

**2010 RULES AND REGULATIONS  
of the  
POWAY GIRLS SOFTBALL LEAGUE**

**SECTION 1. OVERVIEW**

**A. Responsibility**

1. Poway Girls Softball League (hereinafter referred to as the "League") and its Rules and Regulations Committee ("Rules Committee"), chaired by the Vice President, has responsibility for drafting and reviewing the rules and regulations found in this document. The Board, through its selected designees, shall have the responsibility for enforcing these rules.

**B. Interpretations and Appeals**

1. Any request for an explanation or interpretation of a rule, or an appeal of an interpretation or decision made by a Board member in exercising these rules, shall be made in writing and directed to the Rules Committee Chairman (Vice President). The request shall cite the relevant rule at issue and the specific concern of the appellant.
2. All rule interpretations and decisions on appeals made by the Rules Committee are final and cannot be appealed further. The Rules Committee shall forward a written response to the appellant and other affected parties and report their action to the Board.
3. In making their interpretations and decisions, the Rules Committee shall consider and follow the intent of the rule in trying to reach a fair and equitable decision.

**C. Application of Rules**

1. Sections 2 through 6 apply to the League's Spring Recreational Season. Section 7 applies to the League's All Star Season. Section 8 applies to the League's Winterball Season.
2. All rules found in Sections 2 through 6 shall apply to the governing of the All Star and Winterball programs unless superceded in Sections 7 and 8.

## SECTION 2. REGISTRATION

### A. Responsibility

1. The League's Player Agent has responsibility for conducting the League registration process. The Player Agent shall act in accordance with these rules, the League's Bylaws, and all other such direction given by the Board. Any questions, comments, complaints, or other correspondence regarding registration should be directed to the Player Agent. In making any discretionary decisions, the Player Agent's primary duty shall be to act in the best interests of the girls/Players.

### B. Eligibility

1. The League is open to girls with a "League Age" of 5-18 residing within the boundaries of the Poway Unified School District ("PUSD"). "League Age" is determined as the Player's age as of 12:00 AM, January 1. Players living outside the PUSD boundary may request permission to play in the League from the Board by applying with the Player Agent.
2. A "Player" is a girl of League Age, whose registration with the League is current, and who is in good standing with the League, having no outstanding balances due and serving no suspensions.
3. If any Player, parent or guardian discloses the existence of a physical or medical condition that may create a safety risk, or if the existence of such condition is apparent or evident, the League may require that the Player provide a medical certification, to the player agent, clearing her to play before participating, or continuing to participate, in the League's activities.
4. Player eligibility is also governed by the ASA Yellow book (<http://www.socal-asa.com>) and covers eligibility issues regarding travel and high school players. Final Player eligibility is determined by the Player Agent.

### C. Divisions

1. The League is separated into Divisions in accordance with the Amateur Softball Association (ASA) age guidelines.
2. Depending on the number of registrants, the League shall offer the following intramural divisions of play:

a. T-Ball	5-6 year olds
b. Rookies	7-8 year olds
c. Division 1	9-10 year olds
d. Division 2	11-12 year olds
e. Division 3	13-14 year olds
3. The League shall make an effort to accommodate girls 15-18 years of age through the establishment of a Division 4 team to compete against teams in this same age division from other Leagues around the North County area. The formation of such a team shall depend upon the number of registrants and the availability of a qualified coach.

### D. Player Placement

1. All Players registering within the League's deadlines and meeting the League's eligibility requirements shall be placed on a team. EXCEPTION: Participation in Divisions 3 and 4 is not guaranteed to all applicants and shall be subject to the number of teams formed.
2. Players are assigned to divisions according to their League Age and are assigned to teams either by direct placement, draw, or draft. For details on the League's policies please see Section 4 on Team Selection and Player Placement.

3. Special placement requests must be made to the Player Agent in writing along with an explanation at the time of registration. There is no guarantee that special requests outside of the League's policies outlined in Section 4 shall be granted. The Player Agent determines final Player placement.

#### **E. Registration**

1. Registration for the League's Spring Recreational Season shall start in November and run into January. Mail-in registrations shall be accepted as prescribed by the Player Agent. The Player Agent shall determine the date, time, and location for registration and determine the date after which would constitute late registration.
2. The League shall accept late registration of Players until March 15 after which no registrations shall be accepted nor team assignments allowed.
3. Late registrants shall be assigned to a team as prescribed in the League's rules for Team Selection. If there are no openings available, all Players registering late shall be placed on a waiting list on a first-come, first-served basis. If an opening occurs, Players shall be assigned to a team from the waiting list by the Player Agent. A returning Player registering late does not take precedence or priority over any other Player already registered.
4. Upon registration, each participant must provide acceptable documentation as to the Player's age. Non-siblings living in the same house as siblings must provide proof of legal guardianship in order to qualify as siblings. Any and all documents provided to the League shall only be disclosed to third parties as determined to be necessary.
5. No Player shall be permitted to participate in any team function without a signed registration form and liability release, proof of age, or without having paid the required registration fees.

#### **F. Fees and Refunds**

1. A registration fee is required to participate in the League. All such fees must be paid before a date established by the Player Agent.
2. The Player Agent shall forward requests for financial aid to the Budget Committee for approval and notify requestors of the Committee's decision.
3. A full refund shall be made to any Player resigning prior to their assignment to a team. Upon written request and explanation by the parent, the Player Agent may elect to give a full or partial refund to a Player after team assignment. A Player resigning from their assigned team will be ineligible for reinstatement for the remainder of the season.
4. Division 3 and 4 Players only: The League shall refund the registration fee of Division 3 and 4 Players if they subsequently make a high school team or if sufficient teams cannot be formed. Division 3 and 4 Players shall not be subject to any late registration fees.

## SECTION 3. COACHING STAFF

### A. Responsibility

1. The League's Coaching and Training Committee, comprised of the five Division Directors, has responsibility for oversight of the coaching staff. The Committee shall act in accordance with these rules, the League's Bylaws, and all other such direction given by the Board. Any questions, comments, complaints, or other correspondence regarding coaches, managers, assistants, or other team officials should be directed to the appropriate Division Director. All discretionary decisions shall be made in the best interests of the League.

### B. Coach Selection

1. The Coaching and Training Committee is responsible for recruiting and selecting the coaching staff for the League. This includes Head Coaches and any other coaches who will be directing play on the field during a game. The Executive Board must approve all coaching staff recommendations made by the committee.
2. Opportunities to Coach shall be widely advertised by the Board to attract as many well-qualified candidates as possible. All applicants for Head Coach or Assistant Coach must complete an application and deliver it to the Chairman of the Coaching and Training Committee.
3. Head Coaches must be at least 21 years of age; Assistant Coaches must at least 16 years of age. The chief qualities sought in coaches include the following:
  - a. Dedication to providing a positive experience for all Players while stressing teamwork and personal responsibility.
  - b. Willingness to contribute to and support the League and the welfare of all its participants beyond coaching.
  - c. Ability to reflect a positive image on PGSL, its teams, and its Players.
  - d. Knowledge of the game and the ability to teach the game.
4. The League President and Vice President are permitted to serve as Assistant Coaches only. They will be permitted to be involved in all assistant coaching duties as assigned by the Head Coach. However, under NO circumstances shall the President or Vice President be allowed to serve as Head Coach in any league game, temporarily or otherwise. Any attempt by the President or Vice President of the league to act as a Head Coach in any league game, no matter how brief the time, will result in immediate removal from all coaching for the remainder of that season. Any attempt by the President or Vice President to communicate with an umpire, in their capacity as an Assistant Coach, will result in their immediate removal from all coaching for the remainder of that season. A violation of this rule is to be reported to the appropriate division director within 24 hours of the incident.
5. An initial list of individuals interested in coaching a team within the League along with the recommendations of the Coaching and Training Committee shall be presented to the Executive Board as soon as possible prior to the scheduled coaches training dates. The Committee shall notify coaches immediately upon approval by the Executive Board. Any subsequent recommendations for the coaching staff shall be presented to the Executive Board for approval.
6. Head Coaches in T-Ball division are permitted to have one designated Assistant Coach. The daughters of each coach shall be reserved to that team and known as a "Reserved Player". In all other divisions the Head Coach's daughter only is a "Reserved Player".
7. Head Coach selections must be made prior to the last coaches training date. A list of all designated Head and Assistant Coaches may be posted publicly on the League's website.
8. All adults who assist in the dugout or on the field during games will be **required to have** a criminal background check. PGSL will pay for the background check for the head and one assistant coach.

Any individual who refuses to sign the background check consent form **will** be ineligible to hold a coaching position within the League. Once the background check has been successfully completed, and the coach is cleared to be a coach within PGSL, that coach will be declared "Certified" by the league. Such certification may be withdrawn by the Board in its sole discretion.

9. **During games, no more than four adults will be permitted in a dugout at one time except in T-Ball.**

### **C. Coaching Responsibilities and Conduct**

1. All Head Coaches and their coaching staffs are representatives of the League and, as such, are expected to support the League and its Board members in the following manner:
  - a. Know the League Bylaws, Rules and Regulations, and the ASA rules governing play.
  - b. Cooperate with Board members by responding promptly to inquiries or requests for information.
  - c. Support and implement all League objectives, policies, rules, and regulations regardless of personal views.
  - d. Communicate these objectives and policies to Players and parents.
  - e. Work through your Division Directors to voice objections or opinions.
  - f. Maintain a positive, team-oriented approach to coaching and in working with players and parents.
2. The Head Coach is responsible for the overall operation of the team and is expected to be actively involved in the majority of the team's activities. Head Coaches who are not actively participating shall be subject to disciplinary action and possible removal. The duties and responsibilities of the Head Coach include but are not limited to the following:
  - a. Evaluation of Players at tryouts.
  - b. Participating in the team selection process if required.
  - c. Holding regular post game / practice summary.
  - d. Conducting practices and games.
  - e. Attending coaching and Player training and clinics.
  - f. Ensuring that the coaching staff is properly trained.
3. Head Coaches are to contact their Division Director concerning questions about League rules, Player misconduct, parental problems, or any other matter pertaining to the operation of their team. Any matters that a Head Coach would like brought to the attention of the Board is to be reported to the Division Director, who is responsible for placing the item on the Board's agenda at their next regular meeting.
4. Head Coaches and their coaching staff are to maintain professional conduct at all times and are responsible for the conduct of themselves, their coaching staff, parents, Players, and spectators.
5. The Head Coach shall conduct at least one parent or team meeting before the team's second scheduled practice. The Head Coach shall explain, in detail, their coaching philosophy and policies, team rules, and any other topics or League policies as instructed by the League during the coaches training program.
6. Physical (i.e. excessive physical exercise) or verbal abuse, the use of profanity, or the unsportsmanlike conduct by any member of the coaching staff toward the Players, other coaches, parents, or umpires is strictly forbidden regardless of any personal relationships. If a coach cannot successfully deal with a Player, coach, or parent then they may direct this problem to the Division Director.
7. The Head Coach may bench a Player for a specified period of time, not to exceed one game, for failure to comply with League or team rules, chronic unexcused absences, unsportsmanlike conduct, or other action by the Player not in the best interest of the team. The benching shall be reported prior

to imposing or the next day if incident occurred on game day. The game umpire and the official scorekeeper shall be notified of any Players benched and the benching shall be noted in the scorebook.

8. The Head Coach shall immediately report any of the following to the Division Director and the Player Agent: poor attendance of a Player, a benching, anticipated roster change, injuries, Players chronically left unattended by parents, or the abuse of a Player on any team.
9. The Head Coach shall report any action that may affect a change in the roster, including requests for transfer, adds or drops, disciplinary actions, etc. Roster changes cannot be made by anyone other than the Player Agent with approval of the Division Director. Any such roster change not made by the Player Agent and approved by the Division Director shall result in the affected Players being deemed ineligible.
10. The Head Coach shall report any Player who has three unexcused absences (games and/or practices). Advanced planned family events, other sport activities, school activities, and injuries are considered excused absences.
11. Players shall not be left unattended before or after a practice or game. If a Player continually has a problem with parent drop-offs or pick-ups, the Head Coach shall report the situation to the Division Director.
12. The coaching staff is forbidden the use of any tobacco products or the consumption of alcoholic beverages in the vicinity of the playing or practice fields.
13. Only coaches who are "Certified", or subject to being "Certified", with the league are permitted to run a practice. If a "Certified" coach is not available, for whatever reasons, no practice shall take place (temporary exceptions can be made for t-ball). Failure to abide by this rule can result in removal of the head coach from the team.

#### **D. Disciplinary Action and Removal**

1. Coaching misconduct includes, but is not limited to, any of the following:
  - a. Poor sportsmanship.
  - b. Inappropriate cheers by team Player(s) that demean or otherwise make fun of girls on the opposing team.
  - c. Chronic absences from team practices and/or games.
  - d. Foul and/or abusive language.
  - e. Use or influence of alcohol, tobacco products, or illegal drugs at or around any playing or practice facility.
  - f. Behavior displaying a lack of moral character.
  - g. Mental and/or physical abuse of a Player, parent, spectator, or game official.
  - h. Multiple ejections from games involving PGSL teams.
  - i. Blatant, purposeful, or multiple violations of PGSL or ASA rules.
2. Charges of coaching misconduct shall be made in writing to the appropriate Division Director or to any member of the Executive Board. The Executive Board shall act upon charges of misconduct within seven (7) days. Disciplinary action may include oral or written reprimand, ejection, suspension, removal, or any other penalty the Executive Board might impose. In addition, the Executive Board may forward a recommendation to the Board of Directors for revocation of League membership. Any decision of the Board is final and cannot be appealed. A report of any action taken by the Board shall be filed with the Secretary.
3. Any member of the coaching staff who is ejected from a game involving any PGSL sanctioned team shall be suspended for the remainder of the game in progress and the following game. The ejected coach has one minute to leave the premises, removing himself or herself from sight and sound or the

game shall be forfeited at the umpire's discretion. The ejected coach may have no contact with the members of the team during the pre- or post-game activities of either game for which they are suspended. It is the responsibility of the Head Coach, or acting head coach, to make sure the ejected party leaves the premises. The ejection shall be noted in the scorebook, the Division Director shall be notified by the Head Coach, and a report shall be made by the Division Director to the Board.

4. Any member of the coaching staff ejected from a second game within the same season involving any PGSL sanctioned team, may, at the discretion of the Coaching and Training Committee, be removed from the coaching staff and/or suspended from attending any games in which a PGSL team is participating for the rest of the same season.
5. Any Head Coach who quits voluntarily shall not be reinstated in any division on any team that season.

## **E. Training**

1. Head Coaches, and any other coaching staff members included by the Coaching and Training Committee, are required to attend any meetings, clinics, and training programs conducted by the League **or as directed by the League**, unless excused by the Committee. Failure to do so shall result in being dropped from the coaching staff for that season.

## **F. Fields and Equipment**

1. Due to liability concerns and limited number of fields, teams shall practice on assigned fields both during practices and regular season games. The Field Director must approve any fields other than those assigned.
2. Any cancellation of practices or games shall be reported to the Field Director at least forty-eight (48) hours prior to the use of such fields so that the city may be notified. Failure to do so may result in reimbursement by the Head Coach for any charges the League may incur.
3. The Head Coach is financially responsible for their team equipment. All equipment issued to team officials or Players must be returned to the League at the conclusion of the last game or at any other such time as the Equipment Director appoints.
4. A deposit, in the form of a check and for an amount not to exceed \$150, shall be required of each Head Coach upon issue of equipment. If the equipment is returned complete and in satisfactory condition the check will be returned to the coach uncashed. If equipment is found missing or damaged beyond normal wear and tear, the deposit will be used to defray the cost of replacement or repair and the remainder will be returned.
5. Equipment must be issued to and returned by the Head Coach only, no designee shall be used for this task. If the Head Coach cannot be at the place and time designated by the Equipment Manager other arrangements must be made.

## **G. Safety**

1. The coaching staff is responsible for the Players wearing proper clothing, using safety equipment properly, and using safe practices of play at all team functions to minimize chances of injury.
2. The Head Coach shall report to the Division Director and Player Agent, who shall then report to the League Secretary, any injuries occurring during a team event which results in a missed game or practice or which requires a doctor's attention. The coaching staff shall also report any unsafe playing conditions to the Fields Director immediately.

## SECTION 4. TEAM SELECTION AND PLAYER PLACEMENT

### A. Responsibility

1. The League's Division Directors, assisted by the Player Agent, has responsibility for conducting the League's team selection and Player placement process. The Division Directors and the Player Agent shall act in accordance with these rules, the League's Bylaws, and all other such direction given by the Board. Any questions, comments, complaints, or other correspondence regarding team selection and Player placement should be directed to the Division Directors. In making any discretionary decisions, the Division Directors and Player Agent's primary duty shall be to act in the interest of fair play and team equity.

### B. Team Selection and Player Placement Policies

1. It is not the policy of Poway Girls Softball to grant requests for placement with a specific division, team, coach, or other Player; nor are Players typically allowed to play outside of their age division. The League, however, may make certain exceptions to this policy using the guidelines established within these rules. Special placement requests along with an explanation shall be submitted in writing to the Player Agent not later than one week before the Player draft. This is NOT a guarantee that the request will be granted.
2. It may be necessary, in order to fill out teams or coaching positions in an upper division, to allow a small number of qualified Players to be moved to a more advanced division. Placement in an upper division requires that the following criteria be met:
  - a. Player must have the permission of the parent or guardian.
  - b. The consent of the Player Agent and the Division Directors involved, after consideration given to available positions and individual safety.
  - c. Player must tryout in the upper division, and be drafted into the upper division (skill qualified).
3. It may be necessary, due to safety or coaching considerations, to allow Players lacking sufficient softball experience to be placed in a lower age division. Placement in a lower division requires that the following criteria be met:
  - a. Player must have the permission of the parent or guardian.
  - b. Player must be within one year of the lower division in which they are to play.
  - c. A recommendation from the Head Coaches in the upper division that there is a safety or coaching concern.
  - d. The consent of the Player Agent and the Division Directors involved.
4. Placement in a lower or upper division may be allowed during the Spring Recreational and Winterball Seasons only, but may not be allowed during the All Star programs. Qualification for All Star and Winterball play is determined in the Rules section governing All Star and Winterball eligibility.
5. The number of Players on each team shall vary by division according to the following schedule:
  - a. T-Ball Division      10-13 players
  - b. Rookie Division      10-13 players
  - c. Division 1            10-13 players
  - d. Division 2            10-12 players
  - e. Division 3            10-13 players
  - f. Division 4            10-15 players

### **C. Player Evaluations**

1. The League shall conduct a skills evaluation day for all Players eligible for the draft. The Division Directors, with the assistance of the Player Agent, shall be responsible to organize and conduct skill evaluation day for their respective divisions.
2. All Players are required to attend the skill evaluation (or tryout) session designated for their age group regardless of any pending request to play in another division. Any player who wishes to play in an age group other than their designated group will have the responsibility of attending the tryout for the age group they desire to play in. EXCEPTION: Players already selected to play in a lower division ("Playing Down") may tryout with the lower division.
3. T-Ball will not use a draft for team selection and therefore shall not require a skill evaluation process.
4. Reserved Players are encouraged but not required to participate in Player evaluation.
5. If a Player is not present for Player evaluations, and the Division Director determines, in his/her sole discretion, that the Player's abilities are not sufficiently known to the majority of the Head Coaches for the division, that Player shall be selected for teams randomly, out of a hat, during the draft process and shall not be eligible for selection to an advanced division. In the case where a player is determined to be sufficiently know and will be eligible for the draft, that players abilities will be noted to all coaches prior to the draft. No make-up evaluations shall be held unless approved by the Division Director and the Player Agent for reasons of weather or other conflict affecting large numbers of Players.

### **D. Player Assignment Procedures for T-Ball Division**

1. T-Ball Player assignments shall be conducted by the Player Agent and Division Director and shall be finalized only after all other division drafts have taken place,
2. If there are openings in the Rookie division, T-Ball players may be moved up to Rookie division based on the following: number of years in T-Ball, age, i.e. earliest date of birth, skill level, and must tryout in the Rookie Division.
3. T-Ball Division Player assignments shall make a best effort to grant special requests for team or coach assignments. Remaining Players shall be assigned either at random or by direct placement.
4. Siblings within the same division shall be placed together unless otherwise requested by the parent or guardian.

### **E. Player Draft Rules and Procedures for Divisions Rookies, 1 & 2**

1. Player assignments for these Divisions shall be determined by Player draft, where there are enough players for 2 teams. The Player Agent and the Division Director shall conduct the Player draft. The Player Agent MUST appoint another board member, who has no conflict of interest (ie; player in the division) in the draft in which they will preside, and with sufficient league rules and draft experience, to act as a third party mediator in case of a dispute.
2. Player drafts shall be conducted after Player evaluations at a time and place designated by the Player Agent. The Division 3 draft shall take place first, followed by Division 2, Division 1, and Rookies.
3. Prior to the start of the draft the Player Agent must announce or provide the following:
  - a. The team representatives and other draft officials in attendance.
  - b. A complete draft roster of all eligible Players.
  - c. A listing of pitchers recognized by the League.

- d. A listing of siblings to be drafted together.
  - e. A listing of the number of slots for Players moving up.
4. The Player Agent shall appoint an acting team representative to draft for any team that does not have a representative present. The appointed representative shall not have an interest in the division. No other Players, parents, or spectators are permitted in the draft room.
  5. The Player Agent shall provide team representatives with a draft roster noting any dropped or ineligible Players and any other changes that may affect the draft selection. It shall also include Players from lower divisions who have met the criteria for selection to an upper division.
  6. The Player Agent shall inform team representatives of all special requests and remind representatives that they are not required to honor these requests during the draft.
  7. The League shall consider a pitcher to be any Player who pitched an "average number" or more innings in their division during the previous year in any league. The "average number" shall be calculated by averaging the total number of innings pitched by players pitching more than 5 innings during the previous year. This average will be calculated for each division separately. In all circumstances regarding a player's pitching status, the Player Agent and Division Director shall have the authority to make the final determination. Notwithstanding the above, a Head Coach may, prior to the draft, designate his daughter as a non-pitcher. If this occurs, that Player shall be ineligible to pitch in any regular season or tournament game. If a non-pitcher does pitch in any game, that game shall be deemed forfeited.
  8. Players eligible for the draft but who do not appear at the Player evaluations shall have their name and number placed in a "hat". A team's representative may choose to draw from the hat at any time during the draft in substitute for any of their draft choices. The Player Agent shall announce these Players prior to the start of the draft.
  9. The Player Agent shall determine the maximum number of lower division Players to be drafted from the pool of eligible Players.
  10. Siblings eligible for draft within the same division shall be drafted together unless otherwise requested by the parent or guardian. A team that drafts siblings shall use two consecutive picks to do so.
  11. A representative from each team shall draw numbers to determine the draft order. There shall be no trading of draft order positions.
  12. The "snake" draft system shall be used during the draft. In this system the team drawing first pick will start Round 1. The team drawing last will start Round 2 and picks will be made in reverse order. Round 3, and subsequent odd-numbered rounds, will be identical to Round 1. Round 4, and all subsequent even-numbered rounds, will be identical to Round 2.
  13. Each team representative shall be given two (2) minutes to make their selection at which time they forfeit their pick and must wait until the end of the draft to fill out their roster. The Player Agent enforces time limits and their decision is final.
  14. Teams having a Reserved Player shall forfeit their selections in rounds based on the Reserved Player's League Age and pitching status according to the scheme below:
    - a. If the Reserved Player is an 8, 10 or 12 year-old, Round 3 is forfeited.
    - b. If the Reserved Player is a 7, 9 or 11 year-old or is playing up, Round 4 is forfeited.
    - c. If any two conditions above apply then consecutive rounds will both be forfeited.
    - d. If the Reserved Player is a pitcher you may not select a pitcher during Round 1.

15. The draft is completed when all eligible Players have been assigned to a team and each team has at least eleven (11) Players. Teams shall draft no more than twelve (12) nor less than eleven (11) Players.
16. Upon completion of the draft a five (5) minute break shall be given. Then a period of fifteen (15) minutes shall be allotted for trades among teams. All trades are subject to approval of the Player Agent and the Division Director. All trades will be final and none shall be requested or accepted after this period unless directed by the Player Agent. Trades shall be fair and not be used to circumvent any of the procedures intended to provide equity and fairness during the draft.
17. Team representatives shall complete a roster for their team and turn it in to the Player Agent before leaving the draft. All team rosters are subject to approval by the Player Agent and the Division Directors acting on behalf of the Board. Roster changes may be made if any clear and egregious imbalances occurred during the draft process.
18. Under no circumstances shall Players be notified of their selection until the Player Agent has given approval and team rosters have been issued to the Head Coaches. Upon notification of approval, Head Coaches shall notify their Players within three 48 hours.

#### **G. Player Draft Rules and Procedures for Division 3**

1. Player assignments for Division 3 shall be determined by Player draft. Draft rules will be the same as those used in the preceding Section 4F except where noted below.
2. The draft shall consist of two separate procedures. The primary draft shall be conducted after Player evaluations at a time and place designated by the Player Agent. A supplemental draft shall be conducted after high school team selections are complete.
3. Teams having a Reserved Player that is a pitcher may not select a pitcher during Round 1. There will be no forfeited rounds.

#### **H. Player Assignment Procedures for Division 4**

1. Historically PGSL has fielded only a single Division 4 team and Players are recruited, registered, evaluated, and assigned by the Head Coach. The team is generally not formed until after the High School has had their tryouts and selected their teams. Since play is not intramural this process will continue as it is.

#### **I. Post-Draft Registrations and Roster Changes**

1. Players registering after the draft rosters are completed will be placed on the teams in the order that was left at the draft after Player selections were complete.
2. If a Player or parent has strong personal objections to the chosen team or coaches, the parents may submit a written request to the Player Agent either before or within one (1) week of notification requesting that the Player be placed on another team. The Division Director, assisted by the Player Agent, shall determine whether the situation warrants reassignment, and if necessary, shall either arrange a trade with another team for a Player of equal value or reassign said Player to the team next in line for a Player. In the case of the latter, the team from which the Player was removed will receive the next Player that signs up.
3. The Player Agent and Division Director must approve any roster change, such as trades and late additions. Failure to gain proper approval of any roster change shall result in Player ineligibility for all Players involved.

4. In the event that the League fails to obtain adequate adult leadership for any team in the League, that team shall be disbanded and the Players placed on another team or a refund given. The Player Agent and Division Director shall place Players wishing to continue play on other teams.

## **SECTION 5. NON-PLAYING RULES**

### **A. Responsibility**

1. The League's Vice President and Division Directors have responsibility for enforcement of the League's Rules and Regulations. They shall implement and enforce these rules, the League's Bylaws, and all other such direction given by the Board. Any questions, comments, complaints, or other correspondence regarding the rules, regulations, and policies should be first directed to the appropriate Division Director. In making any discretionary decisions, the Division Director's primary duty shall be to act in the interest of sportsmanship and fair play.

### **B. Player and Parent Conduct and Behavior**

1. All Players and parents are Members of the League and, as such, are expected to support the League in the following manner:
  - a. Become familiar with the League Bylaws, Rules and Regulations, and ASA rules governing play.
  - b. Volunteer whenever you can as a scorekeeper, team parent, coach, etc.
  - c. Support League objectives, policies, rules, and regulations regardless of your personal views.
  - d. Work through your Head Coach and Division Director to voice your objections or opinions.
  - e. Maintain a positive, team-oriented relationship with the coach and other parents.
2. The Board of Directors must approve any public actions or activities performed in the name of the League or any of its teams in advance by any of its members.
3. Players and parents are to contact their Division Director concerning questions about League rules, Player or parent misconduct, coaching concerns, or any other matter pertaining to the well being of the League. Any matters that a Player or parent would like brought to the attention of the Board is to be reported to the Division Director, who is responsible for placing the item on the Board's agenda at their next regular meeting.
4. Players and parents are to maintain civil conduct at all times.
5. Physical disciplining, verbal abuse, the use of profanity, or the unsportsmanlike conduct by any parent or spectator is strictly forbidden regardless of the relationship to the Player.
6. A Player may be benched for failure to comply with League or team rules, chronic unexcused absences, unsportsmanlike conduct, or other action by the Player not in the best interest of the team. The Head Coach shall report the benching to their Division Director prior to imposing or the next day if incident occurred on game day.
7. A Player who has three unexcused absences (games and/or practices) shall be reported by the Head Coach to their Division Director. Advanced planned family events, other sport activities, school activities, and injuries are considered excused absences.
8. Players shall not be left unattended before or after a practice or game. If a Player continually has a problem with parent drop-offs or pick-ups, the Head Coach shall report the situation.
9. Players, parents, and spectators are forbidden the use of any tobacco products or the consumption of alcoholic beverages in the vicinity of the playing or practice fields.

### **C. Disciplinary Action and Removal**

1. Player or parent misconduct may be defined as, but is not limited to, any of the following:
  - a. Poor sportsmanship.
  - b. Inappropriate cheers by team Player(s) that demean or otherwise make fun of girls on the opposing team.
  - c. Chronic absences from team practices and/or games.
  - d. Foul and/or abusive language.
  - e. Use or influence of alcohol, tobacco products, or illegal drugs at or around any playing or practice facility.
  - f. Verbal and/or physical abuse of a Player, parent, spectator, coach, or game official.
  - g. Multiple ejections from games involving PGSL teams.
  - h. Blatant, purposeful, or multiple violations of PGSL or ASA rules.
2. Charges of misconduct shall be made in writing to the appropriate Division Director or to any member of the Executive Board. The Executive Board shall act upon charges of misconduct within seven (7) days. Disciplinary action may include oral or written reprimand, ejection, suspension, removal, or any other penalty the Executive Board might impose. In addition, the Executive Board may forward a recommendation to the Board of Directors for revocation of League membership.
3. Any parent or spectator who is ejected from a game involving any PGSL sanctioned team shall be suspended for the remainder of the game in progress and the following game. The ejected member has one minute to leave the premises, removing himself or herself from sight and sound or the game shall be forfeited at the umpire's discretion. The ejected member may have no contact with the members of the team during the pre- or post-game activities of either game for which they are suspended. It is the responsibility of the Head Coach, or acting head coach, to make sure the ejected party leaves the premises.
4. A Player who is ejected from a game will serve a "bench ejection". The Player will be removed from the lineup but may remain in the dugout at the discretion of the Umpire. An out shall be recorded each time the ejected Player was to appear at the plate for the remainder of the game. The Player shall not serve any additional suspension for that offense.
5. Any Player, parent, or spectator who is ejected from a second game involving any PGSL sanctioned team, may be suspended from attending any games in which a PGSL team is participating for the rest of the same season at the discretion of the Division Director.
6. Any Player who quits voluntarily, after the draft, shall not be reinstated in any division on any team that season.

## SECTION 6. PLAYING RULES

### A. Responsibility

1. The Umpires have responsibility for enforcement of the League's Rules and Regulations on the field of play. They shall enforce all ASA playing rules as well as any general and special rules provided by the League. Any questions, comments, complaints, or other correspondence regarding the rules, regulations, and policies should be first directed to the appropriate Division Director. Any comments or complaints regarding the umpiring shall be directed to the League's Director of Umpires. In most cases, the field umpire's decisions are final; any appeal of these decisions must be made through the Protest Committee following the rules of protest (see Subsection F below).

### B. Game Schedule, Cancellations, and Makeups

1. Game and practice schedules are the responsibility of the League's Field Director. Head Coaches shall notify the Division Director of any request for a change in game schedule.
2. In the event of rain or other occurrences that may affect the condition of the playing fields the Field Director shall determine whether the fields are playable. Once the decision to cancel games is made the Director of Umpires and Division Directors shall be notified and a message shall be placed on the PGSL Hotline. For city park fields the city's fields manager determines whether the fields are playable and records a message on the City Park Hotline.
3. If there is any question about field conditions coaches must check the appropriate hotline for field conditions. Coaches may NOT cancel a game, even when agreed upon by the other team's coach. Any team that cancels a game or fails to appear when the game was not officially cancelled will forfeit that game.
4. Once a game has begun, the Umpire will have sole authority to suspend play if they determine the field is unplayable or dangerous. The Umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes which place the Players in peril. If the game is regulation, the game will be considered complete. Games that are not considered regulation shall be resumed at the exact point where they were stopped.
5. Games that are called or suspended will be rescheduled, if possible. If games cannot be rescheduled, each team will be credited with one-half game won and one-half game lost. Teams with the highest number of rained out games will have first priority in rescheduling games. After that, games important to the final standings will get priority.

### C. Uniforms and Equipment

1. During games all Players will wear uniforms as required by PGSL, which includes:
  - a. Shirt (provided by PGSL) with number on back (name optional).
  - b. Black Shorts/Pants (No denim or jeans).
  - c. Shirts to be tucked in at all times.
  - d. Rubber cleats or tennis shoes (no other footwear).
  - e. Socks, visors/hats, jackets, sweatshirts, and/or undershirts may also be worn.
  - f. When at bat, Player's number must be visible.
2. Pitchers shall not use any glove which is 75% white in color. Pitchers wearing any garment or device of a color that, in the umpire's opinion, would conceal the ball or otherwise confuse the batter may be required to remove such garment or device. Failure to comply will cause pitcher to be removed from that position.
3. Players may not wear exposed jewelry during games, pre-game warm ups, or practices.

4. All bats must say "Official Softball", no baseball or wooden bats are permitted. All batting helmets must have a metal cage or clear plastic mask and a chinstrap. All equipment must be in good working condition. Any equipment not meeting League or ASA compliance shall be removed from the dugout.

#### **D. General Rules**

1. All games played within PGSL shall follow the rules set forth by the Amateur Softball Association (ASA) and any local playing rules approved by the Board. All rules as written in the ASA rulebook shall apply, unless superseded by the PGSL rules found in the General and Special Rules sections of this document.
2. All games shall start at the scheduled time. The umpire shall declare a forfeit if a team does not have the required number of Players within ten (10) minutes of game time (see Special Rules). Forfeits shall be annotated in the official scorebook with a score of seven to zero (or one run for each inning in regulation play for that division). EXCEPTION: T-Ball has no Player requirement to start a game nor do forfeits apply.
3. A regulation game shall consist of a maximum number of innings or a maximum time limit specified for each division (see Special Rules) whichever occurs first. A new inning begins immediately after the final out of the previous inning.
4. No new inning shall start after time has expired. An inning in progress when time expires shall continue to completion. If the home team is ahead after time has expired they shall not bat and the game will be complete.
5. A game called by the umpire, other than due to the expiration of the time limit, shall be regulation if the number of complete innings played is the number of regulation innings minus two. In this case the score reverts to that of the last complete inning.
6. A late Player may be inserted into the lineup at any point during the game and shall be inserted at the end of the lineup. Position rotation rules in the Special Rules section are not in effect for a Player who arrives after the start of a game.
7. The score of a regulation tie game shall remain a tie. No tiebreaker shall be played except in tournament play.
8. If a maximum runs per inning rule is in force (see Special Rules) no additional runs beyond the maximum shall be counted and the at bat shall be immediately terminated.
9. A Player that is injured and cannot play or must depart the game shall count as an out on their next plate appearance only. EXCEPTION: T-Ball has no penalty for departing Players.
10. All Players shall bat in the lineup and thus unlimited substitution shall be allowed. No Player shall sit on the bench defensively for two consecutive innings (see Special Rules for more detail on participation rules).
11. Pitchers shall be subject to restrictions upon the number of innings pitched (see Special Rules). For the purpose of attributing innings, an inning shall be charged to any pitcher who throws a single pitch in any inning.
12. Rules regarding the participation and rotation of Players as described in the Section on Special Rules shall be strictly adhered to regardless of the innings played in the game. A coach may protest a participation violation during or immediately after the game. Umpires cannot enforce League participation rules.

13. Failure to follow any of the participation rules will result in an automatic one-game suspension of the offending Head Coach. If challenged, the Head Coach must provide sufficient evidence that participation rules have been followed.
14. Only the Head Coach may request a discussion with an umpire while an inning is in progress and shall not approach an umpire without permission.
15. The home team shall provide an "official scorekeeper", for games where the score will be counted for divisional standing purposes. The "official scorekeeper shall keep an official scorebook and scorecard. The official scorekeeper shall not alert an umpire, player, coach, or spectator to an illegal player being used but shall answer an umpire's direct question regarding such matters. The official scorecard, signed by the umpire and both coaches, shall be considered the official record of the game.

## E. Special Rules

1. The Special Rules set forth in this section are specific to each division of play. They are referred to in the General Rules section and supercede those found in the ASA Rulebook.
2. T-Ball Division
  - a. Players to Start Game: No requirement.
  - b. Coaches: Three (3) offensive outside base paths, three (3) defensive inside base paths.
  - c. Game Time/Innings: One (1) hour, no inning limit or requirement.
  - d. Game Balls: 10" yellow, reduced impact.
  - e. Batting Order: Bat once through lineup each inning and rotate order during season. Announce last batter.
  - f. Position Rotation: Player rotations through all positions throughout season are mandatory.
  - g. Player Participation: All Players play the field each inning.
  - h. Pitcher: Balls hit from tee, ball must travel outside of 4' circle to be fair. **Note: Players could choose to hit off a friendly pitcher half-way through the season. Two pitches only. If the player is unsuccessful, the player will hit from a tee**
  - i. Putouts: A Player who is out on the base paths returns to the dugout.
  - j. Bunting: No.
  - k. Stealing: No.
  - l. Sliding: No.
  - m. Leadoffs: No.
  - n. Runners Advance: Only on a hit ball. All runners may advance home when last batter puts ball in play.
  - o. Infield Fly: No.
  - p. Courtesy Runner: No.
  - q. Protests: No.
3. Rookie Division
  - a. Players to Start Game: Seven (7).
  - b. Game Time/Innings: No new inning after 1 hour 20 minutes or five (5) innings. Game Balls: 10" yellow, reduced impact.
  - c. Maximum Runs Per Inning: Three (3).
  - d. Mercy Rule: No.
  - e. Pitching Rubber: Thirty (30') feet.
  - f. Position Rotation: Each Player must have one full inning of infield and one full inning of outfield each game. Recommend full position rotations.
  - g. Player Participation: Must rotate bench Players to achieve equal playing time, i.e. **no one sits out two innings in a row and no one sits more than two innings per game.**
  - h. Fielders: Ten (10) Players may play the field, four (4) in the outfield.

- i. Pitcher: Player pitchers will be used. After a four (4) ball count a friendly coach will pitch, from the rubber, resuming the strike count. Strikeouts by friendly pitcher are allowed. A maximum of two pitches by the friendly coach will be allowed. The at bat cannot end with a foul ball not recorded as an out. **After a mid point during the season, determined by the Rookie Division director, the OPTION to drop the friendly pitcher will be allowed ONLY when BOTH opposing coaches agree at home plate BEFORE each game. Default will allow the friendly coach pitcher when both opposing coaches do NOT agree. If agreement is made to drop the friendly coach pitcher, neither team can reverse the decision after the game has started. This OPTION to drop the friendly pitcher will extend into post-season play.**
- j. Maximum Innings for **Pitcher and Catcher**: Two (2) innings maximum per game.
- k. Bunting: Yes, against player pitching only. No bunting against the friendly pitcher.
- l. Stealing: Yes, Second base only.
- m. Sliding: Yes.
- n. Leadoffs: Yes. If runner leaves early runner is returned to the base.
- o. Overthrows: Runners may advance one base only on an overthrow, after which the play will be ruled dead. This applies to every overthrow situation. In situations that apply refer to the ASA rule for "Delayed Dead Ball."
- p. Courtesy Runner: For injured Players only. Last Player out serves as courtesy runner.
- q. Dropped Third Strike: No.
- r. Infield Fly: No.
- s. Protests: No.

#### 4. Division 1

- a. Players to Start Game: Seven (7).
- b. Game Time/Innings: No new inning after 1 hour 30 minutes or six (6) innings. Game Balls: 11" yellow, reduced impact.
- c. Maximum Runs Per Inning: Five (5).
- d. Mercy Rule: 10 runs after 4 1/2 innings.
- e. Pitching Rubber: Thirty-five (35') feet.
- f. Position Rotation: Each Player must have one full inning of infield. Recommend full position rotations.
- g. Player Participation: Must rotate bench Players to achieve equal playing time, i.e. **no one sits out two innings in a row and no one sits more than two innings per game.**
- h. Fielders: Ten (10) Players may play the field, four (4) in the outfield.
- i. Pitcher: Player pitching only.
- j. Maximum Innings for **Pitcher and Catcher**: Three (3) innings maximum per game.
- k. Bunting: Yes.
- l. Stealing: Yes. Only one base allowed per pitch. **Home plate is HOT.**
- m. Sliding: Yes.
- n. Leadoffs: Yes.
- o. Overthrows: Runners may advance one base only on any overthrow.
- p. Courtesy Runner: For injured Players. **For catchers only if two outs exist.** Last Player out serves as courtesy runner.
- q. Dropped Third Strike: Yes. **Continuation to 2<sup>nd</sup> base is NOT allowed.**
- r. Infield Fly: No.
- s. Protests: Yes.

#### 5. Division 2

- a. Players to Start Game: Seven (7).
- b. Game Time/Innings: No new inning after 1 hour 30 minutes or seven (7) innings.
- c. Game Balls: 12" yellow.
- d. Maximum runs per inning is 6 runs.
- e. Mercy Rule: 10 runs after 4 1/2 innings.
- f. Pitching Rubber: Forty (40') feet.

- g. Position Rotation: Each player must have one full inning of infield. Recommend an inning of infield and outfield for each player per game.
  - h. Player Participation: Must rotate bench players to achieve equal playing time, i.e.; **no one sits out more than two innings in a row and no one sits more than two innings per game.**
  - i. Fielders: Nine (9) Players.
  - j. Maximum Innings for **Pitcher and Catcher**: Four (4) innings maximum per game.
  - k. Courtesy Runner: For injured Players. **For catchers only if two outs exist.** Last Player out serves as courtesy runner.
  - l. All other ASA rules apply.
6. Division 3 and 4
- a. Players to Start Game: Seven (7).
  - b. Game Time/Innings: No new inning after 1 hour 30 minutes or seven (7) innings. Game Balls: 12" yellow.
  - c. Mercy Rule: 10 runs after 4 1/2 innings.
  - d. Pitching Rubber: Forty (40') feet.
  - e. Fielders: Nine (9) Players.
  - f. Player Participation: Every other inning
  - g. All other ASA rules apply.
  - h. Division 3 and 4 teams may play teams outside of the League and may be subject to rules different than those shown here.

## F. Protests

1. There are four types of protests:
  - a. Misinterpretation of a playing rule.
  - b. Illegal Player.
  - c. Ineligible Player.
  - d. Illegal participation or rotation of players.
2. Intent to protest the game based on rule interpretation must be made to the umpire before the next pitch is thrown, or before all infielders have left fair territory, or, if on the last play of the game, before the umpires leave the field. Immediately after the umpire is notified, it must be logged in the official scorebook. An official protest of Subsections (F)(1)(b) or (c) must be submitted to the Division Director in writing within 48 hours after the game began. An official protest of Subsection (F)(1)(d) must be submitted to the Division Director in writing prior to the next game.
3. The Vice President, who shall serve as Chairman, shall call the Protest Committee. Members shall include the Director or Assistant Director of Umpires, two members of the Rules Committee, and the Division Director to whom the protest was submitted. It shall be the duty of the Division Director to collect the facts regarding the protest and present them to the Protest Committee. The Committee shall have discretion to fashion an appropriate remedy and shall render a decision within 48 hours of having the facts presented to them. Failure to follow any of the participation rules will result in an automatic one-game suspension of the offending Head Coach. If challenged, the Head Coach must provide sufficient evidence that participation rules have been followed.
4. The illegal player rule used by ASA does not apply to Player's deemed illegal by virtue of the League's participation rule requirements. Participation enforcement is not the responsibility of the umpire.
5. A Player who does not meet the requirements of ASA code or the League's eligibility criteria shall be considered ineligible. The determination of eligibility is not the responsibility of the umpire. The use of an ineligible Player will constitute a forfeit of all games in which that Player participated.

## G. Scorekeeping, Season Standings, and Championship Tournament Rules

1. The League's Head Scorekeeper (as assigned by the league) shall maintain each division's scores and season standings. Each Head Coach is responsible for making sure that the official scorecards are signed and properly submitted to the Head Scorekeeper immediately after each game.
2. Head Coaches are not required to keep their own scorebooks. However, home teams must provide an "official scorekeeper", who must keep both a scorebook and scorecard. All coaches must be able to show proof that they have met the League's participation requirements as well (typically done by a spreadsheet showing each player's position by inning).
3. T-Ball Division shall keep no score or standings, nor shall it participate in any post-season play.
4. Rookie Division shall keep no score or standings during the regular season. A post-season round-robin or elimination tournament will determine the Division champion and other placements. Ties will be broken first by head-to-head result, and then by fewest runs against, by total runs scored, and finally by coin flip.
5. Divisions 1 and 2 shall keep scores and standings during the regular season. The regular season final standings will determine the Division champion. Standings at the end of the regular season shall determine the seeding for the post-season tournament. Ties will be broken first by head-to-head result, and then by fewest runs against, by total runs scored, and finally by coin flip.
6. Divisions may be broken into two sections should the number of teams in a Division reach twelve (12) or more. This will be determined before the start of the season and each section will have a champion. In this case the division tournament shall be cross-seeded with ties to be broken by head-to-head result and then by fewest runs against.
7. Division 3 shall keep their scores and standings to the extent possible within the structure they are playing in. Champions and tournament play will be determined by the multi-League organization governing their play. Should Division 3 play an intramural schedule within PGSL they will use the rules herein for Divisions 1 and 2.
8. All tournament play shall have a 1 hour and 30 minute time limit after which no new inning may start. No drop dead time shall be used.
9. All participation rules used during the regular season shall remain in force.
10. If a tournament game is tied after regulation, the international tiebreaker rule shall be in effect. During the tiebreaker, both team's pitcher's inning count shall revert to zero, and shall again be limited in the tiebreaker to the number of innings per game in the applicable division.
11. The championship game shall play a full game with no time limit.

## SECTION 7. ALL STAR PROGRAM

### A. Eligibility

1. Player eligibility for the All Star Program is based upon participation in the League's Recreational Program. Only Players who have participated in one-half (1/2) of their recreational team's regular season completed games may participate in the All Star Program. The definition of participation is per the Southern California Section of ASA rules.
2. Any player who plays or practices with any travel team or with a recreational team in any League other than PGSL on or after April 1<sup>st</sup> is ineligible for the All Star Program. **Any player placed on a high school team roster is ineligible for the All Star Program. High school freshmen may play only if they meet the new Southern California ASA rules and there is a shortage of girls to fill out a team roster.**
3. Players must play within their designated age brackets for All Stars regardless of the division they played in during the recreational season.

### B. Divisions

1. The All Star Program offers competitive softball to girls who have participated in the League's Rookie (8-U), Division 1 (10-U), Division 2 (12-U), and Division 3 (14-U). The League does not require or make definite that teams will be fielded in all divisions, nor does it make definite the number of teams in each division.

### C. Applications and Participation

1. The All Star Program is competitive and there is no guarantee that all interested Players will participate. Players will be selected competitively in a manner described in the section on Team Selection. Players wishing to be considered for the program must fill out an application form and submit it to the Player Agent no later than April 15. Late registrations will not be accepted.
2. Players on an All Star team will be playing against teams from other leagues and communities and thus are representatives of the Poway Girls Softball League. Participation should be considered a privilege by parents and players, not a right, and those abusing that privilege or engaging in any behavior that in any way reflects poorly upon the League may be removed from the team.
3. There are no minimum participation requirements or guarantees of playing time in the All Star Program. Coaches are encouraged to make the best use of the players on their roster but there is no guarantee that players will play for a specified amount of time, or in a specified position.
4. Players and parents interested in the All Star Program should carefully read the All Star rules in this section to determine the amount of commitment required to participate in the All Star Program.

### D. Fees and Associated Costs

1. There are no fees payable to the League for participation. However, the teams are responsible for paying for such expenses as uniforms, tournament fees, and other costs not paid for by the League.
2. Teams are free to solicit team members' families, friends, and associates for funds to be applied towards that team's expenses not covered by the League. However, if the team solicits other sources on behalf of Poway Girls Softball, any funds derived from those sources must be turned over to Poway Girls Softball for use in the General Fund.

3. The League will provide a \$25 allowance, once per age division, to each All Star player to help defray the cost of the All Star uniforms. Uniforms and numbers will be selected such that they may be used in subsequent years without any conflict thereby reducing costs.
4. The League will provide each All Star team with a paid entry into Poway's All Star Tournament. The League will pay ½ of the entry fees for all other ASA sanctioned tournaments. In addition, the League will pay full entry fees for State, Regional, and National ASA sanctioned tournaments.

#### **E. Coach Selections**

1. A coach may submit an application to the appropriate Division Director to become All Star coach. The deadline for coaches' applications will be March 31. Eligibility is limited to Head Coaches in good standing with the League. Coaches may limit their consideration to the "A" team or "B" team or both. Should the League not receive suitable applicants the Coaching and Training Committee may solicit other coaches after the deadline.
2. The Division Director will forward nominated coaches' names to the Coaching and Training Committee. The Coaching and Training Committee is responsible for nominating Head Coaches for each of the All Star teams supported by the League and to assemble a ballot according to procedures described in this section.
3. The Coaching and Training Committee will review applicants. Approved applicants will be ranked by other coaches in the division via secret ballot at or prior to the end of player tryouts.
4. Division Directors will vote prior to team selections. Division Directors who are also coaches shall only vote once.
5. The respective Division Director and the Vice President will calculate the rankings after player tryouts have been completed. If the Vice President is unavailable the President shall take his/her place. If both the Vice President and President are unavailable, the Player Agent will take their place. The coach receiving the lowest ranking (ie; on a scale of 1-5, 1 being the best, but the lowest number) will be named Head Coach of the "A" All Star team and the coach receiving the next lowest ranking will be named Head Coach of the "B" All Star team. Ties will be broken by the Division Director of the respective division.
6. The coaches will not be identified until the player rankings have been submitted according to the procedures described in Section F. The coach must accept or reject the team as assigned; no contingencies or trades will be considered.
7. Prior to the All Star season a coaches meeting will be held to discuss the coaches' responsibilities and expectations.

#### **F. Team Selections**

1. The number of teams in each division will be determined by the Coaching and Training Committee and will be based upon the number and quality of the participants and availability of suitable coaches.
2. Tryouts will be held prior to May 1. All players are strongly encouraged to attend tryouts, but failure to do so will not preclude a player from being selected. All Head Coaches shall attend their division's tryouts to evaluate the players. Prior to the start of the tryout the Division Director will advise the coaches which players "played up" during the recreational season.
3. Teams shall roster up to twelve (12) players, no more. If any division forms only one (1) all-star team, they shall roster up to thirteen 13 players, no more. After district play has been completed, any team that advances to State Tournament play may expand their roster up to fifteen (15) players, no more.

The pool of available players for roster expansion after district play shall be those players who have applied for All-Stars, and is subject to final approval by the division director and the player agent.

4. At the tryout the Head Coaches will rank all eligible players. Each player's highest and lowest ranking's will be thrown out in any division having 7 teams or more. After the tryout the Head Coaches will give their signed rankings to the Division Director. The Division Director and Vice President will be responsible for tallying the player rankings. Any ties in player rankings will be broken by the division director. The individual player rankings shall only be viewed by the Division Director, Vice President, President, and Player Agent.
5. After the ratings are compiled, the top nine (9) ranked players will be assigned to the "A" All Star team, (except for Rookie Division where it will be the top eight (8) ranked players). The Division Director will notify the players of their selection and confirm their acceptance. After nine (9) players have accepted, the "A" team coach will be notified of his election. He will then make his discretionary picks from the pool of eligible players provided to the coach by the division director, and will have access to the final rankings to help facilitate his picks. The "A" team coach will then return the rankings to the Division Director. After the completion of the "A" team roster, selection of the "B" team roster will follow the same procedure. Although the coaches will have discretion in their "picks", the rank order of players should be the major contributing factor in the decision process. The division director has the authority to void any discretionary pick.
6. After team selections, should a team lose a player to injury or any other reason, the team's coach may pick another player from the list of players who had previously applied for All Stars. It shall be solely at the division director's and player agent's discretion as whether the lost player's status is permanent or temporary (thus affecting the status of the replacement player). All player replacements shall be conducted according to ASA rules on supplementing All Star teams.

#### **G. Team Names and Uniforms**

1. Team names and uniform design are determined by the Board and will be handled through the League's Activities and Services Committee. Any deviation from the approved names and designs is not permitted.
2. Uniform numbers, names, and ordering will be coordinated by the Activities and Services Committee. Numbers will be selected so that they will not conflict with the Players ahead or behind their year group so that the uniforms may be used in the future.
3. Only a Player's last name will be displayed on the back of the uniform. Nicknames or first names are not permitted.

#### **I. Contingencies**

1. All situations not specifically covered in section 7 titled "All-Star Program" will revert to sections 1-6.

## **SECTION 8. WINTERBALL SEASON**

### **A. Eligibility**

1. Player eligibility for the Winterball Program is described in Section 2B with the following exceptions:
  - a. Winterball is open to girls with a "League Age" of 6-18.
  - b. Due to the limited number of teams, not everyone registering will be guaranteed placement with a team.

### **B. Divisions**

1. The Winterball Program offers instructional softball in 8U, 10U, 12U, and 14U divisions. The League does not require or make definite that teams will be fielded in all divisions, nor does it make definite the number of teams in each division.

### **C. Registration**

1. Registration for the Winterball Program is described in Section 2E with the following exceptions:
  - a. Registration for Winterball will run during July and August.
  - b. The late registration deadline is the second Saturday in September, after which no new players will be accepted.

### **D. Fees**

1. Fee and refund policies are described in Section 2F with the following exception:
  - a. Any player not placed on a team by the league will receive a full refund of fees paid.

### **E. Coach Selections**

1. Coaching selections for Winterball are described in Section 3B with the following exceptions:
  - a. No mandatory training is required for Winterball.
  - b. Coaching positions will be filled and coaches will be notified as soon as it is feasible and practical for the Board of Directors to do so.
  - c. Head Coaches from the recreational season need not fill out another application but must notify the Division Director in writing (email is acceptable) of their desire to coach.

### **F. Team Selections and Player Placement**

1. Team selections and player placement is described in Section 4B and 4C with the following exceptions:
  - a. Players will not be permitted to play in a lower age division. Players may play in an older age division provided they follow the procedures in Section 4B(2).
  - b. The 8U division will have the same player evaluation process as all other divisions.
  - c. There will be no random selection of players not attending the player skill evaluations.
2. All divisions will undergo the draft process described in Section 4F with the following exceptions:
  - a. Daughters of the Head Coach will be reserved to that team with no forfeiture of a selection round.
  - b. There is no limit to the number of qualified players playing up drafted by a single team.
  - c. There will be no restrictions during the draft regarding a player's status as a pitcher, however, the Player Agent and Division Director will have the right to disapprove of a particular selection in order to promote parity and competitiveness for all teams.

### **G. Uniforms and Equipment**

1. Uniforms and equipment for Winterball are described in Section 6C.

## **H. Playing and Special Rules**

1. Some or all of the PGSL playing rules may be superceded by the rules of the Winterball organization PGSL will be participating in. If there is no specific rule from that organization then PGSL rules will prevail.
2. Participation and rotation rules will still be used during Winterball as described in Section 6D and 6E with the following exceptions:
  - a. 8U Division will not have a friendly pitcher.
  - b. Each 8U player will play at least two innings of infield and two innings of outfield per doubleheader.
  - c. Each 10U and 12U player will play at least two innings of infield per doubleheader.
  - d. Pitchers are limited to 8 innings per doubleheader for 10U and 12U and 6 innings for 8U.
  - e. Starting pitchers ONLY are exempt from player participation and rotation rules for games in which they start. This exemption is valid for only one game per doubleheader.

## **SECTION 9. AMENDMENTS**

1. These rules may be amended by a majority vote of the Board at any meeting of the Board in accordance with the provisions noted below:
  - a. Rules governing the Spring Recreational Season (Sections 2-6) in place on January 1<sup>st</sup> of the playing year must remain in force until the season is complete.
  - b. Rules governing the Summer All Star Season (Section 7) in place on March 1<sup>st</sup> of the playing year must remain in force until the season is complete.
  - c. Rules governing the Winterball Season (Section 8) in place on July 1<sup>st</sup> of the playing year must remain in force until the season is complete.