

# **SPGS RULES AND REGULATIONS**

## **Section 1. Rules and Regulations**

All rules and regulations will be based on ASA and local rules, with local rules superseding ASA. (2) sets of these rules will be kept in the snack bar at all times and (1) set given to all managers.

## **Section 2. Local Age Divisions**

1. 6 and Under Division will consist of girls between the ages of 4 and 6 years as of January 1<sup>st</sup>.
2. 8 and Under Division will consist of girls between the ages of 7 and 8. Age of January 1<sup>st</sup> of current season is to be used for season.
3. 10 and Under Division will consist of girls between the ages of 9 and 10. Age of January 1<sup>st</sup> of current season is to be used for season.
4. 12 and Under Division will consist of girls between the ages of 11 and 12.. Age of January 1<sup>st</sup> of current season is to be used for season.
5. 14 and Under Division will consist of girls between the ages of 13 and 14. Age of January 1<sup>st</sup> of current season is to be used for season.
6. Girls may play up one Division with the approval of the Board. Any girl who chooses to play up one division shall be required to come down to a lower division for the purpose of playing on an All Star team, **unless she is granted permission from the board to play on the All Star team in the upper division.**
7. Girls may play down one Division with the assessment and approval of the Board. Individual cases will be brought to the Board through the Player Agent or guardian of child.

## **Section 3. Local Rules – All Divisions**

1. Only the Umpire-In-Chief, Commissioner of Fields, or President has the authority to cancel a game prior to game time due to field and/or weather conditions. Only games cancelled because of field and/or weather conditions shall be rescheduled. Regularly scheduled games shall not be rescheduled unless both teams are unable to field a team for good cause with seven (7) days' notification to the President; both teams must agree to reschedule. The Managers are not to coordinate rescheduled games amongst themselves. Cancelled games will only be rescheduled if they will have an impact on determining the division winner.
2. Forfeit time is game time plus ten (10) minutes.
3. Players must wear the uniform as furnished by the League. Shirts must be tucked in at all times while on the playing field. If not, this could be cause for the team to be charged with a delay-of-game penalty, as set by ASA standards.
4. Girls will not be permitted to practice or play in the League until a signed registration form and medical release form are submitted to the Player Agent, and Managers have a copy. Player Agent will be responsible to monitor if forms are collected.
5. Practices shall not start prior to the date determined by the Board. The Board must approve any exceptions.
6. Managers must contact the Player Agent and Division Coordinator within twenty-four (24) hours with the name of any girl who has dropped from a team.

7. After each game or practice, each team is responsible to make sure the fields and spectator areas are clean and not littered with debris.
8. The League will not be responsible for any personal equipment and/or items of the players, nor assume any liability for players using personal equipment. Personal equipment is required to meet the specifications and safety standards set by ASA. Any use of illegal equipment will result in an automatic out and will be removed by the umpire for the remainder of the game. Illegal equipment will be returned to player after the game has ended.
9. At NO time is alcohol or tobacco allowed on the premises where League games are being held. Managers and Coaches will be responsible for ensuring that spectators do not violate this policy.
10. Rain: If a game is to be called because of rain or drizzle, there must be a waiting period of a minimum of 15 minutes for clear weather. After 15 minutes, it is left to the umpire's discretion to call the game. Both teams must show up ready to play unless previously notified by the Player Agent, Vice-President or President. Refer to ASA rules in handbook.
11. Complete game: (8u, 10u, 12u, 14u) A game will be considered complete upon completion of 4 innings or 3 ½ if the home team is ahead, or **no new inning** will begin after 1 hour, 15 minutes and will be considered a complete game. No game shall last more than 7 innings. There are **no** tie-breakers in regular season league play. Only playoff rec games will use the established tie-breaker rule. In the event of a tie within a playoff game, the game shall continue under the international tie-breaker rule until the game is fully completed.
12. Line-ups must be filled out and handed to the Manager and official scorekeeper of the opposing team prior to the scheduled game time. All players must be listed on the line-up sheet. Any girl not playing in the game must be noted.
13. Official Scorekeeper: The Home Team must provide an official scorekeeper that will keep the official score. The official scorekeeper must sit within a reasonable distance between the umpire and the home team. If a discrepancy occurs between the visitor's scorebook and the official scorebook during the game, the game should be stopped and the problem resolved at that time. Official score book will be kept in snack bar. Final results of games will be turned into snack bar by the home team after every game.
14. Location of players and equipment: Managers and Coaches must keep their players in their designated areas. All equipment must be kept behind the backstop or in the dugout. No parents or siblings may enter the dugout.

#### **Section 4. Equipment – All Divisions**

1. All SPGS players must provide their own Batting helmets. All helmets must include face masks and they must be worn at all practices, games and scrimmages while batting, base running and base coaching.
2. Pitchers and defensive players are encouraged to wear facemasks (not provided by the league).
3. First Aid equipment must be on-hand for each practice and game.
4. All catchers must wear helmets with throat protectors attached, mask, shin guards and body protectors during games, and practices. All catchers, in all divisions, **MUST WEAR facemasks, AT ALL TIMES**, when warming up and catching for pitchers.
5. **NO JEWELRY** of any kind will be worn by any player during practices or games. This includes hair ties worn around the wrist.

6. The coaches are responsible for checking for faulty equipment and maintaining equipment in a safe condition.
7. Metal cleats are not allowed. Players must wear softball cleats or a sport shoe during practice and game play.
8. **All League equipment** (balls, bats, catchers gear, helmets, tees, etc.) must be turned in to the Equipment Manager by the manager or coach at the last game of their season.

### Section 5. Protest – All Divisions

The protest of a game requires payment of a \$20.00 fee at the time the protest is filed. If the protest is upheld, the fee will be returned to the payee. If not, the fee will go to the League. To protest a game, a written description of the specific infraction of the rule must be delivered to the Umpire-In-Chief within forty-eight (48) hours of the end of the protested game. The Umpire-In-Chief will review the protest and evaluate the issue. The final decision made by the Umpire-In-Chief and the President is final and cannot be appealed or protested.

### Section 6. Playing Rules – All Divisions

1. Each girl present at a game shall not sit out more than 2 innings at a time. For disciplinary purposes, the manager may bench a player.
2. All players will bat throughout the game with field substitutions not affecting the batting order.
3. Should a player need to leave the game for any reason, the offensive team shall not be penalized with an “out” when the player’s spot in the batting order is reached. All batters below the player who left shall be moved up one spot in the batting order.
4. Should a player arrive after the start of a legal game, the player shall be placed at the bottom of the batting order. If the player arrives prior to the start of the second 2<sup>nd</sup>) inning, the minimum play requirements must still be met. If the player is not able to meet the minimum play requirements because of lack of remaining innings, the team will not be penalized.
5. Minimum number of players: A team with only 7 players will play the game.
6. Failure to field a team of 7 players: A forfeit will be declared in favor of the non-offending team based upon the umpire’s official time if a team of 7 players fails to appear upon the field within 10 minutes after the scheduled starting time. Courtesy Players from the opposite team may be used if enough players are available.
7. Borrowed players: If a team cannot field a team of 7 to 9 players, at scheduled game time they may borrow from another team. A team may never have more borrowed players than roster players during a game. If a roster player arrives late, he/she will be inserted at the bottom of the batting order. Borrowed players **must** then be removed from the game if the batting lineup exceeds 9 players at no penalty. The borrowed player must be an SPGS registered rec player within the same age level, division or a lower division. A team may also add a player should the team fall below the 7-player minimum at any time during the game. Any borrowed player must be notified to the opposition, prior to starting the game or an injury occurring within. This is for league play only. Playoff games will be played with players from their respective team rosters only.
8. Round Robin Batting: All divisions will bat round robin. If a player arrives late to the game he/she will be added to the bottom of the batting order. If a player is injured, he/she may be removed from the line-up with no penalty to the game. If the injury is minor but the player is able to take his/her turn at bat or return defensively, he/she can continue in the game in his/her

same batting position. If he/she is unable to bat he/she must be removed from the line-up for the remainder of the game with no penalty to the team.

9. Player leaves during the game: If a player becomes sick or has to leave the game for any other reason, he/she will be removed from the line-up with no penalty to the team for the remainder of the game.
10. Except for the pitcher position, there will be free substitution in the field at any time. The pitcher can be removed and re-enter in the pitching position two (2) times only.
11. All playing rules shall apply to both the regular season and year-end tournament play without modifications.

## **Section 7. Local Playing Rules – 6 and Under**

1. Field dimensions: These divisions will play with a 60-foot diamond.
  - a) Hash marks will be added as a "run pass line" (if you pass line by the time pitcher has the ball, continue to next base).
2. Standings and score keeping:
  - a) No score or standings will be kept, only the number of batters during the inning.
  - b) Both teams will keep track of the number of batters and announce when the last batter of the inning comes up to bat.
3. Inning length:
  - a) Outs will not be kept the first half of season. Each team will bat through their line-up twice the first half of season.
  - b) The second half of season, mandatory defensive third out rule or full batting line up have batted; whichever occurs first will be in affect with a 60 minute maximum game. Player Representatives will check games to verify these outs are enforced during the second half of the season.
4. Coaches in the field of play:
  - a) The defensive team is allowed two coaches positioned in the outfield (1 in left, 1 in right), they must attempt to stay out of play of the ball and may not touch the ball at any time. If the defensive coach on the playing field touches a ball, the ball is dead and all the runners advance two bases from the base occupied before the ball was hit.
  - b) The offensive team is allowed standard base coaches and a hitting coach to help the batter at the plate. If an offensive coach intentionally touches a ball, the ball is dead, the batter is not out and the runners return to the base they occupied before the ball was hit.
  - c) The hitting coach may elect to throw no more than three pitches, if the 3<sup>rd</sup> pitch is fouled off, then a 4<sup>th</sup> pitch is given to the batter before going to the use of the tee. (4) swings off the tee are allowed. Pitching is encouraged for first half of season. Coach pitching will be mandatory second half of season with a maximum of three pitches or use of tee after the three pitches. Coaches must pitch in front of pitching circle or 25 feet from home plate.
5. Batting and base running:
  - a) The ball must cross the 12-foot chalk line in front of home plate or it will be considered foul.
  - b) Base runners may advance only one base per infield hit, regardless of the number of overthrows made.

- c) On balls hit into the outfield the runners may continue to advance until the ball is returned to the pitcher in the pitcher's circle. At that time, play will end and the runners less than halfway between bases must return to the base they just came from if it is not occupied. If runner is more than halfway, s/he may advance to the next base if it is unoccupied. If both bases are occupied the runner is out.
6. Fielders: Outfielders are to be positioned at least 5-feet behind the baselines. Umpires: Both teams shall agree to a coach or parent umpire before the game. Anyone acting as the umpire shall demonstrate impartiality towards both teams when making official calls and decisions during the course of the game. Parents that umpire are required to have a background check before volunteering.

### **Section 8. Local Playing Rules – 8 and Under Division**

1. Base lines: Base lines are 60 feet.
2. Inning length: Each inning will consist of three outs or a maximum of four runs per inning.
3. No defensive coaches are allowed in the field of play.
4. Fourth outfielder: Each will field 10 players with the 10<sup>th</sup> player being a fourth outfielder. All outfielders must be positioned on the outfield grass at the time of the pitch.

#### Base running:

- a) Stealing will be allowed, permitted when the ball is released from pitchers hand. A runner can only steal one base per pitch.
  - b) A runner cannot steal home. "Cold Plate"
  - c) Sliding is permitted if done in a sportsmanlike manner.
  - d) Bunting: Bunting is allowed for a girl pitched ball only.
5. Play ends: A play is ended when the defensive team throws the ball to the pitcher. Play will also end if the ball crosses the vertical plate extending from the 8-foot pitcher circle. The umpire will call time out. A base runner occupying a base may not advance further. A baserunner more than halfway may advance to the next base if unoccupied. Play will continue if the pitcher attempts to throw out an advancing girl. Umpire will have final decision.
6. **Pitching (First half of season):**
- a) Pitching distance is 30 feet.
  - b) Balls and strikes will be called; (2) Walks are allowed per inning from the pitcher, with (2) walks on the bases and after the 4<sup>th</sup> "Ball" is called, coach will pitch to batter based on the remaining strike count.
  - c) The strike zone is that area over home plate, which is between the top of the batter's shoulders and the bottom of her knees, when the batter assumes her natural batting stance.
  - d) In a play where a batter is hit by a pitched ball by a defensive pitcher, the play will be called a deadball. Coach will come in to pitch remaining "Strike" count. A batter hit by a ball pitched by her coach will remain at bat and the pitch will be considered a ball.

- e) The pitcher shall pitch until the batter has hit safely, been put out, or until she has reached the count of ball four. At that time her coach or other team representative shall pitch the ball based on the strike count that was obtained prior to ball 4.
  - f) The coach must stand on the rubber when pitching to a batter.
7. Pitching (Second half of season, no "coach pitching")
- a) Pitching distance is 30 feet. Use of a 10" ball with soft core.
  - b) Balls and strikes will be called, walks will be allowed.
  - c) The strike zone is that area over home plate, which is between the top of the batter's shoulders and the bottom of her knees, when the batter assumes her natural batting stance.
  - d) A batter hit by a pitched ball will be awarded first base.
8. Umpires: Any abuse or intimidation of umpires by managers, coaches or parents will result in the ejection of the offending team's manager and his/her suspension of the next scheduled game.

**Section 9. Local Playing Rules – 10, 12 & 14 and Under Divisions (1hr – 15min., no new inning)**

1. Base lines: Base lines are 60 feet.
2. Inning length: Each inning will consist of three outs or maximum of four runs per inning.
3. Each team will field 9 players. All outfielders must be positioned on the outfield grass at the time of the pitch.
4. Base Running:
- a. For the 10, 12 and 14 and under divisions the runner may attempt to steal at the release of the pitch with the liability to be put out.
  - b. A runner can steal home. "Hot Plate"
  - c. Sliding is permitted if done in a sportsmanlike manner.
  - d. Drop third strike rule applies to 10, 12, and 14 & under divisions. Infield fly rule in affect.
5. Pitching:
- a) Pitching distance is 35 feet for 10 & under division, using an 11" ball.
  - b) Pitching distance is 40 feet for 12u, & 43 feet 14 & under divisions, using a 12" ball.
6. Umpires: Any abuse or intimidation of umpires by managers, coaches or parents will result in the ejection of the offending team's manager and his/her suspension of the next scheduled game.

### **Section 10: League Draft Procedures**

1. The draft will be conducted using a "Blind Draft" format.
2. Pitchers, catchers, and previous all-star team members will be evenly distributed between all teams, and will be presented before the draft.
3. Managers' & coach's daughter will automatically be on a team and even distribution of players will then be used. Each team will have at least one pitcher and one catcher as priority, then all-star players & experienced players will be distributed evenly, followed by remaining players.

### **Section 11: Managers, Coaches, Scorekeepers, and Umpires**

1. Application process: Completion of a Manager or Coach Application form does not guarantee that the applicant will be assigned a team. All Managers and Coaches positions are filled as vacancies occur and require Board approval. All Managers and Coaches must attend the Manager and Coaches' meeting scheduled by the Player Agent Representative prior to March 1st. Failure by either a Coach or Manager to attend this MANDATORY meeting can be grounds for rescission of Board approval of his/her position, unless notification is given and satisfactory just cause is demonstrated to the Player Agent Representative prior to the meeting.
2. Managers and Coaches: The Managers and Coaches of each team must be at least eighteen (18) years of age. The Manager must have knowledge of softball. The Manager has complete responsibility for her/his team. Coaches must have knowledge and ability in softball. At least one member of each team's staff, a Manager, Coach, or Team Parent, must be a woman. Team functions will not be permitted unless an adult woman is in attendance. This requirement also applies to all practices. Must have background check and volunteer form filled out.
3. Selection: The Board will review all Managers and Coaches for necessary qualifications, abilities, and knowledge. A Manager or Coach may be managing/coaching personnel for one additional team in a different Division only with a lack of volunteers and Board approval.
4. Scorekeepers: Each team will provide one (1) Scorekeeper for its games. The home team's Scorekeeper will act as the official Scorekeeper.
5. Umpires: All Divisions except 6u & 8u will have ASA-certified Umpires who are under the supervision of the Umpire-In-Chief.
6. Vacancies: When vacancies occur for Managers or Coaches, nominations shall be made to the President of the League who will present the applications to the Board for selection and approval.

### **Section 12: Managers and Coaches – Rules and Guidelines**

1. The Board of Directors shall appoint managers and Coaches annually. SPGS Board will pay for three (3) background checks per team which shall include the Manager, Coach, and Team Mom. Additional coaches, etc. will be responsible to pay for their own background checks.
2. No person will be appointed as a Manager or Coach who has been convicted of a felony against a child or violent crime.
3. Managers and Coaches shall be appointed on the basis of leadership, adaptability, and knowledge of the rules of play, their character, commitment, and cooperative nature.

4. Conduct of Managers and Coaches will be strictly enforced according to SPGS by-laws and coaching roster and names of such candidates shall be submitted.
5. Managers and Coaches are responsible for the actions of their team members on the field of play. Managers and Coaches are entrusted with furthering the physical, mental and emotional development of each player on their respective teams as per SPGS rules.
6. Managers and Coaches shall conduct all phases of training and play in accordance with the rules, regulations and policies of SPGS. Managers and Coaches shall further commit themselves to uphold all such rules, regulations and policies.
7. Managers and Coaches shall exercise leadership on the field of play and demonstrate respect for umpires and other officials. Adherence to the principles of fairness, courtesy and good sportsmanship as set forth.
8. Managers and Coaches shall pay particular attention to safety rules. Permit only safe and proper use of equipment and employ methods of play designed to avoid injury to any person.
9. The Board, if in the opinion of said majority, may discharge any Manager or Coach. The Manager and Coach's conduct is determined by the ideals, objectives and/or best interest of SPGS. This includes any action refusing to play an opponent or forfeiting games because of personal matters or dislike of a fellow SPGS coach/s. Only one warning will be given.

#### **10. COACHING ETHICS**

- a) Will not criticize players in front of spectators, but reserve constructive criticism for private or in the presence of the team
- b) Will accept decisions of official on the field as being fair and called to the best ability of the officials
- c) Will not criticize the officials, the opposing team, the coaches, or fans by word of mouth or gesture.
- d) Will emphasize that good athletes are good students, and are both physically and mentally alert.
- e) Will strive to make every SPGS activity serve as a training ground for life and a basis for good mental and physical health.
- f) Will emphasize that winning a game is the result of teamwork.
- g) Will not use abusive or profane language before anyone connected with the game.
- h) Will not pile it on as the phase is used when a team gets a commanding lead and desires to raise the score as high as it can be.
- i) Will not be on the playing or practice field under the influence of alcohol or drugs.
- j) Use of tobacco on the practice or playing field is prohibited this includes smokeless.
- k) Will set an example in personal conduct at all times.



### **Section 13: All-Star Teams – All Divisions**

1. A player, who elects to play in a division above (with board approval) during the regular season, will only be eligible to be considered for All Stars of the lower division, unless granted permission by the Board to be considered for All Stars in the upper division.
2. The All-Star Team Manager for each division will be chosen prior to selecting the All-Star teams. A coach that has attended the ASA clinic within the last two years can be voted in as an All-Star Manager.
3. The SPGS Board will select each division's All-Star manager by a majority vote following the established by-law procedures. Knowledge of the rules, sportsmanship leadership abilities as well as dedication and commitment to the games will be some of the points taken into consideration for selection as an All Star manager.
4. Managers may choose their own coaches (with board approval) to assist them. One member of the All-Star staff MUST be an adult woman. At least one adult female must be present at all team functions, including practices.

### **Section 14. All-Star Team Selection**

1. Managers will provide a list of nominated players from their team to their division coordinator at least 2 weeks prior to the All Star draft meeting for the purpose of observing players' abilities. Players not on these lists may also be considered.
2. Managers/Coaches are required to evaluate all players nominated for all-star in their division.
3. Managers should discuss with their coaches all players they feel should be considered for the All Star team.
4. All players chosen for each All-Star team must be committed to the team and must be available for all tournaments under extenuating circumstances the player may be excused from one tournament however District Attendance is mandatory.
5. All divisions may choose a maximum of 12 players.
6. Managers will submit a "Voted" ballot with up to 12 players listed. Players with the most votes will be placed on the team. The "All-Star" Manager may choose the last available player per their discretion.
7. In the event of any ties, the board will vote to break any ties.
8. A list of 3 alternates from the remaining nominated names will be selected and ranked by the manager. In the event a girl declines or is unable to participate on the All-Star team, a girl from this list will replace her. The replacement will be selected according to her rank.