

Pearland Girls Softball Association - 2009

Rules and Regulations

ARTICLE I – RULES

Section 1.

THE FOLLOWING RULES APPLY TO ALL PGSA TEAMS

(Spring League, Fall League, CO-OP, All Star, and Division A-Teams)

A. Code of Conduct

- 1) There will be no profanity or alcoholic beverages used by the girls, managers, coaches, spectators, or parents during practice or games. Intoxication will not be permitted on the premises. Failure to comply with this rule will result in ejection from the premises and further action by the Board.
- 2) There will be no smoking in the dugouts or inside the fence; bleachers or surrounding areas. Smoking is allowed only in designated areas.
- 3) All teams are responsible for picking up trash in the dugout and from around their stands after each practice and game. It is the manager's responsibility to ensure that this rule is enforced. Failure to comply with this rule will result in the manager not taking the field the next game or forfeiture of field use for next scheduled practice.

B. Safety Rules

- 1) All players must wear the required safety equipment during games and practices. This rule will be strictly enforced for the safety of the girls and for insurance requirements. The batter, all base runners, and on deck players will wear protective headgear. The catcher will wear protective headgear with a mask and throat protector, a chest protector, and shin guards.
- 2) Rubber or plastic cleats will be allowed. **NO METAL CLEATS!**
- 3) All jewelry, including stud earrings, should be removed before each game and practice to reduce the potential for injury.
- 4) All pitchers and 3rd baseman will wear protective face masks in 10U , 12U & 14U leagues.

C. Team Management

- 1) Managers shall perform all duties associated with instructing the team players in the rules and methods of playing the game of softball.
- 2) Managers will have the sole right to run his/her team as they see fit, as long as it is in the best interest of the girls on the team and meets Board approval.
- 3) Parents do not have the right to vote a manager or coach on or off a team. All complaints of this nature by parents must be presented in writing to a Board member within 48 hours of the event or objectionable conduct for action. All other problems or complaints must be presented to the appropriate Division Director within 48 hours.
- 4) The manager is responsible for all affairs pertaining to his/her team. The manager will assume full responsibility for the actions of his/her coaching staff, players, and parents.
- 5) The manager is responsible for all equipment issued to his/her team and must see to it that all equipment is turned in to the Equipment Director at the end of the playing season. A \$100 post dated check refundable deposit shall be given to the Equipment Director by the team manager or Coach of Record at the time equipment is issued.

- 6) It is the manager's responsibility to see that his/her team is fully represented when the team is scheduled for field maintenance duty in the manager's division. The Maintenance Director determines representation.

PENALTY: If violations occur, manager cannot take the field for the next game. Subsequent violations will result in forfeiture of the next league game. For non-league teams, penalty will be forfeiture of field use for the next scheduled practice. Violation is subsequent to possible fine with board's approval.

Section 2.

THE FOLLOWING RULES APPLY TO LEAGUE AND CO-OP TEAMS.

A. Team Management

- 1) It is the manager's and team mom/dad's responsibility to see that his/her team is fully represented when the team is scheduled for concession stand duty. The Concession Stand Coordinator determines representation

PENALTY: First offense, per scheduled person, penalty fee is equal to concession stand buy-out. Subsequent violations could result in forfeiture of the next league game.

- 2) The manager must select a team parent who will be a member of the Booster Club and will assist him/her with the team's business and responsibilities.
- 3) There will be no more than three mandatory practices and/or games per week. If a manager or coach of record schedules more than three such activities, any activities over three must be designated as voluntary. Attendance by players is strictly voluntary for such named activities. The manager and coach of record must be present for the duration of all voluntary activities, but no player will be penalized in any fashion for not attending.

EXCEPTION: Tournament play will not affect this limit.

- 4) No girl present at any game will be allowed to sit out for 2 consecutive innings unless due to injury. It is the manager's responsibility to make sure this rule is enforced. Failure to comply with this rule will result in the forfeiture of the game. If both teams are at fault, each team will be credited with a loss. A second violation will result in probation for the manager, and a third violation is grounds for removing the manager.
- 5) If a girl is not to play in a game for any justified reason, the manager will have the scorekeeper enter this fact on the scorebook before the game begins.
- 6) A manager may request a player be dropped from a team at his/her discretion if the player repeatedly fails to willfully participate in practice or league play. The appropriate Division Director must concur with this action and seek approval of the Board.
- 7) Managers must give the scheduler and the appropriate Division Director at least 48 hours notice prior to a scheduled league game if requesting it to be rescheduled. No games will be rescheduled unless rained out, the team is participating in a tournament that conflict with the game, or the **minimum** number of players required cannot be met due to a conflict with a Board approved or officially recognized school or church activity. Games will be rescheduled by the scheduler. Once a game has been rescheduled and a team fails to show up to play, then that team will forfeit. If both teams fail to show up to play, it will be a double forfeit.

B. Team Responsibilities

- 1) All girls must wear the current year's league uniform during league play. Any proposed modifications to a team uniform must be approved by the appropriate Division Director.

- 2) The home team will be responsible for setting the bases, chalking, and preparing the diamond for play before the game. The home team of the last scheduled game on a field is responsible for picking up the bases.
- 3) The visiting team of the last scheduled game on a field is responsible for taking the dugout trash cans and the trash cans located adjacent to their field to the Dumpster.

PENALTY: First offense, manager cannot take the field for the next game. Subsequent violations could result in forfeiture of the next league game. However, if the violation occurs after the final game of the season, one victory will be forfeited.

- 4) The home team will furnish an official scorekeeper who will maintain the PGSA scorebook in the scoring booth.
- 5) The visiting team will furnish an operator for the scoreboard.
- 6) At the end of each game, the managers of both teams will review the official scorebook, then sign and date it, reflecting their approval of the final score.

Section 3.

GENERAL PLAYING RULES FOR SPRING LEAGUE TEAMS

A. About the Playing Rules

- 1) As an organization we will comply with the rules as stated in the most current publication of the Amateur Softball Association (ASA) of America "Official Rules of Softball".
- 2) The exceptions to this book must be clearly stated in this document and approved by the Board. There can be no rule changes during the course of the regular season unless it is for one of the following reasons:
 - a) A rule may be changed if it concerns the safety of the girls.
 - b) The wording of an existing rule may be changed only if it will help clarify the rule.
 - c) A rule may be deleted, updated, or added if changes in ASA rules are made that affect our playing rules.
- 3) The rules listed below include exceptions to the ASA rule book.
- 4) A copy of these playing rules will be available prior to opening day.
- 5) Teams involved in CO-OP leagues will conform to CO-OP league playing rules.

B. General Playing Rules

- 1) Team managers will submit their batting rosters to the official scorekeeper, umpire, and opposing team 10 minutes prior to each game.
- 2) Each team will bat their entire roster.
- 3) There will be free defensive substitution.
- 4) If a player refuses or is unable to bat (except for injury or illness) at their official time at bat, they will be called out. A batter must finish running her bases unless injured.
- 5) A team must start a game if a **minimum** of eight players is available at the game's scheduled start time. Players arriving late will be added to the bottom of the batting order. A team must finish a game with at least seven players. A team may pick up a maximum of two PGSA registered players from a lower division in order to meet a maximum of 9 players. Pickup players must wear the current league uniform of their appropriate team. Pickup players must occupy the last positions in the batting order and play the outfield. If any of the team's roster players arrive they will replace the pickup players for all

purposes. Any player removed from the game for any reason other than injury, will be called out at that player's batting time. Any open spots in the line-up are considered out at batting time; per ASA Rules.

EXCEPTION: Junior Pixie teams may pick up players from within their own division. This agreement shall be recorded in the official scorebook.

- 6) A new inning will begin after the home team's third out. No inning will begin after the time limit for the division of play has expired, unless the game is tied. When time expires, the following criteria will determine continued play:
 - a) If the home team is batting and the home team is ahead, the game will end.
 - b) If the home team is batting and the visiting team is ahead or the score is tied, the inning must be completed.
 - c) If the visiting team is batting, the half-inning must be completed. At the end of the half-inning, if the visiting team is ahead, the inning must be completed. If the home team is ahead, the game will end.
 - d) If the game is tied at the completion of the inning, the International Tie Breaker (ITB) rule will be used for one inning. If still tied at the end of the ITB inning, then each team gets 1/2 win and 1/2 loss.
- 7) In the event an umpire has to terminate play for any justifiable reason before the time limit expires, (darkness, rain, etc.) four complete innings (3 1/2 with the home team leading) will constitute a legal game. Any game that is terminated with less than four innings played will be rescheduled and resumed from the point at which it was stopped.
- 8) Game time will be kept by the umpire. The umpire will notify the official scorekeeper of the time indicated on the umpire's watch when the clock starts. The official scorekeeper will note this time in the scorebook.
- 9) Umpires shall have complete control of each game from start to finish. The umpire's decision is final. There will be no protests allowed on judgment calls. All protests shall be handled according to ASA guidelines.
- 10) Two hand rule: If a ball becomes lodged in an inaccessible place, the fielder should raise both hands. The umpire will use his/her judgment in placing the runners.
- 11) After one warning per team, any batter who, in the umpire's judgment, throws a bat will be called out and a dead ball declared.
- 12) Injured player: Play stops immediately for injured players. Coaches may go directly to the player. The umpire will use his/her judgment in placing runners. If an injured batter is unable to finish their turn at bat, they will be called out. If an injured batter/runner is unable to finish her turn to run the bases, the last player declared out will run for the batter/runner. If the injured player is unable to return to the game for her next turn at bat, she will be omitted in the batting order and not called out. This player may not return to the game.

Section 4.

JUNIOR PIXIE DIVISION - 6 & UNDER

SENIOR PIXIE DIVISION - 8 & UNDER

(COACH PITCH)

A. Playing Field

- 1) Distances:
 - a) 60 foot base line
 - b) 35 foot pitching distance
- 2) Chalking requirements: foul lines, batter's boxes, on deck circles, halfway marks between all bases including home and first, a circle with an eight-foot radius around the pitching rubber with a bisecting line from the 1st base side to the 3rd base side of the circle.

B. Equipment

- 1) Per *Official Rules Texas ASA Pixie Division*:
 - a) There will be no bat restrictions except that they will be made of wood or metal only. The bat safety grip and knob must meet ASA specifications; see Rule 3 in the *2007 Official Rules of Softball* paperback.
 - b) 11" Soft-Touch ball must be used.
 - c) All players batting must wear a batting helmet equipped with a chinstrap and a face mask.
 - d) Catchers must wear full catchers gear. Soccer type kneepads and shin guards are allowed. The knee and shin must be covered.

C. Spring Playing Rules

- 1) The PGSA rules will be governed by the same playing rules as the ASA Rules allow with the exception of the following rules:
- 2) Time limit is 55 minutes. All games will be played for a minimum of 55 minutes. There shall be no slaughter rule.
- 3) Three outs or six runs scored constitute a half inning.
- 4) In coach pitch play, there will be a ball/strike count kept. A batter will have up to five pitches to hit a fair ball. Three swinging strikes is an out. Should the batter foul off the 5th pitch, she will be allowed a 6th pitch. If the batter fouls off the 6th pitch, she will be allowed a 7th pitch. If the batter doesn't hit a fair ball on the 7th pitch she will be declared out.

EXCEPTION: Junior Pixie division will use the T-ball rule the first half of the season. In T-ball play, the batter will have five chances to put the ball into fair play. The coach pitcher will first pitch underhanded a maximum of three pitches. If the batter fails to put the ball into fair play, the batter may then have two chances to hit the ball off a tee, or may continue with coach pitching for two more pitches. Should the batter foul off the 5th pitch, she will be allowed a 6th pitch. If the batter fouls off the 6th pitch, she will be allowed a 7th pitch. If the batter doesn't hit a fair ball on the 7th pitch she will be declared out. When using the tee, failure to put the ball into fair play with two swings off the tee will result in the batter being declared out.

NOTE: PGSA Board will announce a cutoff date for this rule, and playing shall convert to regular Pixie rule as defined above. Any games originally scheduled prior to the cutoff date will be played with the T-ball rule regardless of when they are actually played.

- 5) Coach/Pitcher must have one foot inside the circle or on the line when the ball is released in 6U and 8U divisions.
- 6) Teams may play with up to ten defensive players, six of which will be infielders.
- 7) The defensive player/pitcher must stand in the back half of the pitching circle. She may not move from the back half of the pitching circle until the ball has been hit. With the exception of the catcher, no defensive player may be closer than 30 feet (half-way mark) from the batter until the ball has been hit. The outfielders will remain behind the baselines until the ball has been hit.

VIOLATION: The offensive coach may take the result of the play or advance the batter to first base.

- 8) A play will be considered dead once the defensive pitcher has control of the ball within the pitching circle, unless making a play. Should the ball be hit directly back to the defensive pitcher on the ground and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base or position at the time that the ball is declared dead by the umpire.

EXCEPTION: Junior Pixie division will use the overthrow rule the first half of the season. Overthrow rule: If an overthrow is made returning the ball to the pitcher, who has both feet inside the pitcher's circle with the intention of killing the play, the runners may not advance. The ball is declared dead and play stopped when the ball crosses the plane of the pitchers circle.

NOTE: PGSA Board will announce a cutoff date for this rule, and playing shall convert to regular Pixie rule as defined above.

- 8) When the ball becomes dead, runners who are already over half way to a base may continue to the next base. If runner has not reached the half way line, they must return to the last base occupied.
- 9) If a runner fails to maintain foot contact with a base while the pitcher has the ball, a dead ball will be called and the umpire will issue a warning to the offensive coach. The second offense will result in the runner being called out. One warning per team, per game will be given.
- 10) Overthrow Rule: See Rule 8, Section 5G
Overthrow Rule (6/U Only) per Official Rule per ASA Pixie Division: On the first play after the ball is hit, if an over thrown ball goes to the fence in foul territory, the ball is dead. One base is awarded to all base runners from their position at the time of the throw. On any batted fly ball caught for an out, the first play is complete. Any throw would be a second play. Making an attempt on any runner as a result of chasing them back to or from a base or holding a runner to a base is considered first play. Throwing the ball to the pitcher in the 16-foot circle to stop all play is not considered part of this overthrow rule. If the pitcher does not have control of the ball, the ball remains live and runners may advance one base with liability to be put out.
- 11) Stealing is not allowed.
- 12) Bunting is not allowed.
- 13) The following coaching positions will be allowed during a game:
 - a. One defensive positioning coach in each outfield foul territory
 - b. Offensive coach pitcher
 - c. Offensive coaches at first and third base in coaching boxes

D. Fall Ball Rules

- 1) **6U will follow the rules for the 1st half of the Spring season (see #4 rule, Exception). When using the tee, the player will NOT be called out. The player must put the ball in fair play.**
- 2) **6U will use the snake order for the batting lineup. (i.e batter #1- #10, next inning #10-#1)**
- 3) **8U will bat the entire lineup and clear the bases after 3 outs for the first half of the season. Second half of the season will play Spring rules. The Division Director will determine the cutoff date for this rule.**

Section 5.

FRESHMAN DIVISION - 10 & UNDER

A. Playing Field

- 1) Distances:
 - a) 60 foot base line
 - b) 35 foot pitching distance
- 2) Chalking requirements: First base running lane, foul lines, batter's boxes, on deck circles, a circle with an eight-foot radius around the pitching rubber.

B. Equipment

- 1) Catchers must wear protective gear as defined in Safety Rules (Sect 1 B rule 1). ASA approved facemask is mandatory with helmet.
- 2) An ASA approved 11" softball will be used.
- 3) ASA approved bats must be used.
- 4) ASA approved face mask required on batting helmet.
- 5) Pitchers & 3rd baseman must wear face protection.

C. Spring Playing Rules

- 1) Game Time Limit – Six (6) Innings or **1 hour and 10 minutes** (no new inning may start after time limit is up, unless the game is tied).
- 2) Three outs or six runs scored constitute a half inning.
- 3) Slaughter Rule - THE TIME LIMIT NEED NOT BE REACHED. A game will be declared complete if one team is ahead of the other by:
 15 runs after 3 complete innings or
 12 runs after 4 complete innings or
 10 runs after 5 complete innings.
- 4) Infield fly is in effect.
- 5) The DROPPED THIRD STRIKE RULE will apply.
- 6) Players may steal home and more than one base at a time.
- 7) Coach pitch rule: After the first two walks per half inning, there will be no other walks allowed. If any subsequent batter during a half inning gets a four-ball count, a coach pitcher will come out and pitch the remainder of the strike count. A ball four count on the 3rd walk is considered a dead ball and no runners can advance any base. In doing so, the batter will be allowed the same privilege as a legal batter, to either put the ball in play or strikeout. **COACH WILL PITCH FROM THE PITCHING RUBBER. NO BUNTING OR STEALING ON THE COACH PITCHER.** The coach pitchers shall make every effort to retreat from the playing field when the ball is hit. If a coach pitcher accidentally interferes with the play, the ball is declared a 'no pitch'. If a coach pitcher intentionally interferes with the play, the batter is out, and the coach pitcher may be removed from the game.

NOTE: PGSA Board will announce a cutoff date for this rule and playing shall convert to regular ASA play. Any games originally scheduled prior to the cutoff date will be played by current rules.

D. Fall Playing Rules

- 1) 10U will follow the rules for the 1st half of the Spring season (refer to rule #9)

Section 6.

SOPHOMORE DIVISION - 12 & UNDER

JUNIOR DIVISION - 14 & UNDER

SENIOR DIVISION - 16 & UNDER and 18 & UNDER

A. Playing Field

- 1) Distances:
 - a) 60 foot base line
 - b) 40 foot pitching distance

- 2) Chalking requirements: First base running lane, foul lines, batter's boxes, on deck circles, a circle with an eight-foot radius around the pitching rubber.

B. Equipment

- 1) Catchers must wear protective gear as defined in Safety Rules (Sect 1 B rule 1).
- 2) An ASA approved 12" Softball will be used.
- 3) ASA approved bats must be used.
- 4) ASA approved face mask required on batting helmet.
- 5) Pitchers & 3rd baseman must wear face protection.

C. Spring Playing Rules

- 1) A fully played game will be seven innings. The time limit is one hour and ten minutes. Refer to General Rules (Section 3 B rule 6) for completion of game when time expires.
- 2) Three outs or five runs constitute a half inning during any inning started the first hour of the game. After one hour, unlimited runs will apply with the slaughter rule in effect.
- 3) Slaughter Rule - THE TIME LIMIT NEED NOT BE REACHED. A game will be declared complete if one team is ahead of the other by:
15 runs after 3 complete innings or
12 runs after 4 complete innings or
10 runs after 5 complete innings.

Section 7,
FALL BALL RULES
Spring Rules Apply

FRESHMAN- SOPHOMORE- JUNIOR- SENIOR DIVISION
EXCEPTION: No 9th player will be out and pickup players are allowed.

D. Fall Playing Rules

ARTICLE II - TEAMS

A. Player Eligibility

- 1) All players must be at least 4 years of age as of January 1st of the current season as governed by Texas ASA; however, the 4 year olds are not eligible for All-Stars.
- 2) Girls must be no older than the maximum age for their division as of January 1st of the current season.
- 3) A player must play in their age division or at most one year higher with Board approval.
- 4) No more than two underage players will be allowed per team as governed by Texas ASA.
- 5) All divisions will be formed unless player registration totals prohibit their formation. If two Pixie divisions cannot be formed, it will be a Board decision to either form a Senior Pixie Division for girls ages 5 through 8 or have the two divisions play CO-OP. Any division may play CO-OP if not enough teams can be formed for a competitive league.

B. Registration and Tryouts

- 1) Registration place and date will be set by the Board. The Board will strive to have registration at the same place and dates as Little League Baseball. The Player Agent will handle late registration

- 2) Players must at time of registration, pay a registration fee set by the Board. The President, on a case-by-case basis, will consider hardships. There will be no hardships on A-Team.
- 3) A parent or legal guardian must register their child and present a birth certificate as proof of age at registration as well as a current photo of registered player. The appropriate Division Director must settle all questions as to age.
- 4) Girls will be placed on the same team as their sister if the parents request it at registration.
- 5) Transportation hardships or other special circumstances must also be indicated on the registration form. The Board will consider these requests, but is not required to accommodate the requests if it is not in the best interest of PGSA or the division.
- 6) The Player Agent, PGSA President, and appropriate Division Director will determine the number of teams per division as soon as possible after regular registration but before tryouts to allow for selection of managers and coaches. If necessary due to late registration, additional teams may be added any time before the draft.
- 7) The Board will schedule team tryouts, including pitcher tryouts for Freshmen Division and above and will determine rescheduling for any reason.
- 8) Any player who registers after tryouts will be subject to \$5.00 late registration fee. The Board can waive this fee at any time.
- 9) Any player registering at least 24 hours prior to the draft is guaranteed placement on a team.
- 10) After the draft deadline, late signers will be placed on teams by the Player Agent, PGSA President, and appropriate Division Director according to the date the application is submitted to a PGSA Board member, and as long as slots are available. Players will be drawn out of a hat by the Player Agent, President in front of all coaches weekly. Late signers, for whom slots are not available, will be placed on a waiting list for an opening. As an opening appears, the name at the top of the list is required to fill the opening or not play.
- 11) There will be no registrations accepted after the first two weeks of regular season play or after maximum player limit rosters are filled. Board will set the roster player limits of each division.

ARTICLE III - TEAM STRUCTURE

- 1) All managers and coaches will submit applications each year and are subject to approval by the Board. If a manager is returning to the same division, he/she will go to the same team.—If a manager is returning but moving to another division he/she will be given priority over another applicant. In the event the manager does not return to a team, the returning coach of that team shall be considered to fill any remaining vacancies. Any remaining vacancies will be voted on by the Board and the applicant receiving the most votes will be appointed. All applicants are subject to Board approval as well as background check. (**NOTE** This rule was sent back to the Rules Committee by vote at the Spring General Meeting for further review/revisions and approval at a later date. **)
- 2) A coaching staff will consist of a manager, a coach of record, and not more than three assistant coaches.
- 3) All coaches are selected by the manager but must meet Board approval.
- 4) A manager may pick one coach of record who may have an eligible daughter. The manager must notify the PGSA President, Player Agent, or Division Director of their choice at least 48 hours before the first scheduled tryout in order to exercise the coach option draft. Once a coach of record has been approved by the PGSA board, said coach cannot change to another team that season. If no coach of record is given to the Player Agent before the draft, a coach of record must be named prior to the start of the season.

PENALTY: Any violation of this rule will result in that coach not being permitted to coach for that playing season and his/her daughter must return to the draft of her division.

- 5) The coach of record is to assist the manager in the operation of the team and in the manager's absence assumes all the responsibilities as the manager, in addition to his/her assigned duties.
- 6) If any manager gives up his/her team, his/her coach of record will have first choice to take over as manager of such team with the approval of the Board.
- 7) No manager will have the right to manage more than one league team at one time.
- 8) The Division Director will set the team name and colors for each team in their division.

ARTICLE IV - PLAYER DRAFT

A. Draft Options

- 1) Manager & coach option: When a manager and a coach of record draft a team, the manager's daughter will count as the third round draft choice and the coach of record's daughter will count as the fourth round draft choice.
- 2) Sister option: In the case of two sisters, the first girl may be drafted in any round and the remaining sister will be the team's last draft choice. The Player Agent will notify all managers of sisters in the draft pool before the draft begins.
- 3) Hat Picks: Girls who register for league play, but do not make try-outs will be "HAT PICKS". Hat picks can be used as a draft choice in any draft round.
- 4) For the Freshmen, Sophomore, Junior and Senior Divisions there will be a supplemental pitchers draft for teams designated without a pitcher from a pool of available pitchers. Any pitcher not drafted during the supplemental draft will return to the general pool of players. The pitchers drafted in the supplemental draft will count as a fifth round draft choice.

B. Conducting the Draft

- 1) The Division Director of each division will decide the number of players on each team in the division before the draft begins.
- 2) During each division's draft, only the PGSA President, the appropriate Division Director, the Player Agent, and each team's manager and coach of record are allowed to be present. In case of an emergency, the manager, with Division Director's approval, may appoint a representative to assist in their team's draft.
- 3) Each division will utilize a 'SNAKE DRAFT'. A lottery will be utilized to determine the draft order. Each manager will choose his draft position based on his/her lottery number.

NOTE: In a Snake Draft, the first round of the draft will be first position to last, i.e., 1-2-3-4. The second round will be last position to first, i.e., 4-3-2-1. Each round continues in this order until all players are drafted.

- 4) If the manager has a daughter on the team, he must use his manager's option in the third round. If the manager has a coach of record named, he must use the coach's option in the fourth round.
- 5) Trades will be allowed after draft. All Rosters will be finalized at the draft. Director has final decision and time allotment for trading.

ARTICLE V - ALL STARS

A. Manager and Player Selection

- 1) All players who wish to be considered for All Star play in any division shall submit a Declaration of Commitment to their respective Division Directors by the date announced by the Board, proclaiming that they agree to abide by all PGSA rules and regulations that pertain to All Star selection, participation, practices, and tournament play.
- 2) Prior to closing ceremonies, for each division, the appropriate Division Director, all division managers and coaches of record, and the PGSA President and Player Agent will meet to determine the method of selection of the All Star players, managers, and coaches.
- 3) Prior to All Star selection, an addendum of the rules for player selection for each division will be voted on by the members of that division.

B. General Provisions

- 1) The All Star Teams for all PGSA divisions will be made up of no less than twelve (12) girls but no more than fifteen (15) girls from the division in which they participated.
EXCEPTION: If PGSA Board is approving 2 All Star teams, a minimum of eleven (11) girls, but no more than fifteen (15) from the division in which they participated will be allowed.
- 2) No All Star players will be guaranteed any minimum playing time while involved in post-season play.
- 3) No girl can be replaced or removed without prior Board approval.
- 4) All Star teams may participate in open tournaments.
- 5) All Star teams will enter and play in PGSA League Tournaments when they are scheduled before entering and playing in any open tournaments unless otherwise exempted.
- 6) After the state tournament, ASA tournament rules apply on pickup players.

C. All Star Manager Responsibilities

- 1) All Star managers will enter all ASA approved open tournaments throughout the season in which there are funds available to attend. The manager must enter the following tournaments and are funded (uniform and entry fees) by PGSA.

- a) District
- b) State

Below tournaments are to be determined on any funding by PGSA.

- a) Regional - if qualified
- b) National - if qualified

VERIFY TOURNAMENTS NEEDED AND FUNDING AS NEEDED.

- 2) All Star teams will raise enough money to pay the team expenses each All Star season. Above and beyond entry fees and uniforms for above said funded tournaments in Section C. Article 1.
- 3) All Star managers will work with all league managers in scheduling practices and tournaments in which the team players are involved in order to limit the amount of league and/or team disruption. League games may be rescheduled to accommodate tournament play for the All Star teams. This must be approved by the appropriate Division Director.

ARTICLE VI - DIVISION A TEAMS

A. Definition

A Division A team is a team that is sanctioned by and represents the Pearland Girls Softball Association in ASA Division A tournaments and/or Division A CO-OP league.

B. Team Structure

- 1) Managers requesting Division A teams must submit an application for play no later than November 30 of the year preceding the intended calendar playing year, for PGSA board consideration at the scheduled December Board meeting. Once a manager and team are approved, PGSA will allow the team to continue from year to year unless the manager chooses to disband the team. Managers wishing to play Division A CO-OP must notify the Scheduler by December 31 and abide by CO-OP rules and regulations.
- 2) The Division A team manager is responsible for team selection. Try-outs will be posted and open to eligible and interested athletes. However, trying out for a Division A team does not guarantee placement on the team.
- 3) Registration of players with PGSA will be the responsibility of the Division A team manager. No athlete will register directly with PGSA for a Division A team. The registration fee, as set by the Board for league players, will be paid annually for each athlete on the roster. A roster will be turned in with the registration fees. If a player leaves the team, that player can be replaced on the roster without additional registration fees being paid, except for the mandatory Dad's Club user fee for each replacement player. If additional players are added to the team increasing the number of players on the roster, full registration fees must be paid for the additional player(s). The roster will be kept up-to-date and on file with PGSA.
- 4) ASA approved rosters for Division A teams must be submitted to the Board no later than February 1st. This roster must identify, by complete name, a minimum of nine players who have committed to play for the team.
- 5) No girl that registers for a league team will be allowed to transfer to a PGSA Division A team once tryouts for there division have begun. In the event the Division A team cannot be formed, the girls registering for the Division A team may transfer to league teams following the registration guidelines set forth in Article II. Each athlete on roster will pay a registration fee based on PGSA's A-Team agreement.
- 6) The registration fees paid to PGSA will cover Dad's Club users fees for each player, team insurance, team and individual pictures (spring only), and use of the PGSA facility as defined below.
- 7) Division A teams playing CO-OP will receive league uniform shirts, and must participate in scheduled concession stand duty. All Division A teams are required to participate in the league candy fundraising sales/buyout and the field maintenance activities.
- 8) All Division A teams shall participate in the Opening and Closing ceremonies of the league, as well as any other specially scheduled fundraising event, unless exempted by the Division A/Tournament Director and the PGSA President. A written request to be exempted from any specially scheduled event must be presented to the Division A/Tournament Director and PGSA President seven full days before the date of the scheduled special event.

PENALTY: The failure to abide by this provision will result in the loss of use of the PGSA complex and equipment for a period of time determined by the PGSA President and Division A/Tournament Director.

C. Eligibility

Athlete's eligibility for participation in Division A play must follow guidelines outlined by the Amateur Softball Association (ASA). Once a player signs a roster for a Division A team, they are no longer eligible to play league ball (Division C) or All Stars (Division B) if registering after end of final registration date; which will be determined by the board.

D. Facility/Equipment Use

- 1) PGSA facility and equipment use will be provided for as per the "A" ball agreement. The PGSA Scheduler will schedule practice times. The Scheduler will notify the Division A teams when

tournaments will be held at the PGSA complex, so that the teams can enter other tournaments or reschedule practice times.

- 2) Division A teams will be allowed to schedule use of the batting cages and use PGSA pitching machines at the PGSA complex during scheduled practice times.

E. Team Responsibilities

- 1) Division A teams must follow Code of Conduct, Safety Rules, and Team Management rules outlined in Rules Section 1. The rules in Section 2 also apply to Division A CO-OP teams when playing CO-OP.
- 2) "PGSA" or "Pearland" must be visible on all uniforms worn by any PGSA Division A team. A patch is acceptable. "PGSA" or "Pearland Girls Softball Association" must also be visible on team banners and web sites, if applicable. Failure to comply with this rule will result in a loss of use of the PGSA complex and equipment for a period of time determined by the PGSA President.
- 3) Division A teams are encouraged to enter the ASA District 27 and ASA Texas State tournaments. Entry fees will be paid by PGSA, if funds are available.
- 4) The Division A team is responsible for costs including, but not limited to, uniforms, tournament dues, equipment, travel, and sponsorships. Sponsorships will be obtained and purchases may be made under the PGSA tax-exempt identification number. Sponsorship must be approved by the board to use the PGSA tax-exempt identification number.
- 5) Teams will be responsible for maintaining and managing annual finances. A financial statement or bank statement must be turned into the PGSA, if required by Treasurer each quarter.

ARTICLE VII - OTHER TEAMS

- 1) Any team not sanctioned by PGSA desiring to use the PGSA facility must first receive Board approval.
- 2) The team must pay a minimum fee to cover the Dad's Club user fee per player, plus an administrative fee set by the Board.
- 3) A field may be 'rented' if available for a rate of \$50 per hour, regardless of whether lights are used. Payment must be made in advance to a Board member. The team must schedule field usage times with the PGSA scheduler. This field usage must not interfere with scheduled practices for PGSA sanctioned league teams, All-Star teams, or Division A teams.
- 4) Before using the fields, the team must show proof of team insurance. If the team does not have insurance, they must register as a PGSA Division A team according to the fees and rules established in Article VI.
- 5) The team must follow the Code of Conduct and Safety Rules established in Rules Section 1.

Prepared by 2009 Rules Committee and approved at 2009 PGSA Spring General Meeting

** Article III, Number 1 was sent back to the Rules Committee for further review/revisions and approval at a later date.