



RULES AND REGULATIONS 2018

SECTION 1 —GENERAL RULES

- 1.1 These Rules and Regulations are reviewed and updated annually by the Rules Committee and approved by the VGS Board of Directors. ("Board") These Rules and Regulations can only be amended, omitted or changed by the Board prior to Opening Day. Any concerns regarding the rules needs to be submitted to the President in a formal written request two (2) weeks prior to Opening Day. Any violation of these rules and regulations shall be brought to the attention of the Board within seven (7) days, for consideration and action.
- 1.2 Insurance shall be obtained to cover VGS players. Players with physical/medical limitations must have parental (mother/father/legal guardian) and medical provider permission in writing to participate in the league's programs. VGS reserves the right to refuse player participation to any individual with physical/medical limitations. Public liability insurance shall also be obtained to cover VGS operations.
- 1.3 Upon registration, each player must provide acceptable documentation as to the player's age. Any and all documents provided to VGS shall be for official VGS use only. Players who do not provide the league with a copy of a certified birth certificate will not be eligible to participate in All-stars.
- 1.4 A registration fee is required for a child to participate in any VGS program. Financial aid is available by request to those players who may meet financial aid requirements and approved by the Executive Board.
- 1.5 All equipment (including balls) and unused uniforms issued to team officials or players must be returned to VGS upon request or at the end of the season whichever is sooner, including broken equipment. Any player or manager failing to return such items or failing to adequately make restitution to VGS may be suspended as a member of VGS. All Managers are required to provide the league with a check for \$100.00 as a deposit when equipment is issued.
- 1.6 There must be an adult female 18 years of age or older present at all practices, games or functions conducted by the team to ensure the welfare of the players and must remain with the players until an adult picks them up. A female adult must accompany players in the 8U and 10U divisions to the restrooms during practices and games and players in the 12U and 14U must use the buddy system or have an adult female present.
- 1.7 Players may not be left unattended after a practice or game. If a manager continually has a problem with parents not picking-up a player in a timely manner, the manager shall report the situation to the Director of Coaching or Player Agent. The recipient party of the complaint will report it to the Rules Committee and take the appropriate action with the offending parent.

- 1.8 Vista Girls Softball has adopted a “Tobacco Free” policy. There will be no use of any tobacco products allowed within the Buena Vista Park. Tobacco use will be allowed in the parking areas only if allowed by park rules. The consumption of alcoholic beverages, prescription drugs, and/or non-prescription drugs, which impairs ones mental or physical abilities, before and/or during practices or games or in the vicinity of the playing or practice fields or parking areas, is forbidden. The consumption of alcoholic beverages at any official team function is prohibited. Consumption of alcoholic beverages is prohibited by managers, coaches and team parents during tournament events from the beginning of the tournament day until after the players are dismissed at the end of the day (i.e. no drinking between games). Violation of this rule will result in ejection of the offender from the game site and possible suspension for the season.
- 1.9 Benching a player is permitted, except anytime during the end-of-the-year recreation tournament, without board approval, for their failure to meet team standards for making practices, unsportsmanlike conduct or other action by the player not in the best interest of the team or VGS. Any benching regarding failure to making practices or tardiness must be approved by the player agent, prior to the benching. All other benching must be reported to the Director of Coaching as soon as possible, but always within 24 hours of the benching. The game umpire and the official scorekeeper shall be notified of any players benched and the benching shall be noted in the scorebook. If a player feels they are being unfairly benched, they may lodge a complaint with the Player Agent. In the event of serious misconduct or repeated misconduct by a player, said player, with a parent, shall appear before the Rules Committee for possible disciplinary action.
- 1.10 Managers are responsible for the action of their players and spectators. Un-sportsmanlike conduct or abusive language or profanity will not be tolerated from managers, coaches, players or spectators. Continued abuse by any of the above-mentioned individuals toward a game official, the other team or spectators of the other team shall be grounds for the umpire to declare a forfeit against the offending team. The incident shall be reported to the Rules Committee by way of either the Director of Coaching or Player Agent.
- 1.11 Any person having knowledge of infractions of any rule, regulation or policy of VGS is responsible to report such infractions to the Rules Committee by way of either the Director of Coaching or Player Agent.
- 1.12 It is the policy of the Board that VGS will provide a safe environment for those participating in VGS programs. It is the responsibility of every member of the organization to ensure that the facilities used, equipment issued and conduct of the game is as safe as possible. Any individual who has knowledge of an unsafe condition has an obligation to report the situation immediately to officials at the game and to any member of the Board.
- 1.13 Any actions taken in the name of VGS or any of its teams must be approved in advance by the Board. Any money solicited or accepted by any member of the organization is money of VGS. No promises expressed or implied may be given to any donor or sponsor without Board approval. The Board must approve any fund-raising conducted by an individual team, rec or all-star, in advance.

SECTION 2 —MANAGERS AND COACHES

- 2.1 Each team shall roster one manager and one coach. Managers must be 21 years of age or older. Coaches must be at least 18 years or older. There will be an ASA mandated background check for all rostered managers and coaches as well as all adults who assist on the field or interact with the team members. As noted in section 1.6 this would apply to the designated “female” representative for each team as well as the “Team Parent.”
- 2.2 Once all managers have been approved, each will submit a roster of ALL adult volunteers to the Director of Coaching. Each team will list coach and team parent on their official team roster.
 - 2.2.1 Two adults from the roster MUST be Concussion Certified.
- 2.3 All business of the team on the field shall be handled by the manager at the start of the game. Any team player or member of background checked volunteer may act as a base coach or fill in as coach if necessary.
- 2.4 Managers and coaches are required to attend all training programs conducted by VGS unless approved by the board. All Managers of VGS (not to include T Ball managers) will be required to attend an annual ASA approved clinic each year. Date to be set by ASA. All Managers will receive date notification upon acceptance of an application.
- 2.5 If written team rules are provided to players by the manager, such rules must be submitted to the Director of Coaching for approval by the Board at least two weeks prior to Opening Day. Notification of disapproval will be provided within seven (7) days of submitting to the Board. Managers will be informed of this rule during the Manager’s Meeting as well as Director of Coaching’s. It will be the Director of Coaching’s responsibility to ensure that their Manager’s will/will not provide “written team rules” to allow for Board review.
- 2.6 It is the manager’s duty to report any of the following to the Director of Coaching or Player Agent: Poor attendance of a player, benching, apparent drops from the team, or misuse of player or players on any team so the Rules Committee may take appropriate action. Player drops must be reported within 24 hours of the manager notification.
- 2.7 Managers are to contact the Vice-President or Umpire in Chief concerning questions to league rules. Any other matters that a manager would like bring to the attention of the Board are to be reported to the Director of Coaching. The Director of Coaching will contact the President who will review the question or concern for possible placement on the Board’s agenda at the next regular board meeting.
- 2.8 Managers and coaches are to maintain professional conduct at all times per the signed Manager’s/Coach’s Code of Conduct. Charges of misconduct, submitted to the Player Agent, President or Director of Coaching, concerning a manager or coach shall be acted upon by the Board of Directors within seven (7) days and reviewed by the Rules Committee.
- 2.9 VGS MANAGER’S AND COACH’S CODE OF CONDUCT: The purpose of the Manager’s and Coach’s Code of Conduct is to establish a universal procedure by which all VGS managers and coaches will conduct themselves and to also provide the sequence by which managers and coaches will be disciplined for their violation of the Rules & Regulations or any other adopted procedure(s) established by VGS.
 - 2.9.1 Managers and coaches must adhere to the provisions of the VGS and ASA Rules & Regulations and any changes or amendments thereto.

2.9.2 Copies of the VGS Rules & Regulations, Player Draft Process, Player Assessment Process and Manager's and Coach's Selection Procedure will be distributed to all managers and coaches.

2.9.3 Manager's and Coaches are in support of the VGS Manager's and Coaches Code of Conduct which is based upon these principles:

- a. Sportsmanlike Conduct—demonstration of interest in sports, playing in a fair manner. Behaving appropriately when winning or losing.
- b. Building confidence and self-respect and team play by supporting the girls with positive reinforcement.
- c. Reinforcing game play and learning new skill sets by teaching the game of softball.
- d. Supporting their girls in a positive manner with positive verbal feedback.

Any manager or coach who violates any of the following shall be deemed to be in violation of the Manager's and Coach's Code of Conduct.

2.9.4 The sequence of action which will be taken by VGS for violation of the provisions of the Manager's and Coach's Code of Conduct are:

- a. COMPLAINT - Complaints lodged against a manager or coach must be submitted in writing to the Director of Coaching and must be signed by the person filing the complaint.
- b. INVESTIGATION - An investigation of the allegations contained in the complaint will be conducted by the Director of Coaching.
- c. PRESENTATION OF FINDINGS - Upon completion of the investigation, the Director of Coaching will present the findings to the Executive Board.
- d. EXECUTIVE BOARD DECISION FOR A HEARING – After the presentation of the investigational findings the Executive Board will consider calling an emergency Board meeting for the purpose of hearing the complaint.
- e. LETTER TO THE INDIVIDUAL (NOTICE OF HEARING) – If a Hearing is called, a letter (notice of the hearing) will be delivered to the individual about whom the complaint was filed.

f. HEARING

In all cases, affected managers or coaches shall have the option of attending the hearing for the purpose of reviewing the findings of fact. The person filing the complaint will also be invited to attend the hearing. Witnesses shall also have the option of attending the hearing for the purpose of providing supplemental information and facts pertaining to the complaint.

g. BOARD ACTION

At the hearing, the Board may take the following action.

- 1) Issue an official Letter of Reprimand, which shall contain the document and section(s) thereof which are alleged to have been violated. The Letter of Reprimand shall remain on file with VGS for a period of twelve (12) months commencing on the date of the hearing.
 - 2) In the event of a reoccurring or new offense, any manager or coach who is found to be in violation of any of the governing documents of VGS, shall be suspended for a period of twelve (12) months from any teams or league volunteer position including: manager, coach, assistant coach, Board Member or team parent. The suspension period shall commence on the date of the hearing.
 - 3) In the event of a third offense, any manager or coach who is found to be in violation of any of the governing documents of VGS shall be banned permanently from any involvement in any capacity with VGS.
- 2.10 The manager shall complete an accident form for any injuries and submit the completed form to Player Agent within 24 hours of the injury.
- 2.11 Parents of a player in 8U through 14U age divisions, have the right to block one (1) manager by signing the VGS Block Form and including a written letter explaining the reason for wanting the block. VGS Block Forms must be submitted at least one day prior to Draft Day. A player block form will be void if they 1) do not participate in assessment-and/or 2) do not include the letter, then, the player will be placed in the blind draft. Blocks will be accepted at the time of registration. Parents of players must have a valid reason by way of a personal experience to block a manager. If an individual receives five (5) or more blocks the Board may consider not approving that individual to be the manager of a team.

SECTION 3 —TEAM MEMBERS

- 3.1 All players are to be in uniform for all games. Failure to be in uniform may result in removal from the game. Uniform will consist of Black softball pants, jersey and socks. League issued caps or visors (if provided) are optional. Only non metal softball cleats may be worn during games. Due to cold weather, a player may wear baseball/softball sleeves or UnderArmour under the league issued jersey. The sleeves must be the same color as the jersey or black. Players or teams may purchase sweatshirts to wear over the jersey. They must be the same color as the league issued jersey. If the color cannot be found, the sweatshirts may be black in color and must have the matching name and number on them. All players' sleeves or sweatshirts must be alike in color. For safety, sweatshirts may not be hooded. Hooded sweatshirts may not be worn in a game.
- 3.2 Any player who misses three (3) consecutive practices or games without a reasonable excuse may be dropped from the team roster upon approval by the Rules Committee. Family, school and church events are reasonable excuses if prior notification is given. Illness shall also be considered a reasonable excuse. Parental verification of illness shall be accepted.

- 3.3 No player shall be permitted to participate in any games without a signed parent code of conduct, a signed liability release, and without having paid the required registration fees.
- 3.4 In the event that VGS does not obtain enough qualified volunteers to adequately Manage/Supervise a VGS team, that team shall be disbanded and the players placed on another team or a refund given. A weighted draft will be used to place all players.
- 3.5 Team members are to maintain appropriate conduct toward all participating members and to uphold good sportsmanship at all times.

SECTION 4 —DIVISIONS

- 4.1 Depending on registration, VGS will offer the following divisions of play:

Plastic Bat –league age 3-5

T-Ball— league ages 4, 5 & 6

Spirit division-league ages 5-22

8 and Under— league ages 6, 7 & 8 (“8U”)

10 and Under— league ages 9 & 10 (“10U”)

12 and Under— league ages 11 &12 (“12U”)

14 and Under— league ages 13 & 14 (“14U”)

League ages are determined by the player’s age as of December 31st, 2017.

- 4.2 Players shall remain in their appropriate division/league age for all programs sponsored by VGS (Recreation and Tournament/Championship). Exceptions shall be governed by sections 4.2.1, 4.2.2 and 4.2.3 as follows:

4.2.1 Playing Up. If, upon specific parent or guardian request, a player desires to play up or in a division older than her appropriate age division, the following rules shall apply:

- a. The player must be within one year of moving up to that older division;
- b. The player must participate in tryouts for BOTH the older division the player would like to play AND her appropriate age division; (This rule supersedes Rule 5.2.2)
- c. The player must be chosen by a team in the older division no later than the team’s 6th (SIXTH) selection, based on space available. (Rule 5.3.4 will apply).
- d. If, before opening day, the Manager of the older division team which originally drafted the player who requested to play up, alerts the Director of Coaching that, FOR SAFETY REASONS, the player should not play in the older division, then the player shall be placed on a team as deemed appropriate by the Rules Committee.

4.2.2 Playing Down. A player shall only play in a division younger than her appropriate age, on a case by case basis, considering the safety of that player and the players in the younger division. This decision shall be made by the Rules Committee. A player who plays down will not be eligible to play All-Stars per ASA rules.

SECTION 5 —TEAM DRAFT

- 5.1 T-Ball and Plastic Bat teams shall be assembled according to school, residence and parental request.
- 5.2 Player Assessments
- 5.2.1** Players will be assigned an assessment number at registration. All players must show up for scheduled assessments. Proposed Managers daughters are not exempt.
- 5.2.2** Approximately three (3) weeks prior to the scheduled start of league play, the league will conduct an assessment for all players. Player assessment will be conducted for the 8U, 10U, 12U and 14U divisions. All registered players must participate in the player assessments.
- 5.2.3** At minimum, the Executive Board, Director of Coaching, UIC and Field Director should be present during Assessment Day. However, all members are strongly encouraged to attend.
- 5.2.4** Within seven (7) days following the assessments, the Player Agent shall conduct a team draft. All Managers and Director of Coaching are required to attend the draft for their respective age division. Assistant managers and coaches will not be allowed to attend.
- 5.2.5** VGS approved Managers will be permitted to participate in the player draft process. All VGS League Manager Applications must be submitted to the Director of Coaching and approved in advance by the Board prior to the player draft process. Board members (other than the President and Player Agent) may not attend a draft in which they have a child being drafted.
- 5.2.6** Players shall be selected according to the Player Draft Process found in Section 5.3.
- 5.3 Player Draft Process
- 5.3.1** The Player Agent of VGS will assign each player a Player Code. The Player Agent from league records shall determine Player Codes. Player Codes can be changed at the board's discretion.

G1	GOLD All-star	1 st year in division
G2	GOLD All-star	2 nd year in division
G3	GOLD All-star	3 rd year in division
S1	SILVER All-star	1 st year in division
S2	SILVER All-star	2 nd year in division
S3	SILVER All-star	3 rd year in division
P1	Player	1 st year in division
P2	Player	2 nd year in division
P3	Player	3 rd year in division

Notes: **"All-Star"** means a girl that was selected to a **VGS** All-Star team for the previous season. **"Player"** means a girl that was **not** selected to a VGS All-Star team in the past season. Players who are returning to VGS after a 1 (one) season or more break, shall be assigned a Player Code based on their status before leaving the league. Ex. - A 10U GOLD all-star leaves VGS for a season and when they return, they move into the 12U division. They would be assigned a player code of G1-GOLD All-Star, 1st year in Division, based on their GOLD all-star status when they left VGS;

5.3.2 ASSIGNED PLAYERS

Each team may have players assigned to that team. These players are not placed in the draft. These assigned players must be a manager's daughter (See section 5.3.4 for chart of assignments). Players associated with coaches, sponsors, team mothers, etc. may not be assigned. Managers without a daughter may not have a player assigned. Players who are assigned to teams are also categorized by the chart above.

5.3.3 ORDER OF SELECTION:

All managers draw a number. The draft proceeds in the order drawn until each manager, eligible for a selection in that round, has selected a player. At that point, the order is reversed for the second round. Reversing the order continues then for each subsequent round until all players who participated in tryouts are drafted.

5.3.4 DRAFT; ROUNDS 1 THRU 5:

The selections of each team in the first five rounds are based on the categories of players that have been assigned to the team. Before the draft starts, the category of each player that is assigned to a team is determined. The categories of assigned players then determines which round (or rounds) each team is not permitted a selection. The rounds that each team can then select a player is determined by the chart below ("X" indicates the round that the team is not permitted a selection).

Player Code	ROUND				
	1	2	3	4	5
G3 or G2	X				
G1 or S2		X			
S1 or P3			X		
P2				X	
P1					X

Player Code Sibling 1	Player Code Sibling 2	ROUND				
		1	2	3	4	5
G3 or G2	G3 or G2	X	X			
G3 or G2	G1 or S2	X	X			
G3 or G2	S1 or P3	X		X		
G3 or G2	P2	X			X	
G3 or G2	P1	X				X
G1 or S2	G1 or S2	X		X		
G1 or S2	S1 or P3		X	X		
G1 or S2	P2		X		X	
G1 or S2	P1		X			X
S1 or P3	S1 or P3		X		X	
S1 or P3	P2			X	X	
S1 or P3	P1			X		X
P2	P2			X	X	
P2	P1				X	X
P1	P1				X	X

5.3.5 **EQUALIZING NUMBERS:**

After the fifth round, and in every other subsequent odd-numbered round, the total number of players that have been assigned to each team is determined. This includes daughters of Managers. The average number of players per team is then calculated. Any team that is equal to or less than the average gets a pick in the next even-numbered round. Note: Any team that has more than the average number of players does not get a pick in the next round.

5.3.6 **TIME LIMIT BETWEEN PICKS:**

The time limit between picks shall be 1 minute for rounds 1 through 5 and 2 minutes for all rounds after the fifth round. There will be a 15 second warning to indicate your time is about to expire. If time expires without a pick being made that team will be assigned the first available player on the draft sheet for that rounds pick.

5.3.7 **BLIND DRAFT:**

5.3.8 **All players who do not participate in the Player Assessment**, May be placed in the blind draft. In an effort to balance teams, managers, prior to the start of the draft in each division will place players who did not participate in the assessment into the draft or blind draft. **POST-DRAFT SIGNUPS:**

Player registrations for all divisions will be taken up through Opening Day (excluding 14U who do not make a High School Team). The VGS board will determine the registration cutoff date for this division. Players will be assigned to teams utilizing a “weighted draft”. As an example, if five teams in a division have one less player than the other teams in that division, they will be eligible to receive a post draft sign-up. The next team that would have selected in the regular draft will have five chances to receive the new player, the next team four chances and so on. The Manager’s name(s) (with the appropriate number of chances) will be put in a hat, and the Manager’s name that is selected will receive the new player.

When weighted draft is done; the Managers of that division need to be present.

5.3.9 If sisters are playing in the same age division, once a sister is selected, the Manager must select the other sister no later than the third round after the first sister was selected.

5.3.10 There will be a fifteen-minute trading period at the end of the player draft. All trades must be reported to and approved by the Player Agent before leaving the draft room. All trades must be for equal number of players. (i.e. no two for one trades)

5.3.11 General Information—

- a. The Player Agent reserves the right to deny the placement of any player on a team where that Manager or coach has been “blocked” by a parent or legal guardian.
- b. The Player Agent together with the appropriate Director of Coaching reserve the right to deny the placement of any player on a team when in their discretion, the spirit and intent of VGS would be in jeopardy.

- c. The Board reserves the right to review all team rosters prior to distribution to any Manager.
 - d. The Player Agent will compile a team roster of players assigned to each Manager. Said roster will contain the name and phone number of each team participant assigned to that Manager.
 - e. All team rosters are the property of VGS.
- 5.4 The league will make every effort to equalize the number of players on each team to a maximum of twelve (12) players. After the Manager selection process is complete and the league has determined the number of teams each division will have, (based on the number of approved managers), the league will set the maximum number of players per division based on a twelve (12) player maximum per team (i.e. 4 teams; 48 player max; 5 maximum number of players per division will be placed on the wait list. The board will make every effort to place wait listed players on a team as follows:
- Another Manager is approved thus increasing the number of teams in 'said' division or,
 - The board and Managers agree to exceed the twelve (12) player maximum.

Wait listed players will be placed in the blind draft under the rules of section 5.3.8.

SECTION 6 — PLAYING RULES

- 6.1 Unless otherwise accepted herein, all games of VGS shall comply with the current editions of the "ASA Guide and Playing Rules" and "Southern California ASA Rules and Regulations".
- 6.2 Only background checked volunteers are permitted on the field. It is the manager's responsibility to oversee who his/her volunteers.
- 6.3 No coaching is permitted from behind the backstop.
- 6.4 Teams are limited to a maximum of four (4) practices. Practices are any interaction between a team official and a player (except parent/child) for the purpose of providing education, instruction, or skills development or scheduled games during any one week. During the season-ending tournament, teams are limited to a maximum of three (3) practices during any one week or five (5) practices total, across 2 weeks. The week starts on Monday and ends on Sunday. Managers may only practice on the field they have been assigned. If a practice field is changed, it must be approved by the Vice President who is in charge of field scheduling.
- 6.5 **Both** teams are responsible for preparing the field, putting away bases and any other equipment, performing a safety inspection and insuring that the field and surrounding area is left clean. The home team is responsible for the official score book. It is the Manager's responsibility to insure that players and/or parents remain after the game to clean the area of the field of play.
- 6.6 Shirts must be tucked in. Visors or softball caps, if worn, must be worn with the bill facing forward. Plastic visors are not allowed. Loose hair must be pulled back in a band or ribbon. (No metal barrettes).
- 6.7 No jewelry of any kind shall be worn by any player during an official game, except medical alerts, which must be taped to the player's body.

- 6.8 Girls must remain in the dugout at all times during an official game, unless they are using the restroom, at bat, on base, on deck, playing defense, or coaching a base.
- 6.9 Sliding should be taught and encouraged provided field conditions are safe for sliding. A runner can be called out for not sliding to avoid a collision during a close play at second base, third base or home plate. The use of sliding shorts and/or sliders to prevent injury are optional.
- 6.10 An “official” game may begin and continue with a minimum of eight (8) players. Teams starting with nine (9) players may continue a game with eight (8) as per ASA rules.
- 6.11 All girls shall play a minimum of 2 defensive innings in every game. Every manager shall make the effort to have equal rotation of all players as substitutes. During league games, managers shall bat their entire team roster. (Bat around.) This rule applies throughout the season including the last round of games and the season-ending tournament. If a player arrives anytime within the first **15** minutes of the start of the game, her name shall be added to the bottom of the batting order. The Manager or Rostered Coach must notify the official Scorekeeper upon the player’s arrival. If the player arrives after the first **15** minutes of the game, she is not eligible to play in that game.
- 6.12 If a team Manager will be short players before the start of the game, in order to avoid a forfeit, the team may borrow players from another team within the same division. The Manager of the opposing team must be notified before the start of the game. Players may only be borrowed during the regular season.
- 6.13 The League schedule designates the home team. A regulation game consists of seven innings, or at the time at the end of the allotted time described here, except in the case of a 12U or 14U tie. A new inning is considered to have begun immediately after the third out is made in the preceding inning. Four complete innings (or three and one half innings if the home team is leading) or the allotted time has expired (1hour 30 min 10U,12U, 14U and 1 hour 20 min 8U) shall constitute a complete legal game. In the event the game is called by the umpire due to inclement weather, the game will be rescheduled and resume at the point recorded in the official scorebook, and with the time remaining on the clock when the game was called.
- 6.14 If a pitcher hits 3 batters in one inning or a total of 4 batters in a game, the pitcher must be removed from the pitching position immediately and not return to the pitching position for the remainder of the game.
- 6.15 If the manager, coach, and/or parent is ejected from or disciplined as a result of an action during a game, 1) he/she must leave the premises immediately 2) the manager and offending individual will have to appear before the board of directors and at a minimum the manager and offending individual will be suspended for one game, 3) further disciplinary action may be instituted at the board of directors discretion.
- 6.16 The **last name and first initial** & **jersey number** of each player must be included in the official score book/card **for both teams**. The team keeping the official score book/card must keep **accurate account of all the pitchers outs and pitching changes**. It shall be the responsibility of both managers to verify the pitchers outs and pitching changes. **Both managers and the umpire must sign the Official Score book/card** after the completion of the game. Failure to do so shall result in the forfeiture of a game, subject to the action of the Rules Committee.

The manager's name **and the sponsor's name** plus the date and game time must be indicated at the appropriate location in the score book for both teams.

The game is not official until the Home team's manager completes and returns the score book/card to the Board room along with the game balls.

- 6.17 Beginning with the umpires meeting with the Managers prior to the game, the umpire(s) are in control of the game until its completion. Once the game has started, Board Members cannot and will not overturn a decision made by the umpire(s). Playability of the fields will be discussed by the umpire(s) and Managers prior to the game. The final decision of field playability shall be made by the umpire(s). Game time is taken off the Home Plate Umpires watch, not the Official Scorekeepers watch.

Definitions:

- Practice - any interaction between a team official and a player (except parent/child) for the purpose of providing education, instruction or skills development..... 1
- Rostered Coach - manager, assistant manager, coach 2
- Team Official - manager, assistant manager, coach and a team parent 1

SECTION 7 -T-Ball Rules

- 7.1 T-Ball teams will be made up of to 10 players. There are no requirements for the number of players needed to start a game.
- 7.2 The Board shall make every effort to equalize the number of players.
- 7.3 No new inning after one (1) hour and (20) minutes.
- 7.4 10" RIF (reduced injury factor) ball will be used.
- 7.5 All players will bat once each inning. The last batter of each inning shall be announced. Managers will rotate the line-up order throughout the season.
- 7.6 All Players play defensively in the field every inning. It is mandatory that players are rotated through all of the positions throughout the season.
- 7.7 During play, there can be three (3) offensive coaches (outside the base paths) and three (3) defensive coaches (inside the base paths).
- 7.8 Balls hit from the Tee must travel outside the 4 ft. circle to be fair.
- 7.9 Runners may only advance on a hit ball. The play is dead once the ball is in the pitcher's circle. All runners may advance home when the last batter puts the ball in play.
- 7.10 Sliding is permitted.
- 7.11 A player who is put out on the base paths may return to the dugout or remain on the base. This is at the coach's discretion.
- 7.12 After the third week of play, coaches may begin pitching to those players who are ready to hit a pitched ball. After three missed pitches the Tee should be returned to keep up the pace of the game.
- 7.13 Coach pitching will be mandatory during the last two (2) weeks of the season.
- 7.14 In the last week of the T-Ball season, T-Ball Managers will nominate players to make up 2 exhibition teams. These teams will play 1 exhibition game before the start of closing ceremonies.
- 7.15 There will be NO:
 - ❖ Bunting
 - ❖ Stealing
 - ❖ Leadoffs
 - ❖ Infield Fly Rule
 - ❖ Courtesy Runners
 - ❖ Protests

SECTION 8 —8U RULES

The ASA Official Rules of Softball will be followed with these exceptions and modifications:

8.1 Game Information:

- 8.1.1** No New Inning after (1) Hour (20) Minutes.
- 8.1.2** The Championship and/or “If” game of the tournament shall be 5 innings.
- 8.1.3** Game time is forfeit time.
- 8.1.4** Four (4) run limit per inning. In the Championship Game, last inning will be an Open Inning. No run limit.

8.2 General Rules:

- 8.2.1** The “run-ahead” rule shall not be in effect.
- 8.2.2** Pitching distance is 30 feet.
- 8.2.3** Base paths are 55 or 60 feet.
- 8.2.4** 10” RIF (reduced injury factor) ball will be used.
- 8.2.5** No “Courtesy Runner” for catchers or pitchers.
- 8.2.6** Runner may advance only one base on an overthrow during a live ball.

8.3 Pitching Limits:

- 8.3.1** Coach pitching will be allowed only during the first four (4) weeks of scheduled play.
 - 8.3.1.1** During the first 4 weeks of the season, if a pitcher throws four (4) balls to a batter, the batters coach will come to the mound and pitch to the batter.
 - 8.3.1.2** The batter will retain her strike count and continue her at bat.
 - 8.3.1.3** The batter will receive **NO MORE THAN THREE (3) COACH PITCHES** excluding any foul balls.
- 8.3.2** A player can appear and pitch in no more than two (2) innings or record no more than Six (6) outs in any one game. The four-run rule constitutes three outs or a complete inning. In the event two pitchers are used to complete an inning, the pitcher who started the inning will be charged with 3 outs.
- 8.3.3** Any violation of this rule will constitute forfeiture of the game in which the number of innings was exceeded. Additionally the Manager of the team in violation will be suspended for one game.

8.4 ASA rules emphasized:

- 8.4.1** Runners may steal 2nd or 3rd base when the ball leaves the pitcher’s hand. A runner may not steal home on a pitch at any time.
- 8.4.2** A play at a base during a steal, an attempted pick-off, or an overthrow to the pitcher does not release the runner from third base unless the ball goes out of play.
- 8.4.3** Runners on first and second base may steal only one (1) base per pitch.

- 8.4.4** No dropped-third strike. The batter is out on a third strike at all times, whether it is caught or dropped.
- 8.4.5** No “Infield Fly” rules will be used. Meaning, with less than two outs and runners on 1st & 2nd or with bases loaded, a pop fly that could be easily caught by an infielder does not result in an automatic out on the batter if the ball is not caught.

8.5 Line Up Cards, Substitutions and Field Positions

- 8.5.1** A team must bat with at least 9 players in the line up to avoid the “short-handed” rule penalty.
- 8.5.2** A team may start with 8 players but when another player arrives, they must be inserted into the line up in the ninth batting position. If a 10th player arrives, they must be inserted in the 10th spot in the line up. Subsequent arrivals must be listed in order of arrival up to the maximum number of 16 players on the line up card.

8.6 Bat-Around Format will be used:

- 8.6.1** The DP/FLEX rule will not be in effect.
- 8.6.2** A team may have between 8 and 16 batters and no more than 10 fielders.
- 8.6.3** All batters must bat and run for themselves unless injured. If a batter or runner becomes injured and cannot complete their turn at bat or time on the bases, a courtesy player will be allowed to finish the at bat or time as a runner for that half inning only. When all play has stopped, the team member who was last out will be the courtesy player. Any batter or base runner that must use a courtesy player a second time due to injury will be removed from the game for safety reasons. When the player who has left the game due to injury and misses the next at bat, an out will be declared for that one time only. An inning or a game can end with an automatic out.
- 8.6.4** A player may be used as a courtesy player only once per inning.

8.7 When a team is on Offense:

- 8.7.1** The batter is out on the 3rd strike dropped by the catcher; however, the ball remains live and runners on 1st and 2nd base may advance at their own risk. Runner on 3rd may not advance home.
- 8.7.2** Runners on 1st and 2nd may steal only one (1) base per pitch.
- The ball is live and in play.
 - Runners may not leave the base until the ball has left the pitcher's hand. The umpire will declare “no pitch” and an out when a runner leaves too soon. If more than one runner leaves early the umpire must determine which runner left too soon first and only that runner will be called out.
 - A runner in sole possession of an illegally stolen base shall be returned to the correct base without liability to be put out when all other play has stopped. A runner standing on an illegal base cannot be tagged out. A runner not standing on a base can be tagged out.

- d. Overthrows by the catcher to the pitcher or to the bases do not result in additional bases by the runners. After all play has stopped, if a runner(s) have advanced beyond the one base to which they are entitled, the umpire will call “time” and return runners back to the proper base(s).
- e. A runner cannot steal home, even on a play to another base or an overthrow to the pitcher. Once the runner has touched home plate and after all other play has stopped, the umpire will call time and return the runner back to 3rd base. Note: the runner may be tagged out while off the base.

8.7.3 The infield fly rule is not in effect at any time.

8.8 When a Team is on Defense:

8.8.1 No more than 10 players will be allowed to play defense at one time.

8.8.2 No more than 6 players including the pitcher can be positioned in front of the base line.

8.8.3 Outfielders and the 10th player must remain behind the base line until the ball is hit, or a play is made on a runner (as a result of a batted ball).

8.8.4 No player except the pitcher shall start in a defensive position closer than 25 feet to home plate, measured from the front side of the plate anywhere between the 3rd baseline and the 1st baseline.

8.8.5 An unlimited number of “free” substitutions are allowed at anytime, during a dead ball situation, while on defense.

SECTION 9 —10U RULES

The ASA Official Rules of Softball will be followed but for these exceptions and modifications:

9.1 Game Information and General Rules

9.1.1 No team may score more than 5 runs in an inning.

9.1.2 11” RIF (reduced injury factor) ball will be used.

9.1.3 The pitching distance is 35’.

9.1.4 Base distance is 60’.

9.1.5 No new inning will begin after 1 hour 30 minutes and that inning will be completed in its entirety (if the home team is ahead in the last inning, they will not bat and the game is completed).

9.1.5.1 The Championship and/or “If” game of the end of season Rec Tournament shall be 7 Innings with the last inning being an “OPEN” inning (no run limit). If at the end of 7 innings we will go into an International tie breaker until winner is achieved.

9.2 No Pitcher shall pitch in more than (3) innings in any one game for the first six weeks of the season. After week six, no pitcher shall pitch more than four (4) innings in any one game. A player throwing a pitch during any part of an inning constitutes an inning pitched.

9.2.1 This rule does not apply during the end of the season Rec Tournament
Any violation of this rule will constitute forfeiture of the game in which the number of innings was exceeded. Additionally, the manager of the team in violation will be suspended for one game.

- 9.3 Infield fly rule is in effect. Judgment is made by umpire.
- 9.4 The runner is allowed to steal more than one base per pitch.
- 9.5 On a walk, the batter/runner may advance to 2nd base at her own risk.
- 9.6 Dropped third strike is in effect. This rule applies when first base is unoccupied with less than two outs or at any time when there are two outs.
- 9.7 Home plate is considered hot. This means the runner on third can advance to home on a passed ball either to the pitcher or catcher. The runner can also advance to home if the pitcher is not within the pitcher's circle with the ball.

SECTION 10 —12U RULES/14U RULES

The ASA Official Rules of Softball will be followed. If teams are participating in Interleague play additional or alternate rules may apply.

- 10.1 No team may score more than 6 runs in an inning.
- 10.2 No new inning will begin after 1 hour 30 minutes and that inning will be completed in its entirety (if the home team is ahead in the last inning, they will not bat and the game is completed). If the declared last inning begins with a tie score, the International Tiebreaker rule will be in effect. In all instances when the game ends in a tie the International Tiebreaker will be in effect for 1 inning. If after one inning of an International Tiebreaker when time has expired, the game will be recorded as a tie. Each team will get half a win and half a loss. End of Season Tournament Championship game is 7 innings, with the last inning being an "OPEN" Inning (no run limit).
- 10.3 A 12" ball will be used.
- 10.4 Base distance is 60'.
- 10.5 The pitching distance is 40'.
- 10.6 Infield fly rule is in effect. Judgment is made by umpire.
- 10.7 The runner is allowed to steal more than one base per pitch.
- 10.8 On a walk, the batter/runner may advance to 2nd base at her own risk.
- 10.9 Dropped third strike is in effect. This rule applies when first base is unoccupied with less than two outs or at any time when there are two outs.
- 10.10 Home plate is considered hot. This means the runner on third can advance to home on a passed ball either to the pitcher or catcher. The runner can also advance to home if the pitcher is not within the pitcher's circle with the ball.

SECTION 11 —ALL STAR TEAMS

- 11.1 8U, 10U, 12U, and 14U divisions will be represented with two teams maximum during the All-Star Tournament Season. The board may elect to create additional teams if applicable. Each division will consist of a “GOLD-All-Star” and a “SILVER-All-Star” team (Players and Managers permitting). Note: For all intent and purpose GOLD is equivalent to GOLD specified tournament teams and SILVER is equivalent to SILVER specified tournament teams; however, the GOLD Team(s) will be the District Representative(s).
- 11.2 GOLD All-Star Team
- 11.2.1** The GOLD Team will be the primary All-Star team representing VGS in tournament play. The entire team will consist of the top players selected by the team representatives from each division. The GOLD Team will play all tournaments according to ASA Championship Rules.
- 11.2.2** Managers, Coaches and Players selected on the GOLD Team must meet the requirements and commit to the obligations outlined on the Managers or Players Requirements and Agreement Application. It is expected that the Managers, Coaches and Players participate in ALL team practices and games.
- 11.3 SILVER Team
- 11.3.1** The SILVER Team will be the secondary tournament team representing VGS in tournament play. The entire team will consist of the players selected by the team representatives from each division. The purpose of the SILVER team is to provide a post-season player development experience in a competitive environment. The SILVER Team will play according to ASA Championship Rules.
- 11.3.2** Managers, Coaches and Players selected on the SILVER Team must meet the requirements and commit to the obligations outlined on the Manager or Player Requirements and Agreement Application. It is expected that the Managers, Coaches and Players participate in ALL team practices and games.
- 11.4 All-Star Team Player
- 11.4.1** Players playing on the GOLD or SILVER team must commit to the obligations outlined on the “Player’s Requirements and Agreement Application”. Players may not participate in a team practice until the agreement application is turned in to the Manager.
- 11.5 Player Selection
- 11.5.1** All interested players must try out for the age division they are interested in playing for. Tryouts will be held before the Rec-Tournament.
- 11.5.2** Managers, Assistant Managers, and a Board selected Committee are responsible for evaluating the players the specified Tryout date.
- 11.5.3** All-Star voting will take place after the conclusion of the Playoff Tournament’s Championship Games. Must be on/after May 1st.

- 11.5.4** All-Stars will be chosen by multiple rounds of voting by the rostered managers in that division. In each round only those players who receive at least 51% of the votes cast in that round will be placed on the team. In the first round, each ballot must contain (12) twelve names for GOLD and (12) twelve names for SILVER. In each succeeding round, each ballot must contain the number of names required to fill out the roster with (12) players for GOLD and (12) twelve players for SILVER. Any ballots with more or less, than the required number of names for any round will not be counted. Voting will continue until (12) players for GOLD and (12) twelve players for SILVER have been placed on the team. Players voted or placed on the team must have been previously listed on the Tryout List. In case of a deadlock, (i.e., no players are added to the team in a round); half of the names will be removed from consideration (i.e., that half of the players who received fewest votes). Each player chosen for an All-Star team will be honored as such, whether or not she plays. At the conclusion of the GOLD All-Star draft the GOLD manager will be announced. At the managers election he/she may choose up to 2 wild card picks from the remaining eligible players, to be added to the GOLD roster for a total roster of 14 NO MORE. At the conclusion of the wild card picks, the draft for the SILVER All-Star team will begin. At the conclusion of the draft, the SILVER All-Star manager will be announced and he/she may choose up to 2 wild card picks from the remaining eligible players for a total roster of 14 NO MORE.
- 11.5.4.1 The board reserves the right to vote if the interest of Vista Girls Softball is not being observed.
- 11.5.5** The GOLD team is selected first. There will be no player movement from the GOLD team to the SILVER team. Managers will vote for 12 players.
- 11.5.6** After the GOLD team has been selected, the manager will be announced and the two additional player selections will commence. Afterwards, the next 12 players will be selected to the SILVER Team.
- 11.6 If a GOLD team is notified that a selected player will not participate on the team, the GOLD Manager will be allowed to pick up any player from the SILVER team.
- 11.7 If a SILVER team is notified that a selected player will not participate on the team, the SILVER Manager will be allowed to pick up any player from the Tryout List.
- 11.8 All-Star Team Manager and Coaching Staff
- 11.8.1** Managers and Coaches interested in managing and/or coaching an All-Star team must have been a Manager, Assistant Manager or Coach during the regular season for the division of interest.
- 11.8.2** Each person interested in managing one of the All-Star teams must express interest by completing the "Manager Requirements and Agreement Application" prior to the All-Star draft. All Star Managers must have attended ASA Clinic at the beginning of the season. All Star Managers must be ACE Certified. They must have attended the ASA Coaches Clinic at the beginning of the season as required (see section 2.4). If there is an All-Star team without a Manager, the Board may approve a Manager or coach from a different division to manage that team.

- 11.8.3** Applications must be turned in to the All Star Director no later than the announced date.
 - 11.8.4** Managers or coaches expressing interest in managing the GOLD or SILVER All-Star team will be interviewed by the board to evaluate their previous tournament managing or coaching experience. The board must approve all potential All-Star Managers applications.
 - 11.8.5** After the conclusion of the board interviews for each division, the board members will vote for their selection of All-Star manager. The board vote shall be the final vote for the All Star Managers.
- 11.9 All star teams will not practice or play until May 1st or later per ASA Rules.
- 11.10 All league sponsored fundraisers will be done on an individual basis. All team sponsored fundraisers must be approved by VGS and can be done either individually or as a team, however, the manager decides.
- 11.10.1** At the conclusion of the All Star Season, the All Star Manager is responsible to settle the financial accounting of the team's expenses and fundraising with the league President and Treasurer. This is to be completed no more than 7 days after the conclusion of the last tournament.
- 11.11 Once a team has completed tournament play as defined by ASA, it is considered disbanded. A Manager may put together a post season team with league approval to participate in additional tournaments, at the team's own expense. This team may be comprised of members from either all-star team in that division.
- 11.12 SELECT TEAMS
- 11.12.1** SELECT teams may be formed based on ASA requisites if Vista Girls Softball chooses to participate
 - 11.12.2** The Board will vote to approve the formation of any SELECT status team and their manager.
 - 11.12.3** The Manager, along with the President, Player Agent and Coaching Director will form the team based on the ASA guidelines and must meet all deadlines for team and player eligibility.
 - 11.12.4** Players accepting to participate on a SELECT Team Must agree with the guidelines and commitment requirements from both ASA and Vista Girls Softball (see VGS Select team guidelines for more information).

These rules and regulations were approved on by a vote of the Board of Directors.

Version Approval Date	Done by
12.6.2017	Anna Gonzales, VGS Secretary