

Rules and Regulations

SAN MARCOS GIRLS SOFTBALL LEAGUE

TABLE OF CONTENTS

| | |
|---|-----------|
| <u>SECTION 1: OVERVIEW</u> | <u>3</u> |
| 1. Responsibility | 3 |
| 2. Interpretations, Appeals & Protest Committee | 3 |
| 3. Application of Rules | 3 |
| <u>SECTION 2: REGISTRATION</u> | <u>3</u> |
| 1. Responsibility | 3 |
| 2. Eligibility | 3 |
| 3. Divisions | 4 |
| 4. Player Placement | 4 |
| 5. Registration | 4 |
| 6. Fees and Refunds | 5 |
| <u>SECTION 3: COACHING STAFF</u> | <u>6</u> |
| 1. Responsibility | 6 |
| 2. Head Coach/Assistant Coach Selection | 6 |
| 3. Head Coach Conduct | 7 |
| 4. Head Coach Team Management | 7 |
| 5. Head Coach Player Management | 8 |
| 6. Assistant Coach/Volunteer Conduct | 8 |
| 7. Certification | 9 |
| 8. Disciplinary Action and Removal | 9 |
| 9. Fields | 10 |
| 10. Equipment | 10 |
| 11. Safety | 10 |
| <u>SECTION 4. TEAM SELECTION AND PLAYER PLACEMENT</u> | <u>10</u> |
| 1. Responsibility | 11 |
| 2. Team Selection and Player Placement Policies | 11 |
| 3. Player Evaluations | 11 |
| 4. Player Assignment Procedures for 6U | 12 |
| 5. Player Draft Procedures for Divisions 8U, 10U, 12U and 14U | 12 |
| a. Pass/Will Not Play Request | 12 |
| b. Draft Overview | 13 |
| c. Draft Round Placement | 14 |
| d. Parity Draft (Rounds 1 – 6) | 14 |
| 6. Player Assignment/Draft Procedures for 16U & 18U | 15 |

| | |
|---|-----------|
| 7. Post Draft Roster Changes | 15 |
| SECTION 5: NON-PLAYING RULES | 15 |
| 1. Responsibility | 15 |
| 2. Dugout Rules | 16 |
| 3. Player and Parent Conduct and Behavior | 16 |
| 4. Disciplinary Action and Removal | 17 |
| SECTION 6: PLAYING RULES | 18 |
| 1. Responsibility | 18 |
| 3. Games (Schedule and Cancellations) | 18 |
| 4. Uniforms | 18 |
| 5. Parent Provided Player Equipment | 19 |
| 6. Pitching Rules (8U, 10U, 12U) | 19 |
| 7. Participation Rules | 19 |
| 8. General Rules | 20 |
| 9. Special Rules | 21 |
| 10. Protests | 25 |
| 11. Scorekeeping | 25 |
| 12. Awards | 26 |
| 13. Championship Tournament | 26 |
| SECTION 7: ALL-STAR PROGRAM | 26 |
| 1. Eligibility | 26 |
| 2. Divisions | 27 |
| 3. Applications and Participation | 27 |
| 4. Fees and Associated Costs | 27 |
| 5. Head Coach Selections | 27 |
| 6. Team Selections | 28 |
| 7. Uniforms | 29 |
| 8. Contingencies | 29 |
| SECTION 8: FALL BALL SEASON | 29 |
| 1. Eligibility | 30 |
| 2. Divisions | 30 |
| 3. Registration | 30 |
| 4. Fees | 30 |
| 5. Head Coach/Assistant Coach Selections | 30 |
| 6. Team Selections/Player Placement/Evaluations | 30 |
| 7. Uniforms and Equipment | 31 |
| 8. Playing Time and Special Rules | 31 |
| SECTION 9 VALOR/SELECT PROGRAM | 31 |
| 1. General | 31 |
| 2. Eligibility | 31 |
| 3. Head Coach Selection | 31 |
| 4. Team Selections | 32 |
| SECTION 10 AMENDMENTS | 32 |

SECTION 1: OVERVIEW

1. Responsibility

The Board of Directors of the San Marcos Girls Softball League (hereinafter referred to as the “League” or “SMGS”) and the Umpire in Chief have responsibility for drafting and reviewing the rules and regulations found in this document. The League’s President, Division Representatives, Vice President, Competitive Director, and Player Agent share the responsibility for enforcing these rules.

2. Interpretations, Appeals & Protest Committee

- a. Any request for an explanation or interpretation of a rule, or an appeal of an interpretation or decision made by a Board member in exercising these rules, shall be made in writing and directed to the Protest Committee Chairman (Umpire in Chief). Note: if UIC is not available then the Vice President will chair the Protest Committee. The request shall cite the relevant rule at issue and the specific concern of the appellant.
- b. The Protest Committee shall include the Executive Board and the Division Representative from the division with which the protest was filed.
- c. All rule interpretations and decisions on appeals made by the Protest Committee are final and cannot be appealed further. The Protest Committee shall forward a written response to the appellant and other affected parties and report their action to the Board.
- d. In making their interpretations and decisions, the Protest Committee shall consider and follow the intent of the rule in trying to reach a fair and equitable decision.

3. Application of Rules

- a. Sections 2 through 6 apply to the League’s Spring Recreational Season (“Rec Ball”). Section 7 applies to the League’s All-star Season. Section 8 applies to the League’s Fall Ball Season.
- b. All rules found in Sections 2 through 6 shall apply to the governing of the All-star and Fall Ball programs unless superseded in Sections 7 and 8.

SECTION 2: REGISTRATION

1. Responsibility

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

2. Eligibility

- a. The League is open to girls with a “League Age” of 4 to 18. “League Age” is determined as the Player’s age as of 12:00 AM, September 1st of the previous year.
- b. A “Player” is a girl of League Age, whose registration with the League is current, and who is in good standing with the League, having no outstanding balances due and serving no suspensions.

- c. Players with physical or medical limitations must notify the Player Agent and have a doctor's permission in writing to participate in the League's activities.
- d. Player eligibility is also governed by the USA Softball Yellow book (<http://www.usasoftballsocal.com>) and covers eligibility issues regarding travel and high school players. Final player eligibility is determined by the Player Agent, Competitive Director, and corresponding Division Representative.

3. Divisions

- a. The League is separated into Divisions in accordance with the Amateur Softball Association age guidelines.
- b. Depending on the number of registrants, the League shall offer the following recreational divisions of play:
 - i. 6U: 4 – 6-year-olds
 - 6-year-olds who have never played will not be allowed to play up to 8U.
 - 6-year-olds who have only played 1 year of 6U will not be allowed to play up to 8U without approval by the Player Agent, Vice President, and Division Representative
 - ii. 8U: 7 – 8-year-olds
 - iii. 10U: 9 – 10-year-olds
 - iv. 12U: 11 – 12-year-olds
 - v. 14U: 13 – 14-year-olds
- c. The League shall make an effort to accommodate girls 15 – 18 years of age through the establishment of an upper division team to compete against teams in this same age division from other Leagues around the San Diego County and surrounding areas. The formation of such a team shall depend upon the number of registrants and the availability of a qualified coach.

4. Player Placement

- a. All Players registering within the League's deadlines and meeting the League's eligibility requirement shall be placed on a team, given adequate adult leadership. EXCEPTION: Participation in 14U and upper division is not guaranteed to all applicants and shall be subject to the number of teams formed.
- b. Players are assigned to divisions according to their League Age and are assigned to teams either by direct placement or draft. For details on the League's policies please see Section 4 on Team Selection and Player Placement.
- c. Special placement requests must be made to the Player Agent in writing along with an explanation at the time of registration. There is no guarantee that special requests outside of the League's policies outlined in Section 4 shall be granted. The Player Agent, Competitive Director, and corresponding Division Representative determine final Player placement.
- d. A Player resigning from their assigned team will be eligible for reinstatement for the remainder of the season only to their originally assigned team if space is still available.

5. Registration

- a. Registration for the League's Spring Recreational Season shall start in October and run into January. Registration by email or same-day registration on the day of player evaluations shall be accepted as prescribed by the Board. The Board shall determine

the date, time, and location for registration and determine the date after which would constitute late registration.

- b. The Board may choose to close registration any time after evaluations are completed. Late registrants shall be placed on a waiting list and assigned to a team as prescribed in the League's rules for Team Selection. If an opening occurs, the Player Agent, Competitive Director, and corresponding Division Representative shall assign Players to a team from the waiting list. A returning Player registering late does not take precedence or priority over any other Player already registered.
- c. Upon registration, each participant must provide acceptable documentation as to the Player's age. Non-siblings living in the same house (adoptions or foster care or other non-traditional arrangements) must provide proof of legal guardianship in order to qualify as siblings. Any and all documents provided to the League shall be confidential except in cases where proof of eligibility (e.g. date of birth) is required.
- d. No Player shall be permitted to participate in any team function without a signed medical liability release and proof of age.
- e. All required registration fees must also be paid before participation.

6. Fees and Refunds

- a. A registration fee is required to participate in the League. All such fees must be paid before the end of the current season. .
- b. No Refunds will be issued once a player is assigned to a team.. Upon written request and explanation by the parent, of special circumstances the SMGS Board may issue a full or partial refund to a Player after team assignment.
- c. 14U and upper division Players only: The League shall refund the registration fee of 14U and upper division Players if they subsequently make a high school team or if sufficient teams cannot be formed. 14U and upper division Players shall not be subject to any late registration fees.
- d. There is a volunteer requirement per player if volunteer time is not complete you will be charged \$50 per hour of time missed.
- e. Coaches can check out gear and balls from the league if needed for their team. If gear or balls are not returned there will be a fee applied (Gear \$100, Balls \$50) to the coaches account and will be due prior to the start of the next season. If balls are not returned a \$50.

1. f. Scholarship funds can be used for current and future seasons.

SECTION 3: COACHING STAFF

1. Responsibility

- a. The Division Representatives have responsibility for oversight of the coaching staff. These Division Representatives shall act in accordance with these rules, the League's Bylaws, and all other such directions given by the Board. Any questions, comments, complaints, or other correspondence regarding Head Coaches, assistant coaches, or other team officials need to be in writing and directed to the appropriate Division Representative. In making any discretionary decisions, the Division Representative's primary duty shall be to act in the best interest of the League.
- b. These rules apply to all team volunteers.

2. Head Coach/Assistant Coach Selection

Update: MAR 2025

- a. The Board is responsible for selecting the coaching staff for the League. This includes Head Coaches and/or any other assistant coaches/personnel who will be directing play on the field during practices and games. The Board must approve all coaching staff submissions.
- b. Opportunities to coach shall be widely advertised by the Board to attract as many well-qualified candidates as possible. All applicants for Head Coaches or assistant coaches must complete an online application through the league's website.
- c. Head Coaches must be at least 18 years of age; assistant coaches must be at least 16 years of age. The qualities sought in coaches include the following:
 - i. Dedication to providing a positive experience for all players while stressing teamwork and personal responsibility.
 - ii. Willingness to contribute to and support the League and the welfare of all its participants beyond coaching.
 - iii. Ability to reflect a positive image on SMGS, its teams, and its players.
 - iv. Knowledge of the game and the ability to teach the game.
- d. ALL coaches (Head Coaches and assistants) will be required to have a criminal background check completed through USA Softball. SMGS will pay for four background checks per team, including at least one female. In the case where four male assistant coaches are selected by the Head Coach, SMGS will pay for a fifth background check for a female volunteer to support the team. Additional background checks may be paid for by the requesting coach. Concussion and Safesport certification will also be required, as assigned by the Vice President during each season of play.
- e. The volunteer must pay for any additional USA Softball background checks not approved by the Board. The fee charged will be the actual cost to the League. Any background check requests after the first week of practice will incur a handling fee and will be paid at the time of submission.
- f. An unwillingness to sign the background check consent form will constitute grounds for denying a coaching position within the league.
- g. Once the background check has been done, and the coach is cleared to be a coach within SMGS, that coach will be declared "Certified" by the league.
- h. . Only certified adults (i.e those with completed background checks) are allowed in the field area including . Certified adults should be prepared to show proof of certification when asked by a Board Member, parent, or any other member of the League.

3. Head Coach Conduct

- a. All Head Coaches are representatives of the League and, as such, are expected to support the League and its Board members in the following manner:
 - i. Be familiar with the League Rules and Regulations, supplemental rules, and the USA Softball rules governing play.
 - ii. Cooperate with Board members by responding promptly to inquiries or requests for information.
 - iii. Support and implement all League objectives, policies, rules, and regulations regardless of personal views.
 - iv. Communicate these objectives and policies to players and parents.
 - v. Work through your Division Representatives to voice objections or opinions.
 - vi. Maintain a positive, team-oriented approach to coaching and in working with players and parents.

vii. Sign and agree to the Head Coach/assistant coach Code of Conduct.

4. Head Coach Team Management

- a. The Head Coach is responsible for the overall operation of the team and is expected to be actively involved in the majority of the team's activities. In the event a Head Coach is unable to attend or participate in an event, the Head Coach must appoint a certified adult representative to do so. Head Coaches who are not actively participating shall be subject to disciplinary action and possible removal. The duties and responsibilities of the Head Coach include but are not limited to the following:
 - i. Evaluating Players at Recreational Ball evaluations and All-star tryouts.
 - ii. Participating in the team selection process, including All Star selection.
 - iii. Conducting practices and games.
 - iv. Field Preparation prior to games (training is provided).
 - v. Attending coaching and player training clinics.
 - vi. Ensuring that the coaching staff is properly trained.
- b. Head Coaches are to contact their Division Representative concerning questions about League rules, player misconduct, parental problems, or any other matter pertaining to the operation of their team. Any matters that a Head Coach would like brought to the attention of the Board are to be reported to the Division Representative, who is responsible for escalating the issue to the rest of the Board (either immediately or by placing the item on the Board's agenda at their next regular meeting).
- c. Head Coaches and their coaching staff are to maintain professional conduct at all times and are responsible for the conduct of themselves, their coaching staff, parents, Players, and spectators.
- d. The Head Coach shall conduct at least one parent or team meeting before the team's second scheduled practice. The Head Coach shall explain, in detail, their coaching philosophy and policies, team rules, and any other topics or League policies as instructed by the League. The division representative or authorized representative must be at the meeting.
- e. Physical disciplining, verbal abuse, the use of profanity, or other unsportsmanlike conduct by any member of the coaching staff toward the players, other coaches, parents, or umpires is strictly forbidden regardless of any personal relationships. If a coach cannot successfully deal with a player, coach, or parent then they may direct this problem to the Division Representative. Team discipline may be appropriate but the purpose of discipline is to teach. Avoid directing demeaning punishment directed at individuals.
- f. The coaching staff is forbidden the use of any tobacco products or the consumption of alcoholic beverages in the vicinity of the playing or practice fields.
- g. Only coaches who are "Certified", or subject to being "Certified", with the league are permitted to run a practice (as defined in Section 3, subsection 2, letter h).
- h. If a "Certified" coach is not available, for whatever reason, no practice shall take place. Failure to abide by this rule can result in removal of the Head Coach from the team.
- i. It is the sole responsibility of the Head Coach to ensure that there is an adult female present at all team gatherings. Failure to comply may result in immediate removal of Head Coach from the team.

5. Head Coach Player Management

- a. The Head Coach may bench a player for more than two consecutive innings for failure to comply with League rules, chronic absences (3 or more), or unsportsmanlike conduct. The benching shall be reported to the Division Representative prior to

- imposing or the next day if an incident occurred on game day.
- b. Unattended players: Head Coaches should communicate practice start and end times and players shall not be left unattended before or after a practice or game. Players chronically left unattended by parents shall be reported to the corresponding Division Representative.
- c. The Head Coach shall immediately report any of the following to the corresponding Division Representative and the Player Agent: a benching, transfer request, drop request, injury occurring during team activity, abuse of a player, or chronic unattended players.
- d. Roster changes cannot be made by anyone other than the Player Agent with approval of the Division Representative or Competitive Director. Any such roster change not made by the Player Agent and approved by the corresponding Division Representative or Competitive Director shall result in the affected Players being deemed ineligible.

6. Assistant Coach/Volunteer Conduct

- a. All coaching staff/volunteers are representatives of the League and, as such, are expected to support the League, the Board and the team Head Coach in the following manner:
 - i. Be familiar with the League Rules and Regulations, supplemental rules, and the USA Softball rules governing play.
 - ii. Cooperate with Board members by responding promptly to inquiries or requests for information.
 - iii. Support and implement all League objectives, policies, rules, and regulations regardless of personal views.
 - iv. Assistant Coaches are not permitted to address the umpire per USA Softball Rules. Work through the Head Coach to voice objections or opinions.
 - v. Maintain a positive, team-oriented approach to coaching, working with the Head Coach, players and parents.
 - vi. Sign and agree to the Head Coach/Assistant Coach Code of Conduct.
- b. The Head Coach is responsible for the overall operation of the team. The Assistant Coaches are responsible for:
 - i. Participating in the team selection process if requested by the team Head Coach.
 - ii. Participating in practices and games.
 - iii. Attending the coaching and player training clinics.
- c. Assistant Coaches are to contact their Head Coach with questions about:
 - i. League rules.
 - ii. Player misconduct.
 - iii. Parental problems.
 - iv. Any other matter pertaining to the operation of their team.
- d. The coaching staff is to maintain professional conduct at all times.
- e. The coaching staff is forbidden to use any tobacco products or the consumption of alcoholic beverages in the vicinity of the playing or practice fields.

7. Certification

Only coaches who are “Certified,” or subject to certification with the league are permitted to be on the field (as defined in Section 3, subsection 2, letter h).

8. Disciplinary Action and Removal

- a. Head Coach/Assistant Coach/Volunteer misconduct includes, but is not limited to, any of the following:
 - i. Unsportsmanlike conduct.
 - ii. Inappropriate cheers by team player(s) that demean or otherwise make fun of girls on the opposing team.
 - iii. Chronic absences from team practices and/or games.
 - iv. Foul and/or abusive language.
 - v. Use or influence of alcohol, tobacco products, or illegal drugs at or around any playing or practice facility.
 - vi. Behavior displaying a lack of moral character.
 - vii. Mental and/or physical abuse of a player, parent, spectator, or game official.
 - viii. Multiple ejections from games involving SMGS teams.
 - ix. Blatant, purposeful, or multiple violations of SMGS or USA Softball rules.
- b. Charges of coaching misconduct shall be made in writing to the appropriate Division Representative or any member of the Board immediately upon discovery. The Board shall act upon charges of misconduct within ten (10) days. Disciplinary action may include oral or written reprimand, ejection, suspension, removal, or any other penalty the Board might impose.
- c. Any member of the coaching staff who is ejected from a game involving any SMGS sanctioned team shall be suspended for the remainder of the game in progress and the following game. The ejected coach has one minute to leave the premises, removing himself or herself from sight and sound, or the game shall be forfeited at the umpire's discretion. The ejected coach may have no contact with the members of the team during the pre- or post-game activities of either game for which they are suspended. It is the responsibility of the Head Coach, or acting Head Coach, to make sure the ejected party leaves the premises. The ejection shall be noted in the scorebook, the Division Representative shall be notified by the Head Coach or Acting Head Coach, and a report shall be made by the corresponding Division Representative to the Board.
- d. Any member of the coaching staff ejected from a second game within the same season involving any SMGS sanctioned team, may, by the recommendation of the corresponding Division Representative, be removed from the coaching staff and/or suspended from attending any games in which a SMGS team is participating for the rest of the same season upon Board approval.
- e. Any Head Coach who quits voluntarily shall not be reinstated in any division on any team that calendar year.

9. Fields

- a. Due to liability concerns and limited number of fields, teams shall practice on assigned fields at Bradley Park both during practices and regular season games. The Vice President must approve any fields other than those assigned.
- b. Any cancellation of a practice(s) or game(s) shall be reported to the Vice President or a Board member at least one (1) hour prior to the use of the fields so that the city of San Marcos may be notified. Failure to do so may result in reimbursement by the Head Coach for any light charges the League may incur.

- c. The Head Coach of both teams are responsible for field preparation, in accordance with SMGS field preparation standards. The coaching staff of both teams that play during the last scheduled game of the day on each field are responsible for putting all equipment away and locking the equipment bins.
- d. The coaching staff should report any unsafe field conditions or schedule problems to the Field and Equipment Director immediately.

10. Equipment

- a. The Head Coach is financially responsible for the team equipment. All equipment issued to team officials or players must be returned to the League within one week of the last games of the season or at any other such time as the Field and Equipment Director chooses.
- b. An equipment bag, including catcher's gear and twelve (12) practice balls are standard equipment supplied. Team helmets and bats may be provided based on availability.
- c. All game balls provided remain league property and should not be given out as awards following a game. They must be returned at the end of each season.
- d. Deposits specified in Section 2-6-e and 2-6-f shall be required of each Head Coach upon issue of equipment. If the equipment is returned complete and in satisfactory condition the checks will be returned to the Head Coach un-cashed. If equipment is found missing or returned damaged beyond normal wear and tear, as determined by the Field & Equipment Director, the deposit will be used to defray the cost of replacement or repair. The remainder will be returned.

11. Safety

- a. The Head Coach or acting Head Coach is responsible for the players and coaching staff wearing proper clothing, using safety equipment properly, and using safe practices of play at all team functions to minimize chances of injury.
- b. The Head Coach shall report any injuries (on the Player Incident Form) occurring during a team event which results in a missed game or practice or which requires a doctor's attention.
- c. The League strongly encourages the use of protective fielder's face masks for players.

SECTION 4. TEAM SELECTION AND PLAYER PLACEMENT

1. Responsibility

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

2. Team Selection and Player Placement Policies

- a. It is the policy of San Marcos Girls Softball to not grant requests for placement with a specific division, team, Head Coach, or other player, nor is it the policy of San Marcos Girls Softball to allow Players to play outside of their age division. The League,

however, may make certain exceptions to this policy using the guidelines established within these rules. Special placement requests along with an explanation shall be submitted in writing to the Player Agent and corresponding Division Representative no later than one week before evaluations. This is NOT a guarantee that the request will be granted.

- b. It may be necessary to allow Players with disabilities to be placed in a lower age division. Placement in a lower division requires that the following criteria be met:
- c. Player must have the permission of the parent or guardian.
 - i. The consent of the Player Agent, Competitive Director, and the Division Representative involved.
- d. The approximate number of players on each team shall vary by division according to the following guidelines:
 - i. 6U: 7-9 players
 - ii. 8U: 10-12 players
 - iii. 10U and 12U: 10-12 players
 - iv. 14U: 13 players
 - v. 16U: 10-15 players
 - vi. 18U: 10-15 players
- e. In the event that the League fails to obtain adequate adult leadership for any team in the League, that team shall be disbanded, and the players placed on another team or a refund given. The Player Agent, Competitive Director, and Division Representative shall place players wishing to continue play on other teams based on team availability.

3. Player Evaluations

- a. The League shall conduct a skills evaluation day for all players eligible for the draft. The Player Agent and Competitive Director with the assistance of the Division Representatives shall be responsible to organize, provide evaluation forms and conduct skill evaluations for the League's divisions. The Player Agent reserves the right to schedule late registration evaluations.
- b. Evaluations are conducted to help coaches determine in what round players are chosen. Any unknown player not present at evaluations will be placed on a team by a random draw. Known players not present at evaluations will be available for the draft.
- c. All players shall attend the skill evaluation (or tryout) session designated for their age group regardless of any pending request to play in another division. Any player who wishes to play in an age group other than their designated age group will have the responsibility of attending the evaluation for the age group they desire to play in. EXCEPTION: Players already selected to play in a lower division ("Playing Down") may evaluate with the lower division.
- d. 6U does not use a draft for team selection and therefore shall not require a skill evaluation process.
- e. Head Coaches in all Divisions are permitted to have one designated assistant coach ("Designated Assistant") that must be submitted to the player agent and approved a minimum of 1 day prior to the draft. The daughters (no daughter, no reservation) of each coach shall be reserved to that team and known as a "Reserved Player." Unless approved by the Player Agent and Division Representative, no one team can reserve two pitchers (as defined in Section 4, subsection 5, Draft Overview letter i) on the same team (Siblings are exempt from this clause). No team may reserve more than two (2) players (siblings are exempt from this clause).
- f.

4. Player Assignment Procedures for 6U

- a. 6U player assignments shall be conducted by the Player Agent and Division Representative.
- b. If there are openings in 8U, 6U players may be moved up to 8U based on the following: number of years in the 6U division, age (i.e. earliest date of birth), and skill level. Such players must try out in the 8U division.
- c. The Player Agent and Division Representative shall make a best effort to grant special requests for team or Head Coach assignments. Remaining players shall be assigned either at random or by direct placement.
- d. Siblings within the same division shall be placed together unless otherwise requested by the parent or guardian.
- e. A representative from each team shall draw numbers to determine team uniform selection order.

5. Player Draft Procedures for Divisions 8U, 10U, 12U and 14U

a. Pass/Will Not Play Request

- i. If a player or parent does not want their child to play for a specific coach's team, the parent should notify the Player Agent in writing via a hand-delivered letter or an email to the Player Agent prior to the draft. The Player agent shall notify the coach prior to the draft that they should not attempt to draft the player. Should the Coach select the player the Player Agent will say "PASS".
- ii. Parents and players should understand that if they elect to not play for a coach during the Recreation League and that coach is chosen as an All-star Head Coach, the pass holds true in All-stars and they are not eligible to play for that coach in All-stars.
- iii. With 2-4 teams in a division, parents can put a pass on one (1) coach.
- iv. With 5 or more teams in a division, parents can put a pass on one (1) coach and may make a formal request to the Board to put a pass on a second coach. The request for a second coach pass must be submitted to the Player Agent in writing prior to the player draft and include the reason for the requested pass. The Board will consider and approve or deny the request prior to the draft, notifying the parent accordingly.

b. Draft Overview

- i. Player drafts shall be conducted after Player evaluations at a time and place designated by the Player Agent.
- ii. Player assignments for all Divisions shall be determined by player draft where there are enough players for at least two (2) teams. If there are not enough players to form two
- iii. (2) teams, then the team will be formed based on registration date until the team is full (up to 15 players maximum) regardless of talent.
- iv. The Player Agent and the Division Representative along with the President, Vice President, and/or Competitive Director shall conduct the Player draft.
- v. The Player Agent MUST appoint another board member, who has no conflict of interest (i.e. player in the division) in the draft in which they will preside, and with sufficient league rules and draft experience, to act as a third-party mediator in case of a dispute.

- vi. Prior to the start of the draft the Player Agent must announce or provide the following:
 - 1. The team representatives and other draft officials in attendance.
 - 2. A complete draft roster of all eligible Players.
 - 3. A listing of pitchers recognized by the League, as defined in Section i below.
 - 4. A listing of catchers recognized by the League, as defined in Section i below.
 - 5. A listing of siblings to be drafted together. Siblings eligible for draft within the same division shall be drafted together unless otherwise requested by the parent or guardian. A team that drafts siblings shall use two picks. The second sibling round is based on evaluation consensus.
 - 6. Any other special requests as approved in advance by the Player Agent.
- vii. The corresponding Division Representative or appointed board member shall draft for any team that does not have a representative present. The Division Representative shall not have an interest in the division.
 - 1. No other spectators will be allowed unless approved by the draft facilitator.
 - 2. A Designated Assistant will be allowed to attend but only the Head Coach may address the group.
- viii. A representative from each team shall draw numbers to determine the draft order. There shall be no trading of draft order positions.
- ix. Each team representative shall be given two (2) minutes to make their selection. The Player Agent enforces time limits and their decision is final. The remedy for exceeding the time limit will be loss of order in that round (i.e. will pick last in the round).
- x. The League shall consider a pitcher to be any player who made a sufficient number of pitching appearances (as determined by the Player Agent) as a 10U, 12U or 14U player within the previous year in any season (i.e., Spring or Fall) or league. The league shall consider a player to be a pitcher in 8U at the discretion of the Player Agent during the league evaluations. In all circumstances regarding a player's pitching status, the Player Agent and Division Representative shall have the authority to make the final determination. The League shall consider a catcher to be any player who made a sufficient number of catching appearances (as determined by the Player Agent) as a 10U, 12U or 14U player within the previous year in any season (i.e., Spring or Fall) in any league. The league shall consider a player to be a catcher in 8U at the discretion of the Player Agent during the league evaluations. In all circumstances regarding a player's catching status, the Player Agent and Division Representative shall have the authority to make the final determination.
- xi. The draft is completed when all eligible players have been assigned to a team and each team has at least ten (10) players, unless there are not enough players in the draft to field 10 players to a team.
- xii. Draft shall be conducted with "Spirit of the Game" in mind.
- xiii. The selection order to select team uniform color will be determined by the

reverse order of the first round of the Snake Draft.

c. **Draft Round Placement**

- i. Reserved Players PARITY Draft (Rounds 1 – 6) guidelines are as follows:
 1. If the Reserved Player is a second year returning Gold All-star/Select in the same division, round 4 is forfeited (excluding pitchers and catchers).
 2. If the Reserved Player is a first year returning Gold All-star/Select from the division in the next lower age division or returning Silver/Bronze All-star/Select in the same division (excluding pitchers and catchers), Round 5 is forfeited.
 3. All other Reserved Players will forfeit Round 6 (including first year returning Silver/Bronze All-stars/Select in the next lower age division). The Round that the reserved player goes in can be arbitrated at Player Agent's discretion, and the Player Agent has the discretion to assign a round lower than 6, if they feel it's warranted.
 4. If any two conditions above apply, then two of the above-mentioned rounds will both be forfeited. If two reserved players for the same team satisfy the same condition, then one will be reserved for that applicable round and the Player Agent will determine the round where the second player will be reserved.
- ii. Non-reserved unknown skill players not present for Player evaluations will not be eligible for selection in the Parity Draft (Rounds 1 – 6) or Open Snake Draft (Rounds 7 and higher), and will be selected by blind draw (e.g., "out of a hat") at the conclusion of the draft process (i.e., during the final rounds).
- iii. Non-reserved known skill players not present for Player Evaluations may be subject to PARITY DRAFT guidelines (Example: An All-star Player from previous year who misses the evaluation). No make-up evaluations shall be held unless approved by the Division Representative and the Player Agent for reasons of weather or other conflict affecting large numbers of Players.
- iv. Parity Clause - The Player Agent, Competitive Director, and the Division Representative may control the Parity Draft Rounds (Rounds 1 – 6) to determine Team Picks, to ensure parity for all teams. In the event of a conflict of interest, the President, Vice President, or other unbiased board member will step in.

d. **Parity Draft (Rounds 1 – 6)**

- i. Teams without reserved pitchers will draft first based on the strength of the reserved players.
- ii. Head Coaches must draft pitchers in the Pitchers Rounds (Round 1 and 2) until they are all assigned or every team has two (2) pitchers.
- iii. The first and second rounds will be designated the "Pitchers Rounds" and the order will be determined based on the skill level of each team's Reserved Players. After all teams have one pitcher, the Player Agent, Competitive Director, and corresponding Division Representative will evaluate the teams and determine the draft order for Round 2 of the "Pitchers Rounds."
- iv. The third round will be designated the "Catchers Round" and the order will be determined based on the skill level of each team's Reserved Players.
- v. The Player Agent, Competitive Director, and corresponding Division Representative will evaluate the teams and determine the draft order for the next round. This will continue until completion of the sixth (6th) round is reached.
- vi. If there are not enough pitchers and catchers in certain age divisions, the Player Agent, Competitive Director, and Division Representative have the right to amend

these draft rules as they see fit for Rounds two (2) and three (3).

- e. "Snake" Draft (Rounds 7 and up – or sooner; at the Player Agent and Competitive Directors's discretion):
 - i. The "snake" draft system shall be used from the beginning of round seven of the draft. In this system the team drawing first pick will start Round 7. The team drawing last in Round 7 will start Round 8 and picks will continue in "snake" order until all players have been drafted.

6. Player Assignment/Draft Procedures for 16U & 18U

- a. Historically 16U or 18U Players are recruited, registered, evaluated, and assigned by the Head Coach.
- b. San Marcos Girls Softball will form interest lists to aid girls interested in playing softball at the 16U and 18U level.
- c. The team is generally not formed until after the high schools have had their tryouts and selected their teams.
- d. A representative from each team shall draw numbers to determine team uniform selection order. This draw will be separate from the draft order.

7. Post Draft Roster Changes

- a. Roster changes may be made if any clear and egregious imbalances occurred during the draft process (at the discretion of the Player Agent, Compe, and Division Representative).
- b. Upon completion of the draft a five (5) minute break shall be given. Then a period of twenty-four (24) hours shall be allotted for trades among teams. All trades are subject to approval of the Player Agent, Competitive Director, and the Division Representative. All trades will be final and none shall be requested or accepted after this period unless arranged by the Player Agent. Trades must be draft round equivalent.
- c. Players should not be notified of their team selection until the Player Agent has given approval and team rosters have been issued to the Head Coaches. Upon notification of approval, Head Coaches shall notify their Players within five (5) days.

SECTION 5: NON-PLAYING RULES

1. Responsibility

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

2. Dugout Rules

- a. Dugout selection varies depending on the situation. There are two methods for determining which dugout to take: Schedule Position and True Home Team (San Marcos playing another league at Bradley Park).
- b. Fall Ball – San Marcos Girls will occupy the 3rd base dugout when playing a fall ball game at Bradley Park, unless otherwise designated by the Fall Ball association

governing that particular Fall Ball season.

- c. Inter-League Recreation League – San Marcos Girls will always occupy the 3rd base dugout when playing at Bradley Park.
- d. Recreational League – First team listed on the schedule will occupy 1st base dugout. For example if the schedule lists the game as Team 3 vs Team 4, Team 3 will occupy the 1st base dugout.
- e. All-stars – During the San Marcos Girls Softball All-star Tournament the 1st team listed on the schedule will occupy the 1st base dugout.

3. Player and Parent Conduct and Behavior

- a. All Players and parents are Members of the League and, as such, are expected to support the League in the following manner:
 - i. Become familiar with the League Bylaws, Rules and Regulations, and USA Softball rules governing play.
 - ii. Volunteer whenever you can as a scorekeeper, team parent, coach, field preparation and at the Snack Bar (see Snack Bar volunteer requirements in Section 2-6-d).
 - iii. Support League objectives, policies, rules, and regulations regardless of your personal views.
 - iv. Work through your Head Coach and Division Representative to voice your objections or opinions.
 - v. Maintain a positive, team-oriented relationship with the coach and other parents.
 - vi. Sign the Player/Parent Code of Conduct.
- b. The Board of Directors must approve any public actions or activities performed in the name of the League or any of its teams in advance by any of its members.
- c. Players and parents are to contact their Division Representative concerning questions about League rules, player or parent misconduct, coaching concerns, or any other matter pertaining to the well-being of the League. Any matters that a player or parent would like brought to the attention of the Board is to be reported to the Secretary, who is responsible for placing the item on the Board's agenda at their next regular meeting.
- d. Players and parents are to maintain civil conduct at all times. The appointed or acting Head Coach is responsible for the conduct of parents, players, and spectators.
- e. Physical disciplining, verbal abuse, the use of profanity, or the unsportsmanlike conduct by any parent or spectator is strictly forbidden regardless of the relationship to the player.
- f. A player may be benched for failure to comply with League rules, chronic unexcused absences, or unsportsmanlike conduct. The Head Coach shall report in writing the benching to their Division Representative prior to imposing or the next day if an incident occurred on game day.
- g. The Head Coach of a player who has five unexcused absences (games and/or practices) shall report the situation to their Division Representative.
- h. Family events planned in advance, other sport activities, school activities, and injuries are considered excused absences. The player should notify the coach as soon as possible if they plan to be absent from a team event.
- i. Players, parents, and spectators are forbidden the use of any tobacco products or the consumption of alcoholic beverages in the vicinity of the playing or practice fields.
- j. No artificial noise makers of any kind are allowed at games. Tasteful “walk up music” is allowed but must be silenced when the batter steps into the batter’s box. Tasteful music

may also be played between innings by the team coming up to bat during the next half inning.

4. Disciplinary Action and Removal

- a. Player or parent misconduct may be defined as, but is not limited to, any of the following:
 - i. Unsportsmanlike conduct.
 - ii. Inappropriate cheers that demean or otherwise make fun of girls on the opposing team
 - iii. Chronic absences from team practices and/or games.
 - iv. Foul and/or abusive language.
 - v. Use or influence of alcohol, tobacco products, or illegal drugs at or around any playing or practice facility.
 - vi. Verbal and/or physical abuse of a Player, parent, spectator, coach, or game official.
 - vii. Multiple ejections from games involving a SMGS team(s).
 - viii. Blatant, purposeful, or multiple violations of SMGS or USA Softball rules.
- b. Charges of misconduct shall be made in writing to the appropriate Division Representative or any member of the Board immediately upon discovery. The Board shall act upon charges of misconduct within ten (10) days. Disciplinary action may include oral or written reprimand, ejection, suspension, removal, or any other penalty the Board might impose.
- c. Any parent or spectator who is ejected from a game involving any SMGS sanctioned team shall be suspended for the remainder of the game in progress and the following game. The ejected member has five minutes to leave the premises, removing him/her self from sight and sound or the game shall be forfeited at the umpire's discretion. The ejected member may have no contact with the members of the team during the pre- or post-game activities of either game for which they are suspended. It is the responsibility of the Head Coach, or Acting Head Coach, to make sure the ejected party leaves the premises.
- d. A Player who is ejected from a game will serve a "bench ejection." The Player will be removed from the lineup but may remain in the dugout at the discretion of the Umpire. An out shall be recorded each time the ejected Player was to appear at the plate for the remainder of the game. The Player shall not serve any additional suspension for that offense.
- e. Any player, parent, or spectator who is ejected from a second game involving any SMGS sanctioned team, may be suspended from attending any games in which a SMGS team is participating for the rest of the same season at the discretion of the Division Representative and/or Board.
- f. Any player, who quits voluntarily after the draft, shall only be reinstated to the team they were originally assigned provided there is still space available on that team.

SECTION 6: PLAYING RULES

1. Responsibility

The Umpires have responsibility for enforcement of the League's Rules and Regulations on the field of play. They shall enforce all USA Softball playing rules as well as any general

Update: MAR 2025

and special rules provided by the League. Any questions, comments, complaints, or other correspondence regarding the rules, regulations, and policies should be first directed to the appropriate Division Representative. Any comments or complaints regarding the umpiring shall be directed to the Umpire in Chief. In most cases, the field umpire's decisions are final; any appeal of these decisions must be made through the Protest Committee following the rules of protest (see Subsection 10 below).

2. Season Standings

- a. The League will keep standings in the regular season, for all games including inter-league games for divisions 8U and above unless the Board decides before the season that standings will not be kept in one or more divisions.
- b. Seeding shall be determined by overall winning percentage.

3. Games (Schedule and Cancellations)

- a. Game and practice schedules are the responsibility of the Vice President. Head Coaches shall notify the Vice President of any request for a change in game schedule.
- b. In the event of rain or other occurrences that may affect the condition of the playing fields, the city Manager determines if the fields are playable and provides appropriate public notification.
- c. Once the decision to cancel games is made by the city Manager, the President or other Board designee shall notify Head Coaches and a message shall be placed on the SMGS website. If there is any question about field conditions coaches must check the City Weather line or SMGS website for field conditions.
- d. Head Coaches may NOT cancel a game, even when agreed upon by the other team's Head Coach. Any team that cancels a game or fails to appear when the game was not officially cancelled will forfeit that game.
- e. Once a game has begun, the Umpire will have sole authority to suspend play if they determine the field is unplayable or dangerous. The Umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes which place the players in peril. If the game is regulation, the game will be considered complete.
- f. Games that are not considered regulation (at least two (2) full innings played for 8U and three (3) full innings played for older divisions), shall be resumed at the exact point where they were stopped (may not apply to games not counted as part of division standings).

4. Uniforms

- a. During games all players will wear uniforms issued or standardized by SMGS, which includes:
 - i. Shirt (provided by SMGS) with number on back.
 - ii. Shorts and/or Pants (not provided by SMGS).
 - iii. Socks (not provided by SMGS)
 - iv. Vissors optional (not be provided by SMGS)
 - v. Rubber softball or soccer cleats, or closed-toed turf shoes (footware not provided by SMGS; no other footwear allowed).
 - vi. Jackets, sweatshirts, and/or undershirts may also be worn.
 - vii. When at bat, the player's number must be visible.
 - viii. Player's hair must be pulled up away from their face during all practices and games.
 - ix. 14U and above may wear cleats with metal spikes unless prohibited by

inter-league rules.

- b. Shirts must be tucked in at all times.
- c. Coaches will select uniform colors based on reverse order of the first round of the Snake Draft.

5. Parent Provided Player Equipment

- a. All equipment must be in good working condition. Any equipment not meeting League or USA Softball/USA compliance shall be removed from the dugout.
- b. If parents choose to provide a helmet for their child, parents should make sure that the helmet has a National Operating Committee on Standards for Athletic Equipment (NOCSAE) approved face mask/guard. If helmets are not NOCSAE approved they will be confiscated during official USA Softball/USA Tournaments.
- c. If parents choose to provide a bat for their child, parents should make sure the bat is marked with USA Softball 2004 Certification. All bats must say "Official Softball". No baseball or wooden bats are permitted. If there is any question the parents should check the USA Softball Website at <https://www.usasoftball.com/certified-equipment>.
- d. Parents should provide softball cleats. The cleats should not be metal cleats, except for 14U and older Players. Soccer cleats may be worn in softball but softball cleats cannot be worn in soccer. Softball cleats have a "Toe Cleat" at the tip of the shoe which makes it hazardous if they are worn during soccer.
- e. .
- f. Players may not wear jewelry during games, pre-game warm ups, or practices.

6. Pitching Rules (8U, 10U, 12U)

- a. Pitchers shall be subject to restrictions upon the number of innings pitched (see Special Rules).
- b. Forfeited games are not an official played game and shall not be used for pitching starts.

7. Participation Rules

- a. All Players shall bat in the lineup and thus unlimited field substitution shall be allowed.
- b. Position Rotation: Recommend each Player should have at least one full inning of infield and one full inning of outfield each game. Recommend full position rotations. (8U follows Special Rules in Section 8)
- c. Player Participation: No player will sit out two innings in a row and no player will sit more than two innings per game. (No player will sit out a second inning until every girl on team has sat out at least one inning)
- d. Rules regarding participation shall be strictly adhered to regardless of the innings played in the game. A Head Coach may protest a participation violation during or immediately after the game.
- e. Notwithstanding the above, Umpires are not expected to enforce League participation rules. Each Head Coach is an adult and is expected to play by the rules established and as acknowledged by signing the Head Coach Code of Conduct.
- f. Failure to follow any of the participation rules will result in an automatic one-game suspension of the offending Head Coach. If requested, the Head Coach must provide sufficient evidence that participation rules have been followed.
- g. If a team does not have at least nine (9) Players to start a game, the following rules will apply:

- i. If eight (8) Players will be present, the team will bat those 8 in the lineup and may borrow a player for defense from the opposing team to play an outfield position of the borrowing coach's choice.
- ii. If seven (7) Players will be present, the Head Coach may arrange to borrow one (1) player from another team to have the eight (8) required to play. In this case, rule 7(g)(i) will apply. The borrowed player will bat last in the lineup.
- iii. If borrowing from another team, the player's parent/guardian must give consent. Also, the player's current coach, the opposing coach, and one of the following board members must be notified in advance (Player Agent, Competitive Director, OR Division Representative).
- iv. Borrowing according to this section only applies to regular season games. Absolutely no borrowing will be allowed during playoff games.

8. General Rules

- a. All games played within SMGS shall follow the rules set forth by USA Softball and any local playing rules approved by the Board. All rules as written in the USA Softball rulebook shall apply, unless superseded by the SMGS rules found in the General and Special Rules sections of this document. All Inter-league games shall use the rules adopted by the Inter-league.
- b. All games shall start at the scheduled time. The umpire shall declare a forfeit if a team does not have the required number of Players within ten (10) minutes of game time (see Special Rules). If the league is maintaining in-season standings, forfeits shall be annotated in the official scorebook with a score of seven to zero (or one run for each inning in regulation play for that division). EXCEPTION: 6U has no player requirement to start a game so forfeits do not apply.
- c. A regulation game shall consist of a maximum number of innings or a maximum time limit specified for each division (see Special Rules), whichever occurs first. A new inning begins immediately after the final out of the previous inning.
- d. No new inning shall start after time has expired. An inning in progress when time expires shall continue to completion. If the home team is ahead after time has expired they shall not bat and the game will be complete.
- e. A game called by the umpire shall be regulation if the number of complete innings played is at least two for 8U and three for all other divisions (may only apply to those games where scores are counted toward divisions standings).
- f. A late Player is allowed to play upon arrival and shall be inserted at the end of the batting lineup. Position rotation rules in the Special Rules section are not in effect for a Player who arrives after the start of a game.
- g. The score of a regulation tie game shall remain a tie. No tiebreaker shall be played except in tournament play.
- h. If a maximum runs per inning rule is in force (see Special Rules) no additional runs beyond the maximum shall be counted and the at bat shall be immediately terminated.
- i. An out will be recorded in their next at-bat if a player leaves the game for any reason other than injury or ejection (6U excluded). If a player leaves for an injury and cannot continue in the game, the game will continue with the injured player(s) batting position(s) being skipped with no out recorded.
- j. Only the Head Coach may request a discussion with an umpire while an inning is in progress and shall not approach an umpire without permission.
- k. The Special Rules set forth in this section are specific to each division of play. They are

referred to in the General Rules section and supersede those found in the USA Softball Rulebook.

9. Special Rules

a. 6U

- i. Players to Start Game: No minimum requirement.
- ii. Coaches: Three (3) offensive outside base paths, three (3) defensive inside base paths.
- iii. Game Time/Innings: 2 full innings (or one full hour if there is time available to play a third inning and both coaches agree to continue play)
- iv. Game Balls: 10" yellow reduced impact.
- v. Batting Order: Bat once through lineup each inning and rotate order during season. Announce last batter.
- vi. Position Rotation: Player rotations through all positions throughout season are mandatory.
- vii. Player Participation: All Players play the field each inning.
- viii. Pitcher: Balls hit from tee, ball must travel outside of 4' circle to be fair.
Note: Players can choose to hit off a friendly pitcher throughout the entire season. Three pitches only. If the player is unsuccessful, the player will hit from a tee.
- ix. Bunting: No.
- x. Stealing: No.
- xi. Leadoffs: No.
- xii. Runners Advance: One base only on a hit ball. All runners may advance home when last batter puts ball in play.
- xiii. Infield Fly: No.
- xiv. Courtesy Runner: No.
- xv. Protests: No.
- xvi. Outs will start at Game 6. Putouts: a Player who is out on the base paths returns to the dugout.

b. 8U

- i. Minimum Number of Players to start game: Eight (8)
- ii. Game Time/Innings: No new inning after 1 hour 20 minutes or five (5) innings. No drop dead
- iii. Game Balls: 10" yellow reduced impact.
- iv. Maximum Runs Per Inning: Four (4).
- v. Mercy Rule: No.
- vi. Pitching Plate: Thirty (30') feet.
- vii. Position Rotation: Each player shall have one full inning of infield and one full inning of outfield each game. Recommend full position rotations. Coaches are encouraged to allow their players an opportunity to play every position through the course of the season, at each position deemed safe to play for that player's skill set and ability (see 6U Special Rules in Section 9)
- viii. Batting: Each player shall bat in the top four (4) positions of the line up at least four (4) times each season to allow for each player to bat the same number of times during the season.
- ix. Player Participation: No player will sit out two innings in a row and no

Player will sit more than two innings per game. No player will sit a second inning until every Player on the team sits at least one inning.

- x. Fielders: Ten (10) Players may play the field, four (4) in the outfield.
- xi. Pitchers: During the first month of the regular season, players will hit off of a pitching machine. Thereafter, player pitchers will be used. During the second month of the regular season (March), pitching machine or friendly coach pitch will only be implemented after a four (4) ball count while the bases are loaded. Strikeouts by pitching machine or friendly coach are allowed. Pitches must be from the pitching plate. The at bat cannot end with a foul ball recorded as an out. There will be no more use of the pitching machine or coach pitch during the final month of the regular season (April), nor will there be machine or coach pitch during the playoffs.
- xii. Maximum Innings for Pitcher is two (2) innings per game, three (3) for playoffs, and four (4) for championship game. If a game goes to International Tie Break, both teams' pitcher's inning count shall revert to zero, and shall again be limited in the tiebreaker to the number of innings per game. Disclaimer: at least two (2) pitchers must pitch at least one full inning in every game. Starting pitcher can pitch the first two (2) innings of a game if and only if the game goes a minimum of three (3) innings. Should the starting pitcher pitch the first two (2) innings of the game and the game is called after the conclusion of the second inning, the game will be forfeited. It is recommended that the second pitcher pitch in the first two (2) innings. This rule only applies when playing another SMGS team.
- xiii. Bunting: Yes, against player pitching only. No bunting against the friendly/coach pitcher.
- xiv. Stealing: Yes. One base per pitch. Home plate is frozen
- xv. Sliding: Yes
- xvi. Leadoffs: Yes. If runner leaves early, runner is out.
- xvii. Overthrows: Ball in play: Runners may advance unlimited bases on an overthrow. Steal attempt: Runners may only advance one base on overthrow.
- xviii. Courtesy Runner: For injured Players. For catchers only if two outs exist. Last Player out serves as a courtesy runner.
- xix. Dropped Third Strike: No.
- xx. Infield Fly: No.
- xxi. Protests: No. (Exception: Participation Rule)

c. 10U

- i. Minimum Number Players to start game: Eight (8)
- ii. Game Time/Innings: No new inning after 1 hour 20 minutes or six (6) innings. No drop dead.
- iii. Game Balls: 11" yellow reduced impact.
- iv. Maximum Runs Per Inning: Five (5).
- v. Mercy Rule: 10 runs after 4 1/2 innings.
- vi. Pitching Plate: Thirty-five (35') feet.
- vii. Position Rotation: Recommend each Player should have one full inning of infield and one full inning of outfield each game. Recommend full

position rotations.

- viii. Player Participation: No Player will sit out two innings in a row and no Player will sit more than two innings per game. No player will sit out a second inning until every Player on team has sat one inning.
- ix. Fielders: Nine (9) Players may play the field, three (3) in the outfield.
- x. Pitcher: Player pitching only (no coach pitch).
- xi. Maximum Innings for Pitcher is three (3) innings per game, four (4) for playoffs, and five (5) for championship game. If a game goes to International Tie Break, both teams' pitcher's inning count shall revert to zero, and shall again be limited in the tiebreaker to the number of innings per game. Disclaimer: at least two (2) pitchers must pitch at least one full inning in every game. Starting pitcher can pitch the first three innings of a game if and only if the game goes a minimum of four (4) innings. Should the starting pitcher pitch the first three (3) innings of the game and the game is called after the conclusion of the third inning, the game will be forfeited. It is recommended that the second pitcher pitch in the first three (3) innings. This rule only applies when playing another SMGS team.
- xii. Bunting: Yes.
- xiii. Stealing: Yes.
- xiv. Sliding: Yes.
- xv. Leadoffs: Yes.
- xvi. Overthrows: Runners may advance unlimited bases on an overthrow (including steals)
- xvii. Courtesy Runner: For injured Players. For catchers only if two outs exist. Last Player out serves as a courtesy runner.
- xviii. Drop Third Strike: Yes
- xix. Infield Fly: Yes
- xx. Protests: Yes.

d. 12U

- i. Minimum Number of Players to start game: Eight (8)
- ii. Game Time/Innings: No new inning after 1 hour 20 minutes or seven (7) innings. No drop dead.
- iii. Game Balls: 12" Dreamseam, Yellow
- iv. Maximum runs per inning: 6 runs.
- v. Mercy Rule: 10 runs after 4 1/2 innings.
- vi. Pitching Plate: Forty (40') feet.
- vii. Position Rotation: Recommend each Player should have one full inning of infield and one full inning of outfield each game. Recommend full position rotations.
- viii. Player Participation: No Player will sit out two innings in a row and no Player will sit more than two innings per game. No player will sit two innings until every Player on team has sat out one inning.
- ix. Fielders: Nine (9) Players
- x. Maximum Innings for Pitcher is three (3) innings per game, four (4) for playoffs, and five (5) for championship game. If a game goes to International Tie Break, both teams' pitcher's inning count shall revert to zero, and shall again be limited in the tiebreaker to the number of

innings per game. Disclaimer: at least two (2) pitchers must pitch at least one full inning in every game. Starting pitcher can pitch the first three innings of a game if and only if the game goes a minimum of four (4) innings. Should the starting pitcher pitch the first three (3) innings of the game and the game is called after the conclusion of the third inning, the game will be forfeited. It is recommended that the second pitcher pitch in the first three (3) innings. This rule only applies when playing another SMGS team.

- xi. Courtesy Runner: For injured Players. For catchers only if two outs exist. Last Player out serves as a courtesy runner.

e. 14U

- i. Players to start game: Eight (8)
- ii. Game Time/Innings: No new inning after 1 hour 30 minutes or seven (7) innings.
- iii. Game Balls: 12" Dreamseam, Yellow
- iv. Maximum runs per inning: 6 runs.
- v. Mercy Rule: 10 runs after 4 1/2 innings.
- vi. Pitching Plate: Forty-three (43') feet.
- vii. Position Rotation: Recommend each Player should have one full inning of infield and one full inning of outfield each game. Recommend full position rotations.
- viii. Player Participation: No Player will sit out two innings in a row and no Player will sit more than two innings per game. No player will sit two innings until every Player on team has sat out one inning.
- ix. 14U teams may play teams outside of the League and may be subject to rules different than those shown here.
- x. Maximum Innings for Pitcher is three (3) innings per game, four (4) for playoffs, and five (5) for championship game. If a game goes to International Tie Break, both teams' pitcher's inning count shall revert to zero, and shall again be limited in the tiebreaker to the number of innings per game. **Disclaimer: at least two (2) pitchers must pitch at least one full inning in every game.** Starting pitcher can pitch the first three innings of a game if and only if the game goes a minimum of four (4) innings. Should the starting pitcher pitch the first three (3) innings of the game and the game is called after the conclusion of the third inning, the game will be forfeited. It is recommended that the second pitcher pitch in the first three (3) innings. This rule only applies when playing another SMGS team.
- xi. Courtesy Runner: For injured Players. For catchers only if two outs exist. Last Player out serves as a courtesy runner.
- xii. 14U teams may play teams outside of the League and may be subject to rules other than those shown here.

f. 16 and 18U

- i. Players to Start Game: Eight (8).
- ii. Game Time/Innings: No new inning after 1 hour 30 minutes or seven (7) innings.
- iii. Game Balls: 12" yellow Dreamseam

- iv. Mercy Rule: 10 runs after 4 1/2 innings.
- v. Pitching Plate: Forty-three (43') feet.
- vi. Fielders: Nine (9) Players.
- vii. All other USA Softball rules apply.
- viii. 16U and 18U teams may play teams outside of the League and may be subject to rules different than those shown here.

10. Protests

- a. There are three types of protests:
 - i. Misinterpretation of a playing rule
 - ii. Illegal Player
 - iii. Ineligible Player
- b. Intent to protest the game based on rule interpretation must be made to the umpire before the next pitch is thrown, or before all infielders have left fair territory, or, if on the last play of the game, before the umpires leave the field. Immediately after the umpire is notified, it must be logged in the official scorebook. An official protest must be submitted to their Division Representative in writing within 48 hours after the game began.
- c. The UIC, who shall serve as Chairman, shall call the Protest Committee. Members shall include the Player Agent, two members of the Executive Board, and the Division Representative to whom the protest was submitted. It shall be the duty of the Division Representative to collect the facts regarding the protest and present them to the Protest Committee. The Committee shall then render a decision within 48 hours.
- d. The illegal player rule used by USA Softball does not apply to Player's deemed illegal by virtue of the League's participation rule requirements. Participation enforcement is not the responsibility of the umpire.
- e. A Player who does not meet the requirements of USA Softball code or the League's eligibility criteria shall be considered ineligible. The determination of eligibility is not the responsibility of the umpire. The use of an ineligible Player will constitute a forfeit of all games in which that Player participated.
- f. A fifty-dollar (\$50) protest fee will apply, payable by the Head Coach to SMGS. Money will be refunded if protest is won.

11. Scorekeeping

- a. Should the League maintain standings, The League's Umpire in Chief shall maintain each division's score cards for eligibility or historical purposes. Each Head Coach is responsible for making sure that the game scores are submitted to the Umpire in Chief within the same day following each game, along with names and innings pitched and names and innings caught for all pitchers and catchers used during their game. All Head Coaches must be able to show proof that they have met the League's participation requirements.
- b. Should the League maintain standings, the home team shall provide an "official scorekeeper" and will keep the official scorecard.
- c. The official scorekeeper is considered to be a neutral party and shall not alert an umpire, player, coach, or spectator to an illegal player being used but shall answer an umpire's direct question regarding such matters.
- d. 6U will not keep any scores.

12. Awards

- a. 6U players will each receive a participation award.
- b. 8U – 14U will receive a participation award depending on the results of the championship tournament.

13. Championship Tournament

- a. 6U will not participate in a postseason tournament.
- b. 1st and 2nd Place in each division shall receive awards.
- c. Should the League maintain standings, seeding will be determined by regular season standings.
- d. Tournament will be either a double elimination, pool play format, or a combination of the two.
- e. All tournament play shall have the same inning and time limit after which no new inning may start. No drop-dead time shall be used. International Tie Breaker will be used after max time or innings for that division or except for the Championship Game.
- f. All participation rules used during the regular season will apply. (See above for pitching).
- g. The championship game will have no time limit. 8u shall play 5 innings, 10u shall play 6 innings, and 12u and 14u shall play 7 innings. If a championship game is tied after regulation, the international tiebreaker rule shall be in effect. During the tiebreaker, both teams' pitcher's inning count shall revert to zero, and shall again be limited in the tiebreaker to the number of innings per game in the applicable division.

SECTION 7: ALL-STAR PROGRAM

1. Eligibility

- a. Players must play in their actual age group unless special permission by Player Agent and both division reps. Player eligibility for the All-star Program is based upon participation in the League's Recreational Program. Only Players who have participated in 75% (3/4) of their recreational team's regular season completed games may participate in the All-star Program. The definition of participation is per the Southern California Section of USA Softball rules.
- b. Any player who plays or practices with any travel team or with a recreational team in any League other than SMGS on or after April 1st is ineligible for the San Marcos Girls Softball All-star Program.
- c. 14U - 18U: Refer to the USA Softball Yellow book for eligibility requirements.

2. Divisions

- a. The All-star Program offers competitive softball to girls who have participated in the League's 8U, 10U, 12U, and 14U divisions. The League does not require or make definite that teams will be fielded in all divisions, nor does it make definite the number of teams in each division.
- b. 16U and 18U divisions will be formed if there is enough interest.

3. Applications and Participation

- a. Players on an All-star team will be playing against teams from other leagues and communities and thus are representatives of the San Marcos Girls Softball League. Participation should be considered a privilege by parents and players, not a right, and those abusing that privilege or engaging in any behavior that in any way reflects poorly

- upon the League may be removed from the team.
- b. There are no minimum participation requirements or guarantees of playing time in the All-star Program. Coaches must make the best use of the players on their roster but there is no guarantee that players will play for a specified amount of time, or in a specified position.
 - c. Players and parents interested in the All-star Program should carefully read the All- star rules in this section to determine the amount of commitment required to participate in the All-star Program.
 - d. Players participating in the All-star Program must commit to participating in all tournaments designated by USA Softball as their “Championship Tournaments” (e.g., Districts, States, and Nationals), should their team qualify.
 - e. Players participating in the All-star Program should not miss more than one tournament among those their team enters leading up to the Championship Tournaments (not including those tournaments missed due to sickness or other extreme circumstances).
 - f. Consequences for failure to meet the tournament participation requirements will be assessed by the Player Agent and may include ineligibility for participation in the All-star Program for the following year.

4. Fees and Associated Costs

- a. The teams are responsible for paying for such expenses as uniforms, tournament fees, and other costs not paid for by the League.
- b. Teams are free to solicit team members’ families, friends, and associates for funds to be applied towards that team’s expenses not covered by the League.
- c. The League will provide each All-star team with a paid entry into San Marcos’s All- star Tournament. In addition, the League will pay full entry fees for State, Regional, and National USA Softball sanctioned tournaments.

5. Head Coach Selections

- a. All Head Coaches or assistant coaches should submit an online application through the league’s website to be considered.
- b. All Head Coaches must complete an on-line ACE Certification.
- c. Eligibility to coach a team is limited to Head Coaches or assistant coaches in good standing with the League.
- d. Head Coach Applicants may limit their consideration to the Gold team or Silver team or both. Should the League not receive qualified applicants the Board may solicit other applicants after the deadline.
- e. All Head Coach applicants will be made known to the Player Agent and Board. Head Coaches shall be elected based on a vote of the coaches in that age division plus Division Representative and the Executive Board.
- f. An standardized interview may be required and conducted by the board and the elected head coach. Conflicts of interest will be dealt with in accordance with Section 5.9 of the League’s Bylaws.
- g. The results of the voting will be tallied by the UIC or delegate and t revealed in accordance with USA softball . T
- h. Assistant coaches will be selected by the Head Coach and approved by the Board. No Interview will be required.

6. Team Selections

- a. Evaluation dates will be published in the league calendar. The league calendar, Parents Handbook will be published and posted to the league website.
- b. All players that are eligible in accordance to Section 7.1 of the League's Bylaws are encouraged to attend tryouts. USA Softball specifically prohibits "invitation only" or recruitment of players in any way before May 1st.
- c. It is the goal of the San Marcos Girls Softball Board to put the best team on the field. All girls who desire to play are required to attend tryouts. If special circumstances exist that prevent attendance at player evaluations, acknowledgment must be made to the Competitive Director and Player Agent prior to player evaluations. Exceptions may be made upon review by the Board.
- d. Players who play up in an older division for the rec season and who wish to play in the older division for All-stars must try out in the division they wish to play or tryout with both the older and age-qualified divisions, with older divisions trying out first..
- e. Nine (9) members of each team will be selected by the All-Star Selection Committee following tryouts.
- f. The selection of players will commence as follows:
 - i. The Head Coach will list out their top nine (9) players
 - ii. The selection committee members come to a consensus on the top 9
 - a. Players that are unanimous make the team
 - b. Remaining players are reserved for the next round
 - iii. Selection Committee members now identify other players not listed in the top 9 above, that they believe should also be considered for this All Star team
 - a. Selection committee members should identify up to 12 players to be considered for the team
 - iv. Using players from Section 6.f.iii. The selection committee will discuss, evaluate, and come to a consensus to fill in the top 9 players. Discussion continues until the top 9 is finalized
 - (1) Head Coach may then choose any remaining players to their desired roster size, among those listed in Section 6.f.ii and Section 6.f.iii
 - v. Player selection will resume according to Section 6.f and will continue using this process until the number of All Star teams determined by the Board have been exhausted.
 - vi. If the All-Star Head Coach's daughter is chosen as one of the 9, the Head Coach may choose three additional players from among the remaining players in 6.f.ii and 6.f.iii. If the All-Star Head Coach's daughter is not chosen as one of the nine, he or she can choose to defer and coach the team onto which the daughter is voted or she can be used as one of the three final Players and he or she will select two additional players among the remaining vote-getting Players. All-Star Selection Committee is made up of all Division Head Coaches (for example: ALL 8U Head Coaches will evaluate and be part of the committee to select the 8U All-Star Team).
- g. The number of teams in each division will be determined by the Board and will be based upon the number and quality of the participants and availability of suitable Head Coaches.
- h. After team selections, if a team loses a player to injury or any other reason, the coach will notify the player agent for a list of eligible players (players that tried out in teams age division) to fill the open spot. . The injured player's status (permanent or temporary) will determine the status of the replacement player. All player replacements shall be conducted according to USA Softball rules on supplementing All-star teams.

- i. After the regular All-star season, an All-star Head Coach may expand the roster to up to fifteen (15) Players to compete in District, State, or National tournament play, subject to approval from the Board.
- j. All roster changes are subject to approval by the Board.
- k. If there is a situation where a player voluntarily quits or removes herself from the All-star team, said player will be ineligible for next year's All-star season. The corresponding Division Representative has the responsibility to inform the Player Agent and/or Competitive Director. The ineligibility status can be overturned upon review by the Protest Committee.
- l. No refunds are granted for the All-star season.

7. Uniforms

- a. Uniform designs are determined by the Board and will be handled through the League's Parent Club representative. Any deviation from the approved All-star uniform is not permitted.
- b. Uniform ordering will be coordinated by the Parent Club representative.

8. Contingencies

All situations not specifically covered in section 7 titled "All-star Program" will revert to Sections 1 through 6.

SECTION 8: FALL BALL SEASON

1. Eligibility

- a. Player eligibility for the Fall ball Program is described in Section 2-2 with the following exceptions:
 - i. "League age" is determined as the Player's age as of 12:00AM, September 1 the current calendar year (USA Softball Age Rule).
 - ii. Siblings can play up or down together based on age eligibility as defined in Section 4 Subsection 4, letter d.
 - iii. Fall ball is open to girls with a "League Age" of 4-16 during seasons when 6U is included, and 6-16 during seasons when it is not.
 - iv. Due to the limited number of teams, not everyone registering will be guaranteed placement with a team. A waiting list will be established once all teams are full and girls will be added in the order of registration.
 - v. 14U will accept players up to 16 years old as of 12:00AM, September 1 the current calendar year.

2. Divisions

The Fall Ball Program offers instructional softball in 8U, 10U, 12U, and 14U; and may include a 6U division if registration numbers allow. The League does not guarantee that multiple teams will be fielded in all divisions. The number of teams for a division will be determined by the talent willing and available to play during the season.

3. Registration

Registration for the Fall ball Program is described in Section 2-5 with the following exceptions:

- i. Registration for Fall ball will start August 1 or at such time agreed to by the Board of Directors and end when Fall ball leagues require team rosters to be submitted.
- ii. The late registration deadline is determined by the Player Agent and Division Representative, after which no new players will be accepted.

4. Fees

Fee and refund policies are described in Section 2-6 with the following exception:

- a. Any player not placed on a team by the league will receive a full refund of fees paid minus online registration fees.

5. Head Coach/Assistant Coach Selections

Head Coach selections for Fall ball are described in Section 3-2 with the following exceptions:

- a. Head Coach/Assistant Coach positions will be filled, and assistant coaches will be notified as soon as it is feasible and practical for the Board to do so.
- b. Head Coaches/Coaches from the current recreational season need not fill out another application but must notify the Vice President in writing (email is acceptable) of their desire to manage.

6. Team Selections/Player Placement/Evaluations

- a. Team selections and player placement is described in Section 4-2 with the following exceptions.
- b. Evaluations will be conducted at a time determined by the board. Place and Time will be announced.
- c. If there are only enough girls for 1 team in any division there will not be a draft.
- d. Players will not be permitted to play in a lower age division except under rule 4-2 (b). Players may play in an older age division provided they follow the procedures in Section 4-3 (c). Players do not need to participate in evaluations with their current age division if they wish to play in the older age division where they will be eligible the following Rec Ball season (i.e., the next Spring after Fall Ball).
- e. All divisions will undergo the draft process described in Section 4-5.

7. Uniforms and Equipment

- a. Uniforms will be provided by the league in accordance with Section 6, Subsection 3.
- b. All other uniform requirements shall be determined by the team Head Coach. If an item is provided by the league it must be used by the team.
- c. Uniform of the day will be determined by the team Head Coach in accordance with League provided uniform items.

8. Playing Time and Special Rules

- a. Some or all of the SMGS Fall ball rules may be superseded by the rules of the Fall ball organization SMGS chooses to participate in. If there is no specific rule from that organization then SMGS rules will prevail. If there is no Fall Ball organization rule or SMGS Rule, then USA Softball Rules will prevail.
- b. Participation and rotation rules will still be used during Fall Ball as described in Section 6, subchapter 7, a – f.
- c. For any teams choosing to play in tournaments that cannot field, may combine with another team with prior board approval as long as all eligible players have the option to

play.

SECTION 9 VALOR/SELECT PROGRAM

1. General

- a. SMGS may elect to assemble a competitive Valor and/or Select teams during Spring and Fall seasons, for any division with sufficient interest to field a team.
- b. If a separate competitive program is assembled during the Spring season, any elected players must also compete on a Recreation League team (see Section 4).
- c. If a separate competitive program is assembled during the Fall season, elected players will not compete on a Fall Ball team as described in Section 8.
- d. Unless otherwise specified below, all rules outlined for the relevant season in which the competitive program convenes shall be in effect.

2. Eligibility

- a. Players must play in their actual age group unless special permission is granted by the Player Agent and both division reps.
- b. Player eligibility is otherwise governed by the rules for the league recreation season in which they are competing (see Section 2-2 for Spring and Section 8-1 for Fall).

3. Head Coach Selection

- a. All Head Coaches should submit an online application through the league's website to be considered.
- b. Head Coaches of the competitive program team are required to complete the same certifications as described for the Recreation League season (Fall or Spring) for which they're competing.
- c. Head Coaches shall be elected based on a vote by members of the Board, to include the Player Agent, Vice President, and Division Representative.
- d. An interview may be required and conducted by the board.
- e. Assistant coaches will be selected by the Head Coach and approved by the Board. No interview will be required.

4. Team Selections

- a. Player evaluation dates will be published in the league calendar.
- b. The competitive program teams will be selected by a consensus among the Head Coach, Player Agent, Competitive Director, and Division Representative (defined as the Select Selection Committee)
- c. The roster will consist of at least ten (10) players and may include as many as fifteen (15), at the discretion of the elected Head Coach.
- d. Players will be selected by, but not limited to: athletic ability, commitment, leadership, citizenship, and sportsmanship as viewed both at evaluation and demonstrated throughout past seasons
- e. Selection will be determined based upon all available information in forming teams, including but not limited to: player age, experience, skills, positions played, strength, and balance of the team, and sportsmanlike conduct by the player and their family as outlined in the parent agreement signed by the parent during registration.
- f. Player selection will occur in the following order: Gold Team (1st), Silver team (2nd), Bronze team (3rd), etc.
- g. The selection of players will commence as follows:

- i. The Head Coach will list out their top nine (9) players
- ii. The selection committee members come to a consensus on the top 9
 - a. Players that are unanimous make the team
 - b. Remaining players are reserved for the next round
- iii. Selection Committee members now identify other players not listed in the top 9 above, that they believe should also be considered for this select team
 - a. Selection committee members should identify up to 15 players to be considered for the team
- iv. Using players from Section 9.g.iii. The selection committee will discuss, evaluate, and come to a consensus to fill in the top 9 players. Discussion continues until the top 9 is finalized
- v. Head Coach may then choose any remaining players to their desired roster size, among those listed in Section 9.4.g.ii and Section 9.4.h.iii
- h. Player selection will resume according to Section 9.4.g and will continue using this process until the number of Select teams determined by the Board have been exhausted.
- i. Being chosen for a Select team does not guarantee a spot on any All-Star team.
- j. After team selections, if a team loses a player to injury or any other reason, the coach will notify the player agent for a list of eligible players (players that tried out in teams age division) to fill the open spot. The injured player's status (permanent or temporary) will determine the status of the replacement player. All player replacements shall be conducted according to USA Softball rules on supplementing All-star teams.

SECTION 10 AMENDMENTS

These rules may be amended by a majority vote of the Board of Directors at any Board meeting.