team sponsor accounts. Additional gear for players and coaches, besides player uniforms as outlined in SVGS rules, will not be ordered until a team sponsor account is created.

5.11

ASA Rules supersede SVGS Local Rules past the State Tournament

6 Section VI - Snack Bar and Special Activities

6.1 Personal Checks

No personal checks will be accepted in the Snack Bar.

6.2 Failure to Perform Snack Bar Duty

All parents agree to the current season's snack bar policy which can be found on the SVGS website or requested from a team representative or board member. The snack bar policy shall also be posted in all SVGS snack bars..

6.3 Last Manager of the Day

Following the last league game of the day, the last managers of the last game will be responsible for locking up the equipment shed, locking the restrooms (at Apollo) and escorting the Snack Bar personnel away from the fields. Failure to do any of these tasks will result in penalties at the Board's discretion, which could range from fines to suspension.

7 Section VII – Standings and Tie Breakers

7.1 Standings

During regular league games, teams will receive two points for a win, one point for a tie and zero points for a loss. Season winners will be determined by the highest number of points.

7.2 Tie Breaker Format for Ties

Ties as described above will be broken using the tiebreaker format shown below.

7.2.A Team with most wins.

7.2.B Team with the least losses.

7.2.C If a tie still exists, a play-off game will be used (if an odd number of teams are involved, a coin toss will decide which one will receive a bye).

8 Section VIII - Team Parent

8.1 Team Parent

Each team will be required to have a Team Parent. He/she will be responsible fund-raisers and Snack Bar sign-ups. He/she will be required to attend meetings as scheduled.

9 Section IX - Miscellaneous

9.1 Charges to Simi Valley Girls Softball

No person shall be allowed to charge purchases to Simi Valley Girls Softball.

9.2 Insurance

All girls and Coaching Staffs are covered by insurance. League insurance is only secondary coverage. Claim forms may be obtained from the Snack Bar. Managers must have the Physician Authorization slips signed by each girl's parent and carried with them at all times.

9.3 Equipment

Each team will be responsible for all league issued equipment and keys. Managers will submit a deposit check for \$100 to the league Equipment Director. Reimbursement for lost equipment or uniforms will be responsibility of each manager. Failure to return equipment will result in forfeiture of the \$100 deposit.

9.4 Uniforms

9.4.A The standard uniform of Simi Valley Girls Softball will consist of jersey with league logo and number, shorts, visors, with team name embroidered as upgrade, and socks. Teams may choose to purchase softball pants at their own expense. ASA rules must apply.

9.4.B Logos. Teams may not change logos or colors.

9.5 Pre-Game Field Preparation

The Home team is responsible for setting up the bases, pitching rubber and preparing the field for play 30 minutes prior to game time. Failure to comply with this requirement will result in a \$25 fine assessed to the team sponsor account.

9.6 Trash Control

Visiting team is responsible for ensuring that trash is picked up and placed in trash bags before they leave the field. The Visiting team will collect all trash bags at the end of the day and deposit them in the bin (dumpster). The trash cans shall be returned to the storage area. Failure to comply with this requirement will result in a penalty at the discretion of the Board of Directors, which could range from fines to suspension.

9.7 Post-Game Field Maintenance

The Visiting team is responsible for dragging the field after each game. After the final game of the day the Visiting team will return the bases and pitching rubber to the storage container of each field and will water the field. The visiting team is responsible for locking the storage containers. Failure to comply with this requirement will result in a penalty at the discretion of the Board of Directors, which could range from fines to suspension.

9.8 Field Maintenance Days

Each team must supply 4 adults to work not more than two Saturdays as required by the schedule. The field duty schedule will be on the game schedules. Failure to comply with this requirement will result in a penalty at the discretion of the Board of Directors, which could range from fines to suspension. Field Maintenance duties are separate from required Snack Bar duties.

9.9 Chaperone

Each team must have a female, 18 years or older, in attendance at all practices, games and/or team functions.

9.10 Opening Day Tournament

A division may schedule a tournament to coincide with Opening Day with the approval of the Board of Directors. However, games played during the tournament, including Opening Day, are not regular season games and will not be used in determining league standings.

9.11 Team Sponsor Accounts

Each SVGS team will have a "Sponsor Account" available for its use. This account will be established and maintained by the League Treasurer. The team Manager shall be accountable to SVGS and his/her team parents for maintaining accuracy of the account and all pertinent documentation.

The purpose of the Sponsor Account is to provide an avenue for teams to accept donations to SVGS in the team name. These funds are then made available to the team for their direct use.

All donations will be made payable to SVGS. At no time shall a manager request or accept a sponsor account check made payable to anyone other than SVGS. All donations and requests for reimbursement will be submitted on the proper form with proper receipts and other documentation to the Treasurer for consideration.

Sponsor Account funds shall be used for the benefit of all the girls on that particular team. Items may include, but are not limited to, uniform upgrades, sweatshirts, instructional equipment, wiffle balls, softballs, team parties, team hitting lessons, tournament entry fees, etc. Funds remaining in team sponsorship accounts, and not used by teams at the end of the season (July 31 for recreation ball teams; August 15 for all star teams), shall remain in the SVGS account and be moved to the league general fund.

9.12 Background Check

Per ASA rules, each year all Coaches or any person working with the players during softball related activities (ex: games, practices, dugout, etc) will be required to have an ASA Background Check at the their expense.