



SAN PERDRO GIRLS SOFTBALL ASSOCIATION OPERATING RULES

ARTICLE I ~ FINANCES

The Treasurer shall present the operating budget and submit the budget to the Board for approval after the final player registration but prior to the start of the Spring Season as the budget will vary based on the number of currently registered players. The operating budget shall be updated prior to the start of the Fall Season.

The league will be operated on a budgetary basis as provided by the Treasurer and approved by the Executive Board. The executive board shall approve an annual budget. Once a budget is approved, Treasurer is authorized to pay items contained in the budget up to the budgeted amount without prior approval for each expenditure. If funds are needed in-excess of the budgeted amount, prior approval by the board is required.

Any items not included in the budget, such as new construction or additional services, are required to have a minimum of 3 bids and must be prior approved by the board.

Section 1

The Treasurer shall deposit all league funds in to a bank designated by the Board within 72 hours of receipt including but not limited to registration fees, snack bar fees, fundraising fees, and any Tournament fees. Failure to make timely deposits may be grounds for removal by the executive board. Any/and all funds received shall be counted, reconciled and signed for by both the Treasurer and provider of the funds.

Record of the funds received and signatures are to be maintained by the Treasurer.

Section 2

All bills for normal operation shall be paid by league checks signed by two authorized officers (signers).

Section 3

The League Treasurer shall be required to be bonded for the protection of the organization funds and assets with costs being offset by the League.

Section 4

The fiscal year of this organization shall extend from July 1st to June 30th.

Section 5

Any funds placed in specific savings accounts may only be withdrawn from said account when approved by a 2/3rd's vote of a quorum at a board meeting or by the Executive Board.

Section 6 Reports

Treasurer shall present Profit and Loss, Balance Sheet, Payable and Receivable, Bank Statement Reconciliation and updated budget showing funds spend and remaining funds available for each budget category at each and every Board Meeting (except emergency Board Meetings) to each Board Member present. Treasurer shall present a separate Profit & Loss for the snack bar only to the snack bar coordinator at least once per month during each season. Treasurer shall provide a separate fundraising report to the fundraising coordinator at least once per month during each season.

Section 7

Treasurer shall be responsible for providing monthly Profit and Loss and Balance Sheet by the 10th of each month to Naval Personnel as required by License agreement.

Section 8

Treasurer shall pay regular monthly bills in a timely manner to be received prior to the due date to avoid incurring late charge penalties. Failure to pay the league obligations in a timely manner may be grounds for removal by the executive board.

Section 9

Treasurer shall prepare and distribute umpire fees in accordance with the prepared schedule at least 3 days in advance of the scheduled home games. Treasurer shall make necessary arrangement to distribute umpire fees to league coaches for all away games at least 3 days in advance.

ARTICLE II ~ ETHICS AND CODE OF CONDUCT

San Pedro Girls Softball Association (SPGSA) seeks to ensure that all activities are fair, positive and enjoyable experiences for all children and adults involved. The goal at all times is to ensure that its members maintain the highest standard of sportsmanship and ethical behavior. SPGSA will not discriminate against any person on basis of race, creed, color, national origin, marital status, gender, sexual orientation or disability.

All SPGSA Players, Managers, Coaches, Parents, and Spectators shall abstain from the following activities:

- a. Foul, obscene or profane language
- b. Indecent gestures
- c. Fighting
- d. Umpire abuse of any type
- e. Substance abuse (including alcohol)
- f. Bringing animals/pets to any practice/game (even on a leash/lap/cage)
- g. Smoking in non-designated areas
- h. Object throwing in anger
- i. Showing disrespect or arguing with Managers/Coaches

- j. Arguing with or harassment of opposing team's players, Managers/Coaches or parents/spectators
- k. The possession or consumption of alcohol on the premises. The Executive Board has the right to search any ice chest for alcohol with reasonable suspicion. Person(s) in possession will be removed from the property.

Section 1 - Players

All players shall be courteous to SPGSA volunteers and listen to their Manager/Coach and follow the team guidelines. All players will be on time to practices/games and come prepared with their equipment, appropriate beverages and attire (jacket/sweats if necessary). Players who regularly miss practices or games may be subject to minimum playing time as specified in the league game rules.

Section 2 - Parents/Spectators

All parents/spectators will help in picking up litter after practices/games. No entry into the LAPD Pistol Range (upper levels) parking lot is allowed including u-turn, parking, or driving. All parents/spectators will applaud good plays by both teams. All parents and spectators shall accept the Managers/Coaches decision concerning their child's playing position and the amount of time their child will play in any game or tournament. If there is a concern, parents/spectators will discuss this directly with him/or at an appropriate time prior to or following a practice or game. Parents are not to enter the player dugout during a game except in the event of injury to their daughter. Complaints need to be made in writing within a timely manner.

Section 3 - Procedure to Address Violations

All incidents shall be reported to the respective Division Commissioner or Player Agent. After investigation and review by the President, Vice President, Player Agent, respective Division Commissioner and UIC (if applicable), the below sanctions will be imposed.

1. First Offense: Suspension from attending one (1) designated game.
2. Second Offense or Major Offense as determined by the Board: Person(s) must meet with the Board prior to being allowed to return to any League function (i.e., games, practices, etc).
3. If a person is ejected from a game by an umpire, he/she must immediately leave the property for the remainder of the game and will be suspended from the next scheduled game.
4. If a person is ejected from a game by an umpire twice in a season, the Board may elect to refuse future participation in SPGSA.

Section 4 - Managers/Coaches

Managers and Senior Coaches must be eighteen (18) years or older. A female twenty- one (21) years or older must be present at all functions (i.e., practices, games, team parties, etc.). All Managers/Coaches will complete and submit a Volunteer Application by the designated due date. Once approved by the board, managers and coaches will need to complete a background check, SafeSport Certification, and concussion certification (to be completed annually as permitted by USA Softball). If deemed a conflict of interest based on division, no travel ball or high school coach can be a coach for SPGSA.

A) **Commitment to the Players:**

1. Managers/Coaches shall put the welfare of their athletes above all else while maintaining professional relationships with them.
2. Managers/Coaches shall encourage the athlete to exhibit positive sportsmanship at all times.
3. Managers/Coaches will familiarize themselves with the USA Softball and SPGSA rule books and will comply with all rules.
4. Managers/Coaches need to understand that they are role models for their young players.
5. The Managers/Coaches' commitment to the player and the player's commitment to the Manager/Coach is an equal partnership.
6. All team personnel are mandated to be registered with USA Softball and complete a background check, SafeSport Certification and concussion certification prior to being allowed to interact with the players in any way.

B) **Disciplinary Procedures**

The Manager is responsible for the behavior of the individual members of his/her team. At the discretion of the manager, the following disciplinary measure may be taken to ensure that the objectives of SPGSA are met:

1. **Benching a Player**

Prior to a player being benched, the Manager must notify the Player Agent of the reason(s) why the player is being benched and shall be reviewed by the Player Agent. A player being benched must be reported to the President by the Player Agent. The player may be held out (benched) for a period of one

(1) game for any of the following reasons:

- a. Missing two (2) consecutive practice sessions **without notifying** and being excused by the manager.
- b. Missing one (1) spring season game **without notifying** and being excused by the manager.
- c. Consistently refusing to follow directions (i.e. continual tardiness for practices or games, poor sportsmanship, attitude, or failure to be properly uniformed, etc.). Both the umpire and the official scorekeeper are to be notified prior to the start of the game of any benched player. Said player must appear in uniform throughout the game and be listed in the line-up as benched.

- d. Any player involved in a fight during practice or games will be suspended for seven (7) days following the incident.

A player's continued poor attendance to practices or games could result in further board action.

c) Commitment to the Organization

4. Managers/Coaches shall behave in such a way that they shall bring credit to the organization and to themselves.
5. Managers/Coaches need to have and show professional behavior.
6. Managers/Coaches shall act in full accordance with USA Softball and SPGSA rules.
7. SPGSA is not responsible for field access above and beyond what is provided. Managers/Coaches are responsible for any field and/or batting cage rentals above and beyond what is provided by the league. Extra field and/or batting cage rentals are on a voluntary basis for players/parents.

D) During Practice

1. Treat everyone fairly within the context of the activity, regardless of gender, ethnic background, color, sexual orientation, religion, political belief or economic status.
2. Direct comments at the performance, rather than the person.
3. Provide a safe playing situation for the players by ensuring that the requested (or required) activity is suitable for the age, experience, ability and fitness level of the players and by educating players about responsibilities in contributing to a safe environment.
4. Review and practice the basic first-aid principles needed to treat player injuries.
5. Do your best to organize practices that are instructional, fun and challenging for all players.
6. Be knowledgeable in the rules of the game and teach these rules to the players.

E) During the Game

1. Lead by example in demonstrating fair play and sportsmanship to all players.
2. Place the emotional and physical wellbeing of the players ahead of a personal desire to win.
3. Refrain from public criticism of fellow Managers/Coaches.
4. Exchange friendly greetings with opposing Managers/Coaches prior to the start of each game and immediately upon its conclusion.
5. Accept responsibility for the sportsmanship and conduct of your players and their parents. Hold a meeting in the preseason to explain and discuss your expectations.
6. Abstain from/discourage the use of alcohol, drugs and tobacco in conjunction with the sport.

7. Refrain from the use of profane, insulting, harassing or otherwise offensive language while coaching.
8. Disciplining or embarrassing player(s)/team during or after a game is unacceptable (i.e. making players run, do push-ups, or other physical punishment after losing a game).

F) With Umpires

1. Demonstrate respect and support for all umpires, and encourage your players, parents/spectators to do the same.
2. Recognize that at some levels of play, umpires are sometimes young and inexperienced, requiring even more of your patience and support.
3. Treat umpires in a courteous manner at all times and ensure that you and your players thank the umpire after the game.
4. During a game, coaches need to address any issues directly with the umpire, rather than yelling from the sidelines or dugout.
5. Address all comments and concerns about league umpires in writing to the League Umpire in Chief. Present your comments/concerns in a calm, objective and rational manner.

G) Off the Field

1. Take advantage of any opportunities to develop and enhance your coaching ability and skills.
2. Attend and fully participate in league/division meetings and activities involving Managers/Coaches, including USA Softball Coaches Training.
3. Communicate clearly and consistently with players, player parents, team staff members, and league representatives.
4. Inform Player Agent of any misuse of a player or any player dropping from a team.

H) Procedures for Manager/Coach Violation

If a parent files a written complaint to SPGSA, it must be made in a timely manner. All incidents shall be reported to the respective Division Commissioner and Player Agent. After investigation and review by the President, Vice President, Player Agent, respective Division Commissioner and UIC (if applicable), the below sanctions will be imposed.

1. First Offense: Suspension from attending one (1) designated game.
2. Second Offense or Major Offense as determined by the Board: Manager/Coach must meet with the Board prior to being allowed to return to any League function (i.e., games, practices, etc).
3. If a Manager/Coach is ejected from a game by an umpire, he/she must immediately leave the property for the remainder of the game and will be suspended from the next scheduled game.

4. If a Manager/Coach is ejected from a game by an umpire twice in a season, he/she will be removed from the team for the remainder of the season.

ARTICLE III ~ REGISTRATION

1. If possible, registrations will commence at least two months prior to opening day.
2. The parent or guardian will fill out a registration form online.
3. A schedule of dates for evaluations, Opening Day Ceremonies and Closing Day Ceremonies will be given out at registration.
4. If more players register than can be carried by the number of available teams, they shall be assigned to a waiting list and be assigned to a team if a vacancy occurs. Any registrants who sign up late will be placed on the waiting list. Fees will be reimbursed for those on the waiting list that did not make it onto a team.

Section 1 – Ages

- A) 4U Division: Ages 3 ½ - 4 years old must be toilet trained
- B) 6U Division: Ages 5 and 6 years old
- C) 8U Division: Ages 8 years old and under
- D) 10U Division: Ages 10 years old and under
- E) 12U Division: Ages 12 years old and under
- F) 14U Division: Ages 14 years old and under

NOTE: All ages are as of August 31, each year, per USA Softball guidelines.

Girls may play up in a division with the approval of the Board of Directors. The criteria for such judgment shall include the number of players in each division, safety and ability. Players choosing to play up will need to evaluate in both their current age division and the division they are choosing to play in.

Section 2 - Refunds

There will be a 100% refund of registration fees paid if the player withdraws after evaluations and prior to the team draft. If the player withdraws after teams are drafted, there will be no refunds. Any exceptions will require board approval.

Section 3 - Special Requests

Any request to be placed on a certain team, with a certain manager/coach, or with another player must be in writing to the player agent. Any request not to be on a certain team, or not to be with a certain manager/coach, or with a certain player must also be in writing to the player agent. If there is a written request made it will be in effect through the All Star season. If there is a conflict then the parent/player making the request will have to decline being on the All Star team.

ARTICLE III ~ SKILL ASSESSMENT “EVALUATIONS”

The Player Agent and Vice President shall be responsible for and oversee the entire Skill Assessment process.

Players will be assessed by:

- Managers/coaches of given division
- Two board members
- Two outside evaluators
- Two parents of the league, if necessary

Skill assessments will be on a Saturday and/or Sunday with a **make-up** on a weeknight of the following week if deemed necessary by the executive board.

Any player that doesn't skill assess will be placed in a pool and will be chosen by a blind draw.

Rating pitchers: Pitchers will be rated by division Managers, VP, and Player Agent. These are the guidelines for the rating of pitchers

1. Players intent to pitch as indicated on the player registration form
2. Number of years of pitching experience as indicated on the player registration form.
3. Prior knowledge of pitcher's skills (important when player is new to SPGSA if information is available)
4. Results from the skill assessment day.

Failure to indicate pitching experience on registration form could result in disciplinary action.

ARTICLE IV ~ DRAFT PROCEDURE

Blind Draft Procedure

Player Selection for 14U, 12U, 10U, and 8U Divisions

After Manager selection, a Placement Committee composed of the President, Vice President(s), and Player Agent will be formed for each of the four divisions. The Placement Committee will meet on their respective "draft nights" to conduct the blind draft of girls to SPGSA teams according to the guidelines expressed in this section. Team Managers are expected to attend draft night.

Prior to draft night, the Placement Committee, and with the discretionary assistance of other Executive Board members, will rank all pitchers and catchers in each division in numerical order (e.g. 1-12). While the primary ranking will be based upon the Player Evaluations, the Placement Committee should consider player past performance when determining the final ranking order. If the President and Player Agent determine that a change in ranking order is justified, they will notify the other members of the Placement Committee, identify the player(s), and provide an explanation in support of the change. Any change in

rank from that indicated by the Player Evaluations must be by unanimous consent of the Placement Committee.

- The Placement Committee will distribute the players as evenly as possible to the specified number of teams (e.g. even distribution of pitchers, catchers, returning All Stars, and first and second year players within the division, etc.) This will be accomplished using a blind draft and snaking system. During this blind draft, the cards representing the daughters of managers and coaches will be identified.
- Only daughters of managers and coaches will be considered Secured Players. If necessary, Secured Players will be traded to their parent's team for a comparably rated player.
- Sisters who are non-Secured Players will presumptively be put on the same team, with the lower-rated sister being traded to the higher-rated sister's team for a comparably rated player. The trade occurs before the drawing of Managers and team numbers by the Player Agent.
- The Placement Committee shall decide where to place each late registrant or wait-listed player. If the Placement Committee cannot decide on the placement of a player to a particular team, the President will make the decision.
- In order to ensure fair, balanced teams, requests that a player be assigned to a particular team or with a particular person will not be granted, absent extraordinary and compelling circumstances. Transportation concerns and friendship are not extraordinary or compelling circumstances. Any request to be placed on a certain team, with a certain manager/coach, or with another player must be in writing explaining the compelling reason to the _____ player agent. Any request made will be in effect through the All Star season. If there is a conflict then the parent/player making the request will have to decline being on the All Star team.
- At the end of the draft, and not until all players have been picked the managers/coaches will have ½ hour to make any trades upon Board approval. Each team will be allotted a maximum of two trades. Trades will continue in draft order, allowing for one trade per round. If issues arise, board members will make final decision.
- At the end of the ½ hour, all teams will be finalized. There will be absolutely no trades after leaving the room.

- Manager/Coaches will then be given their packets which include each player's registration information.
- Managers may only bring new players into the league through the normal SPGSA registration procedures.

Player Selection for 4U and 6U Divisions

- a. The Placement Committee or designated Board Member will assign 4U and 6U players to teams.
- b. Requests that 4U and 6U players be assigned to particular teams, or with other particular players will be honored to the extent possible.

Non-Blind Draft Procedure

- Each manager will pick a number from a hat. This number will be their team number and draft position number.
- Player Agent, President, and Vice-President with the discretionary assistance of other Executive Board members, will then ask who has #1, #2, etc. and put that person's name in the appropriate spot on the board.
- Player Agent and President will then place the manager and coaches daughters in the position that they evaluated (i.e. #1, #2, #7). **If they are a returning All Star to the same division, they will be ranked accordingly to their evaluation.** Please note the Executive Board does have the right to overrule the staff decision on the position of the manager and coach's daughter(s).
- Once all "secured" players have been placed, it will be determined if each team has at least one secured pitcher and catcher. Those who do not will have the opportunity to select a pitcher and/or catcher will be given priority selection for the remaining pitchers and catchers still left in the draft.
- Once each team has secured a pitcher, the picking of the players by manager/coach will begin with the #1 team and continue to the last team. The next round will begin with the #2 team and continue to the last team. The following round will begin with the #3 team and continue to the last team. Once the last team has the first pick of the round, it will return to team #1 to have the first pick of the following round. (i.e. Round 1: Team 1, Team 2, Team 3, Team 4; Round 2: Team 2, Team 3, Team 4, Team 1; Round 3: Team 3, Team 4, Team 1, Team 2; Round 4: Team 4, Team 1, Team 2, Team 3; Round 5: Team 1, Team 2, Team 3, Team 4...)

- At the end of the draft, and not until all players have been picked the managers/coaches will have ½ hour to make any trades upon Board approval. Each team will be allotted a maximum of two trades. Trades will continue in draft order, allowing for one trade per round. If issues arise, board members will make final decision.
- At the end of the ½ hour, all teams will be finalized. There will be absolutely no trades after leaving the room.
- Manager/Coaches will then be given their packets which include each player's registration information.

ARTICLE V ~ ALL STAR POLICY

Section 1 – All-Star Process

All-Star Policy Committee – This committee along with the Player Agent, shall oversee the entire All-Star selection process. The All-Star Policy Committee shall be composed of 2 Executive Board Members, 2 Auxiliary Board members and 3 non-board members. The All-Star Policy Committee will vote for the All-Star Manager after April 24th.

Interested Managers and Head Coaches must submit their name at the nomination meeting. If no manager from his or her respective division is interested in managing, it may become available to any registered Coach within the respective division provided the All-Star Policy Committee approves. The All-Star manager will be announced immediately after the All-Star draft of that division.

Section 2 - All Star Team Qualifications

1. There will be a total of 12 players and 3 alternates for each All-Star team.
2. Each player considered for the All-Star team must be a rostered player within SPGSA.
3. Each player considered for the All-Star team must have participated in at least 75% of their team's games, unless injured but still present at team events, as medically cleared by physician.
4. Each player may be considered for the All-Star team within their own age bracket, regardless of their current rostered division. Any Player who has participated in travel ball after March 1 (or the day before Opening Day, whichever occurs first) of the current year is not eligible for any San Pedro Girls Softball Association All Star team. (Participation is defined as a player or team taking part in a tryout, practice, practice game, scheduled game, friendly or tournament with any travel team, USA or non-USA).

Section 3 - Nomination Process

1. Each division will hold separate nomination and selection meetings.
2. Each Manager may nominate 12 players from all teams including their own team.
3. The All-Star Nominations will be performed by Managers and one (1) coach from each team in that division. The Managers and coaches will evaluate All-Stars

- from their respective division only. Must be a registered Manager and registered Coach.
4. All nominees should be available to play the All-Star Season until the end of Championship play (district tournament). All Stars will be required to sign a commitment letter through July 17 of the current year.
 5. All-Stars breaking commitment once the All-Star team has been formed may be removed from the team upon request of the manager BUT only with Board approval. All Stars that have been removed for cause may not be eligible for All- Stars the next season. The SPGSA Board will review the circumstances why the All-Star player was removed the previous year and will make the final determination whether the player will be allowed to be nominated the following year.

Section 4 - Voting Procedures

A) The process of voting will be chaired by the Player Agent or VP and All-Star Policy Committee and tallied by the All-Star Policy Committee for all voting sheets.

The process will be as follows:

1. Each team (manager and coach combined) constitutes 1 vote.
2. Each manager will submit a ballot of his or her twelve choices for the All-Star team.
3. In the first round the top twelve players on the ballot receiving majority votes, will be an All Star.
4. If all 12 players are not selected in the first round, there will be additional rounds until the roster is complete, including 3 alternates.
5. If an alternate is brought up to the All-Star team to replace a player removed or injured, she will be considered an active member for all remaining tournaments entered.
6. If sufficient all stars are not voted to the team in the first round, all subsequent round votes will be diminished by the number of all stars voted to the team in previous rounds. I.e.: 12 original choices and 5 make the first round, and 7 in the second round.
7. A USA registered female chaperone will be selected by the coaching staff once the Allstar team is selected.

B) A manager will select his/her staff from their respective division unless unable to obtain coaches. There will be a maximum of one manager and two coaches per division. Manager must get board approval to go outside their division. All Star managers and coaches must have obtained ACE Certification. Separate ACE Certification card must be presented to officials at tournaments upon request. The All- Star Committee shall approve all managers, coaches and team mother.

C) All-Star league uniform will be jacket, shirt, visor and socks. Parents are responsible for an All Star fee. All uniform items will be purchased through the league.

D) All-Star players may play only on the All-Star team to which they were selected. Exception: pick up players (See USA Softball Yellow book) with board approval.

E) The board will pay a maximum of two warm-up tournaments and the USA qualifier (district tournament). Players must be available through July. Teams qualifying beyond the USA qualifier will be discussed at a Special Board meeting and appropriate and necessary action taken.

F) All-Star teams in all divisions shall be chosen within 15 days of the earliest date allowed under USA rules, (See USA Yellow Book)

G) "Silver" Teams

1. "Silver" (Tournament) teams: A "Silver" team may be formed in any division provided there is sufficient talent. The coaching staff shall take the team through the full tournament schedule. A majority of the division's managers along with the All-Star Committee must approve the formation of the "Silver" team. In this vote, the Player Agent may be a tiebreaker. Final approval will be the All-Star Committee. If this team is formed, it will be subject to all of the rules that regulate All-Stars and will receive the full support of the league.

2. The "Silver" (Tournament) team will be chosen immediately following the "Gold" (All-Star) team selection. The same rules established for the selection of the Gold Team will be applied to the Silver Tournament Team selection process, including the Manager selection

ARTICLE VI ~ PLAYING RULES

All players **MUST** wear face masks on helmets in **ALL** divisions; chin straps are optional under USA Softball Rules.

For the safety of the players, SPGSA highly recommends that players wear face masks while on defense, especially infielders and pitchers.

6 & UNDER (MINI) DIVISION

Section 1. Purpose

- a. The 6 & Under (Mini) Division is hereby established as a developmental division of the League.
- b. The purpose of this division is to introduce participants six (6) years of age and under to the fundamentals of softball in a safe, instructional, and recreational environment.
- c. Instruction, skill development, confidence building, and sportsmanship shall be emphasized over competition.
- d. No scores, standings, or championships shall be recorded or recognized in this division.

Section 2. Game Format and Time Limits

- a. A regulation game shall consist of three (3) innings or one (1) hour and fifteen (15) in duration, whichever occurs first.
- b. A drop-dead time of one (1) hour and fifteen (15) minutes shall apply to all games.

Section 3. Teams, Equipment, and Field Configuration

- a. Each team shall consist of a minimum of ten (10) rostered players. For each game a minimum of six (6) players must be present. Players can be positioned at manager's discretion.
- b. All games shall be played using a ten-inch (10") Reduced Impact Flight (RIF) softball.
- c. Base path length can be 45ft to 60ft depending on field availability. 45ft base path is better suited for this age group when applicable.
- d. The pitching distance shall be twenty-seven (27) feet.
- e. The League reserves the right to modify field dimensions as necessary to accommodate available facilities.
- f. A 10 foot line shall be chalked from baseline to baseline for Section 7 Rule a. The starting point will be measured from the point of home plate.

Section 4. Batting Regulations

4.1 Batting Order

- a. All rostered players present at the game shall be included in the batting order.
- b. The batting order shall remain continuous and may not be altered during the course of the game.
- c. Offensive substitutions are not permitted.

4.2 Tee and Coach Pitch Progression

- a. During Round One (1) of the season, all at-bats shall be conducted exclusively from a batting tee.
 - 1. After Round One, coach pitch shall be implemented at the manager's discretion.
 - 2. When coach pitch is in use, rule 4.2.b must be followed.
- b. Coach pitch shall be implemented under the following conditions:
 - 1. The offensive coach shall pitch to their own team.
 - a. The coach must have one foot on the pitching rubber, and the defensive pitcher will have one foot in the circle.
 - 2. Each batter shall be permitted up to three (3) pitched balls.
 - 3. If the pitch is hit foul, an additional pitch shall be granted.
 - 4. If the batter fails to hit a fair ball, the at-bat shall be completed using the batting tee.
 - 5. Any batted ball that strikes the pitching coach shall be declared dead immediately and the batter shall re-do the last pitch and all base runners must return to the previous base.
 - 6. The pitching coach shall not obstruct the defensive player positioned as pitcher.
 - 7. No runners may advance on a foul ball.

Section 5. Outs and Inning Termination

- a. All defensive players must remain in their positions until the last base runner has reached home plate.
- b. During Rounds One (1) through Two (2) of the season:
 - 1. Outs shall not be officially recorded.
 - 2. Defensive players shall attempt to record outs solely for instructional purposes.
 - 3. All batters listed in the lineup shall complete their at-bat each inning.
- c. Beginning in Round Three (3) of the season:
 - 1. Outs shall be honored, but not officially recorded. The player must return to the dugout if called out.
 - 2. All batters listed in the lineup shall complete their at-bat each inning.

3. Any runner recorded as out shall be removed from the bases.

Section 6. Base Running Regulations

6.1 Round 1

- a. Base runners shall maintain contact with their base until the ball is struck.
- b. Advancement shall be limited to one (1) base per batted ball.
- c. Rounding bases, lead-offs and stolen base attempts are prohibited.
- e. The final batter of the inning may advance through first base to conclude the inning.

6.2 Round Two (2)

- a. Base runners shall maintain contact with their base until the ball is struck.
- b. Base runners may begin learning to round bases.
- c. Advancement shall be limited to one (1) base per batted ball.
- d. Stolen base and lead offs attempts are prohibited.

6.3 Round Three (3)

- a. Base runners shall maintain contact with their base until the ball is struck.
- b. Runners may advance past first base on a hit, at their own risk until the ball is declared dead/stopped/in or near pitcher's circle.
- c. Stolen base and lead offs attempts are prohibited.

Section 7. Ball in Play and Dead Ball

- a. A batted ball must travel a minimum distance of ten (10) feet and remain fair to be considered in play otherwise it will be considered a foul ball.
- b. In all rounds after the first, the ball shall be declared dead when:
 1. When the ball is returned to the pitching circle.
 2. A thrown ball exits the field of play.
 3. Any other dead-ball condition defined by USA Softball rules occurs.
- c. When the ball is declared dead, no runner may advance.

Section 8. Infield and Outfield Advancement

- a. A batted ball that passes beyond the baseline shall be deemed an outfield hit.
- b. A batted ball that remains in front of the baseline shall be deemed an infield hit. .
- d. On infield hits:
 1. Runners may advance only one (1) base in rounds 1 and 2.
 2. Overthrows shall not permit additional advancement.

Section 9. Defensive Alignment

- a. 10 players shall participate defensively each inning only.
- b. Defensive positioning prior to the pitch shall be as follows:
 1. Catcher:
 - . Shall wear full protective equipment at all times.
 - . Positioning shall progress by round as follows:
 - i. Round One (1) and (2)): Near home plate for observation; light tagging permitted; no chasing or running players back to 3rd.
 - ii. Round Three (3): Near the backstop for receiving pitches. At manager's

discretion, in proper stance closer to the batter; no chasing or running players back to 3rd.

2. Pitcher:

- One foot shall be in contact with the mound when tee in use, one foot in pitching circle during coach pitch.

3. Infielders:

- Four (4) infielders shall be positioned even with or in front of the baseline.

4. Outfielders:

- Four (4) outfielders shall be positioned on the grass beyond the baseline.

c. All defensive players shall remain in position until the final runner reaches home plate.

Section 10. Coaches on the Field

- All coaches on the field must be background checked and SafeSport certified.
- A maximum of three (3) defensive coaches may be present in the outfield (on grass) during live play.
- Outfield defensive coaches shall remain in the outfield and may not enter the infield during live play.
- One (1) defensive infield coach may verbally instruct the catcher but shall not physically move any player. They shall stand at the backstop only.
- Offensive coaches shall be positioned at first base, third base, and home plate when batting off the tee.
- Offensive Pitcher Coach must leave the field of play once the ball is put in play.
- Coaches are prohibited from touching players during live play.

Section 11. Sportsmanship and Conduct

- The Mini Division is instructional in nature.
- All participants, coaches, parents, and spectators shall conduct themselves in a manner consistent with the principles of sportsmanship, respect, and positive encouragement.
- The League reserves the right to discipline any individual whose conduct is inconsistent with these principles.

8 & UNDER DIVISION

- An official game shall be 6 innings or 1 hour & 15 minutes, whichever occurs first. No new inning after 1 hour 15 minutes. Drop dead at 1 hour 30 minutes. In the event of a tie, "The International Tiebreaker" will be used until a winner is determined or time expires. Ties are permitted in league play, each team will receive $\frac{1}{2}$ a point for a tie.
- Pitchers Eligibility is nine (9) outs per game. A pitcher can be taken out of the game & re-enter the game once during an official game. Pitchers that have used up their daily outs are allowed an additional 3 outs per game for international tie breaker only.
- All players **must** bat in the batting order [round robin]. Free substitution on defense only [there shall be no free substitution on offense].
 - Players arriving late, prior to the 2nd inning will be placed at the bottom of the batting order.
 - After the 2nd inning the late player cannot enter the game.

- c. If the manager advised the scorekeeper & umpire prior to the game that a player needs to leave early, no penalty will be imposed. However, if notice is not given, an out is recorded the next time that player comes to bat. In case of injury preventing player from continuing, no penalty out is recorded in that spot.
4. The game ball will be a 10" USA R.I.F safety ball.
 5. Distance between bases: 60'
 6. Pitching distance: 30'
 7. A minimum of eight [8] player may start & end a game. No penalizing for a ninth batter.
 8. No dropped 3rd strike. No infield fly rule.
 9. Closed home plate. No stealing home even if a play is made on the runner.
 10. No runner may score on an overthrow from the catcher to the pitcher or on a pick off overthrow to any base. No runner may score from 3rd on a pass ball or wild pitch.
 11. All four [4] outfielders must be on the outfield grass when the pitch is released.
 12. All players who sit out any part of a defensive inning, shall play defense for the entire next inning. Therefore, no player will sit out more than one [1] consecutive inning.
 - a. For the first half of the season, no player shall sit out two innings in a row and no player should play only outfield two innings in a row, as possible regardless if she sits out an inning. Every effort at this level should be made to get every girl infield playing time.
 13. Each team is limited to four [4] runs per inning for the first three [3] innings. The remaining inning is an open inning w/ no run limit. Mercy Rule- 10 after 4.
 14. There are **NO** walks during the first half of the season. After ball four the offensive coach comes out to pitch. The coach will be allowed to pitch to the batter the number of pitches left between the current strike count and three. Each pitch counts as a strike unless it is put into play. With less than two strikes a foul tip or foul ball not caught also counts as a strike. When the coach is pitching, the batter continues to bat until the ball is put into play or they strike out. *THE COACH MUST MAKE EVERY EFFORT TO PITCH THE BALL IN A SIMILAR MANNER AS THE PLAYER PITCHER. SAME APPROXIMATE ARCH AND SPEED, WITH ONE FOOT ON THE MOUND.* The coach will assume the count. Each pitch will count as a strike.
 - a. Pitcher must only have one foot in circle during coach pitch.
 - b. No bunting or stealing during coach pitch.
 - c. If the coach interferes with the batted ball, it is a dead ball. Replay the pitch. All runners return to base held at the time of the interference.
 - d. During coach pitch, the batter-runner may advance without limitation while the ball remains live and in play. The batter-runner may attempt to advance to any base at her own risk until the ball becomes dead.
 15. **COACH PITCH ENDS AFTER THE MID-SEASON POINT:** This date will be established once the schedule is complete and posted. If player pitching is not sufficient, all 8U managers and board members can meet to discuss and vote to continue coach pitching through season.
 16. Hit by pitch: Coach will finish the count. A walk will not be awarded.
 17. Stealing Bases: runners may steal when the ball leaves the pitcher's hand. Base runners may not advance past the base they are attempting to steal. Any runner leaving the base early will be called out for an illegal steal [no warnings will be given]
 18. If an overthrow occurs during a defensive play, the runner(s) may continue to advance and attempt to take additional bases, provided the ball remains in bounds and live.

10 & UNDER DIVISION

1. An official game shall be 6 innings or 1 hour & 30 minutes drop dead, whichever occurs first. No new inning after 1 hour & 20 minutes. In the event of a tie, "The International Tiebreaker" will be used until a winner is determined or time expires. Ties are permitted in league play, each team will receive ½ a point for a tie.
2. Pitchers Eligibility is [18] outs per week. A week is Monday thru Sunday. Pitchers that exceed their outs per week will be ineligible to pitch in their next game. Starting & relief pitchers can be taken out of the game & re-enter the game once during a game. Pitchers that have used up their weekly outs are allowed an additional 6 outs per game for International tie breakers only.
3. All players **must** bat in the batting order [round robin].
Free substitution on defense only, except pitchers [there shall be no free substitution on offense].
 - a. Players arriving late, prior to the 2nd inning will be placed at the bottom of the batting order. After the 2nd inning the late player cannot enter the game.
 - b. If the manager advised the scorekeeper & umpire prior to the game that a player needs to leave early, no penalty will be imposed. However, if notice is not given, an out is recorded the next time that player comes to bat. In case of injury preventing player from continuing, no penalty out is recorded in that spot.
4. The game ball will be a 11" USA R.I.F safety ball.
5. Distance between bases: 60'
Pitching distance: 35'
6. A minimum of eight [8] player may start & end a game. No penalizing for a ninth batter.
7. Batters may attempt to run to first base on a dropped 3rd strike.
8. Infield fly rule is in effect entire season
9. All three [3] outfielders must be on the outfield grass when the pitch is released.
10. All players who sit out any part of a defensive inning, shall play defense for the entire next inning. Therefore, no player will sit out more than one [1] consecutive inning.
 - a. For the first half of the season, no player should play only outfield two innings in a row, as possible regardless if she sits out an inning. Every effort at this level should be made to get every girl infield playing time.
11. Each team is limited to five [5] runs per inning for the first three [3] innings. The remaining innings are open inning w/ no run limit. Mercy Rule- 10 after 4.
12. Runners may steal when the ball leaves the pitcher's hand. Any runner leaving the base early will be called out for an illegal steal [no warnings will be given]
13. Responsibilities of the batter-runner after touching first base and while the pitcher has control of the ball within the eight-foot radius of the pitcher's plate (this includes a base on balls or a dropped third strike) are as follows:
 - a. Batter-runner who rounds first base towards second base may stop once, but then must immediately non-stop return to first base or attempt to advance non-stop to second base.
 - b. Once a runner stops at a base for any reason, the runner will be declared out if leaving the base.

12/14 & UNDER DIVISION

1. An official game shall be 7 innings or one (1) hour and forty (40) minutes, whichever occurs first. A new inning will not start after 1 hour and 30 minutes. A minimum of four (4) will constitute an official game. Two (2) hour drop dead rule will also be in effect. In the event of a tie, the International Tie Breaker will be used until a winner is determined or time expires. Once time was expired and the score remains tied, each team will receive $\frac{1}{2}$ win and $\frac{1}{2}$ losses.
2. In the 12U Division, eligibility for pitchers is seven (7) inning (21 outs) per week. The week is Monday through Sunday. There will be no pitching restrictions for the 14U Division. Divisional teams playing off-site in inter- league will not count innings pitched.
3. All players will bat in the batting order (round-robin). Free substitution on defense only. There shall not be substitution on offense.
 - a. Players arriving late, prior to the start of the second inning, will be placed in the batting order at the bottom. After the second inning, the late player cannot enter the game.

If the Manager advised the scorekeeper and umpire prior to the game that a player needs to leave early, no penalty will be imposed. However, if notice is not given, an "out" is recorded each time that player (name on line-up card) is listed to bat but is not present to complete the at-bat. In case of injury preventing a player from continuing, no penalty "out" is recorded in that spot.
4. The game ball will be a 12" USA approved ball.
5. The base distance shall be sixty (60) feet from home plate and the pitching plate shall be forty (40) feet from home plate for 12U and forty three (43) feet for 14U. These distances may be waived to conform to the conditions of the playing field.
6. A minimum of eight (8) players may start and end a game. No penalty for the ninth player.
7. Third drop strike is in effect.
8. In field fly rule in effect.
9. No throwing of bats. Team warning on first offense and on the second occurrence, the batter will be called out.
10. Base runners may not leave the base until the ball has left the pitcher's hand.
11. The team can score five (6) runs per inning for the first three innings. No run limit in remaining innings. Mercy Rule-10 after 4.
12. **All players who sit out any part of a defensive inning, shall play defense for the entire next inning. Therefore, no player will sit out more than one (1) consecutive inning.** The penalty is forfeiture of the game in question.
13. Responsibilities of the batter-runner after touching first base and while the pitcher has control of the ball within the eight foot radius of the pitcher's plate(This includes a base on balls or a dropped third strike) are as follows:
 - i. A batter-runner who rounds first base towards second base may stop once, but then must immediately non-stop return to first base or attempt to advance non-stop to second base.
 - b. Once a runner stops at a base for any reason, the runner will be declared out if leaving the base.

ARTICLE VI ~ FACILITIES

Section 1 - Landlord

- A) Both the Pistol Range and Complex are located on Federal Property. SPGSA has a license agreement with the Department of Defense for the use of the property and is the sole licensee for the Pistol Range facility. SPGSA is solely responsible for the maintenance and upkeep of the facility at the sole cost of SPGSA. There are no monthly or annual usage charges for the use of the land.
- B) Under the license, SPGSA is required to do the following:
1. Provide current insurance information annually to the landlord including additional insured. The insurance maintained is effective September 1 of each year and is done on an annual basis. The coverage is maintained with the USA youth sports program and is included in the cost of registering players.
 2. Gain prior permission from the landlord for ANY modifications to the facilities including, but not limited to import of dirt, any type of new construction including fencing, import of any material intended to be placed on the grounds of the facilities, trimming of any trees, any digging or placement of any underground materials such as piping or electrical lines.
 3. No toxins of any kind can be brought onto, used on or stored on the facility grounds. Should fuel for machinery be necessary, only a minimum quantity for immediate use may be stored at the facility and must be in a UL approved storage container and placed in a secondary spill container. Maximum amount of fuel that can be stored is 5 gallons.
 4. SPGSA, board members, coaches, parents and invitees must adhere to all rules and regulations set forth by the license agreement.
 5. Sponsor banners may be displayed during normal game times only. Banners must be hung prior to games and removed after each day's games. The banners are not to be left up over night or for extended periods of time.
 6. SPGSA is required to present current financials on a monthly basis to landlord. These reports are to be send by the 10th of each month for the month prior.
 7. Only current licensees are allowed to use the facilities. Anyone requesting permission to use the fields must follow all the same requirements set forth above including providing current insurance and additional insured, participate in the costs of maintaining the facilities and adhere to all rules and regulations set forth by the landlord and SPGSA.

Section 2 - Complex Facility

- A) SPGSA is a licensee at the complex facility along with San Pedro Athletic Complex, Inc., (travel teams), Mary Star of the Sea High School and Rolling Hills Preparatory High School, Port of Los Angeles High School. Holy Trinity Middle School is not on the license but has been granted usage by vote of all of the above.
- B) Each licensee has the right for exclusive use of the entire facility for friendlies, tournament or other softball related activities with prior notice and acceptance of all licensees.
- C) Field usage from other than licensees is available upon written request and approval of all licensees. Fees may be charged or donations requested to offset the costs of maintenance and repairs.
- D) The same rules and regulations in regard to landlord above also pertain to the complex facility and must be adhered to by all licensees.

Date: July 25, 2023

Ratified: August 1, 2023

Revised: March 10, 2026_ 6U and 8U rules