

**AGSA RULES AND REGULATIONS**

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**SECTION 1 – GENERAL POLICIES**

1. These Rules and Regulations can only be amended, omitted or changed during a Board of Directors meeting through a majority vote of those members in attendance.

2. Insurance shall be obtained to cover players, coaches, managers, team officials, league Board members, and administrators. Players with physical/mental limitations must have a doctor’s permission in writing to participate in the league program. Public liability insurance shall also be obtained to cover league operations.

3. Upon registration, each youth must provide acceptable documentation as to the player’s age. All documents provided to the league shall be used for league purposes only.

4. A registration fee is required for a child to participate in the league program. Each player is required to participate in the Annual League Fundraiser. All such fees must be paid prior to the child’s first scheduled league game, on a date established by the Board of Directors.

5. Refund requests must be submitted in writing to the Treasurer and/or President along with proof of payment. Full refunds will be issued for requests received prior to the scheduled draft. No refunds will be issued once the draft has been completed. Exemption for registered players who make their high school team.

6. All equipment and uniforms issued to team officials or players, except those designated as “give-away” must be returned to the league upon request or at the end of the season, whichever is sooner, including broken equipment. Any player or manager failing to return such items or failing to adequately make restitution to the league may be suspended as a member of the organization or have legal action taken against them.

7. There must be Two (2) registered, background checked adults present at all practices and games conducted by the team to ensure the welfare of the players and must remain with players until all players have been picked up by an adult. Managers not fulfilling this rule will have a hearing before the Board of Directors who is empowered to take any corrective action against the manager including suspension.

8. Players may not be left unattended after a practice or game. If a manager continually has a problem with parents picking up a player on a timely basis, the manager shall report the situation to the Board of Directors who shall take action against the offending parent.

9. The use of any tobacco products, illicit drugs, or the consumption of alcoholic beverages in the vicinity of the playing or practice fields is forbidden. Violation of this rule will result in ejection of the offender from the game site and possible suspension for the season.

10. Physical disciplining or verbal abuse by managers or coaches is forbidden, regardless of their relationship to the player. Benching is permitted for a player’s failure to meet team standards for making practices, unsportsmanlike conduct, or other action by the player not in the best interest of the team. Such benching must be reported to the Player Agent prior to imposing or the next day if the benching occurred due to a situation on game day. The game umpire and the official scorekeeper shall be notified of any players benched and the benching shall be noted in the scorebook.

11. Managers are responsible for the actions of their coaches, players, and spectators. Unsportsmanlike conduct or abusive language will not be tolerated from managers, coaches, players, or spectators. Continued abuse by any of the above mentioned individuals towards a game official, the other team, or spectators of the other team shall be grounds for the umpire to eject the offender or declare a forfeit against the offending team.

12. Any person aware of infractions of any rule, regulation, or policy of the league is responsible to report such infractions in writing to the Board of Directors within a reasonable period of time.

13. It is the policy of the Board of Directors that the Alpine Girls Softball Association will provide a safe environment for those participating in the league program. It is the responsibility of every member of the organization to ensure that the facilities used, equipment issued, and conduct of the game is as safe as possible. Any individual who has knowledge of an unsafe condition has an obligation to report the situation to the Board immediately.

14. Any actions taken in the name of the league or any of its teams must be approved in advance by the Board of Directors. Any money solicited or accepted by any member of the organization is money of the league. No promises expressed or implied may be given to any donor or sponsor without Board approval. Any fundraising conducted by an individual team must be approved in advance by the Board.

**SECTION 2 – DIVISIONS**

1. Depending on registration, the league will offer the following divisions of play:

6 & Under (6U) - 4, 5 & 6 Year Olds

8 & Under (8U) - 7 & 8 Year Olds

10 & Under (10U) - 9 & 10 Year Olds

12 & Under (12U) - 11 & 12 Year Olds

14 & Under (14U) - 13 & 14 Year Olds

16 & Under (16U) - 15 & 16 Year Olds

2. All ages are determined by the player’s age as of September 1st

3. The league will make an effort to accommodate players 15 and 16 years of age, first through the establishment of a 16U division or secondly through the development of a travel team to compete against teams in this same age division from other leagues around the Alpine area. The league has the option of refunding the registration fee of players 15 and 16 years of age if accommodations cannot be made. The league also has the option of placing the 15- and 16-year olds in the 14U division.

4. Players who wish to play up an age division must indicate their intention to do so by notifying the Player Agent and Registrar (in writing) prior to the first Tryout/Evaluation date. The following criteria will be used in determining a player’s eligibility to play up an age division:

a. Safety of the players;

b. Evaluation of the player’s ability;

c. Impact on the affected divisions;

d. Approval of the AGSA Board of Directors.

\*Note: Parents will be notified of the status of their request prior to the beginning of the player draft.

5. Players who wish to play down an age division must notify the Player Agent prior to the team draft. The player wishing to move down will only be allowed to play in the lower age division upon approval of the Board. The Board must reasonably believe that the child would be in danger of injury in her own age eligible division to grant a player authorization to play down a division.

**SECTION 3 – REC BALL MANAGER & COACH SELECTION**

1. All managers and adult volunteers shall be approved by the Board of Directors; approval requires a 2/3 majority vote of Board members present at an official Board meeting. Adult volunteers who are interested in being a team Manager for the current season must submit:

a. Current season Online Manager Application Form;

b. Current season Online Background Check Form;

These forms can be found under the “Forms & Docs” tab at alpinesoftball.com. Managers for the current season will be selected and voted on by the Board of Directors in a closed Board session approximately 4 weeks prior to the first tryout/evaluation date. All adult volunteers should submit a completed Current season Online Adult Registration Form and USA Softball Background Check prior to the Boards vote.

2. Field coaches are defined as teaching coaches at practice and assistants in the management of each team’s games. Managers and field coaches are required to attend a minimum of 75% of a team’s scheduled practices and to coach in the first or third base coaching boxes a minimum of 50% of the team’s innings played. Practice coaches are defined as assistants to the Manager and the Field Coaches in administering drills or other related duties at team practices. Practice coaches are not allowed in the dugout during games.

3. Adult Rosters must be submitted to the Board for final approval prior to the first game. Each adult roster will include the manager’s name and team name and designate a maximum of two field coaches, a team parent, at least one scorekeeper, and a female dugout chaperone. Only the manager, the two field coaches, and a female chaperone will be allowed in the dugout or on the field during games.

4. Managers and coaches are required to attend any training programs conducted by the league unless excused by the Board. All Managers and Coaches are required to attend one of the Southern California USA Softball Coaching Clinics for a minimum of Level 1 certification.

5. If written team rules are provided to players by the manager, such rules must be submitted to the Board for approval prior to distribution. Notification of disapproval will be provided within seven (7) days of submitting to the Board.

6. It is the manager’s duty to report any of the following to the Player Agent: poor attendance of a player, benching, apparent drops from the team, or misuse of player or players on any team so the Board may take appropriate action. The manager shall also complete an accident form for any injuries and submit the completed form to the Umpire in Chief and the Safety Director.

7. Managers are to contact the Umpire in Chief concerning league rules, umpires, scheduling (games or practices), results, or standings. Any other matters that a manager would like brought to the attention of the Board is to be reported to the Player Agent, who is responsible for placing the item on the Board’s agenda at their next regular meeting.

8. Managers and coaches are to always maintain professional conduct. Charges of a manager or any adult volunteer’s misconduct submitted in writing to the Board of Directors shall be acted upon by the Board of Directors within seven (7) days.

9. A manager or field coach may be suspended for violation of any of the above written rules by a majority vote of the Board of Directors. Length of suspension shall be decided by a vote of the Board of Directors.

10. Managers and/or field coaches are responsible for the safety of the girls and the actions of each player and parent at each game and practices. Consequently, managers are required to remain with their team in the dugout or on the field AT ALL TIMES from the time that each team arrives for pre-game warmups until the girls are excused at the end of each game or must arrange for an approved field coach to remain if unable to attend.

11. All managers and coaches are required to sign and submit the Alpine Girls Softball Association Coaches Code of Conduct. This document shall be submitted to the board representative at the Manager/Coaches meeting.

12. In the event there are more teams than registered managers, the AGSA Board of Directors shall provide a manager via the following process: a. Canvass existing head coaches for volunteers to manage the team; or b. The Player Agent manages the team; or c. The Vice President/Umpire in Chief manages the team; or d. The President manages the team.

**SECTION 4 – REC BALL TRYOUTS / PLAYER EVALUATIONS**

1. The league shall hold “Player Evaluations” for all players in the 8U and above divisions. All managers and coaches will have the opportunity to evaluate players signed up within these divisions and are meant to serve as a guide for the coaches to evaluate the skills and abilities of the players.

2. Two (2) evaluations (if needed) will be held on different days at fields/locations designated by the Board of Directors.

3. All players must attend one (1) of the two (2) evaluations.

4. Any player who does not participate in one (1) of the two (2) evaluations will not be eligible for the draft. These players will be assigned to teams after all players who participated have been drafted. Team assignments for these players will be made according to the “grab bag” method and will be randomly placed on teams.

5. Players registered in the 6U division are not required to attend evaluations (see Sections 7-2 & 7-6).

6. “Protected” players (Section 6) are not required to attend player evaluations.

**SECTION 5 – REC BALL TEAM FORMATIONS**

1. It shall be the objective of the adopted methods and policies to ensure equal distribution of talent among teams within each division.

2. 6U (T-ball) teams shall be comprised of a minimum of (7) players and the maximum number shall be determined by the AGSA Board.

3. 8U/10U/12U/14U/16U teams shall be comprised of a minimum of (10) players and the maximum number shall be determined by the AGSA Board.

4. The AGSA Board of Directors may, at their discretion, elect to change the minimum and maximum number of players per team based on the number of players registered. The Board of Directors reserves the right to schedule games with other Regional USA Softball leagues in the surrounding communities.

**SECTION 6 – REC BALL PROTECTED PLAYERS**

1. “Protected” players are not eligible to be drafted by any other team other than the one they are protected by.

2. All daughters of the team manager and his/her one (1) head coach who are registered to play in the division are automatically considered “protected” by his/her team and are not eligible to be drafted by any other team.

3. If the manager and the one (1) head coach’s daughters total four (4) or more protected players, the team is prohibited from adding any additional protected players.

4. If the manager and the one (1) head coach’s daughters total less than four (4) protected players, the team may add protected players prior to the beginning of the draft until they have four (4) total protected players (see “Protected Player Form” under Forms & Docs at alpinesoftball.com).

5. Once the draft begins, each team must select their protected players prior to selecting any other player.

**SECTION 7 – REC BALL PLAYER DRAFT**

1. The player draft will be held at times and locations scheduled by the AGSA Board. Each division will draft at a different time. Only the manager and one (1) head coach from each team in the drafting division and the AGSA Board of Directors will be allowed to attend the draft. No one else is allowed to attend.

2. “Buddy” players are allowed in the 6U division only. Buddy players must be mutual (i.e., if player one chooses to buddy with player two, then player two must choose to buddy with player one in order for the “buddy-system” to apply). No “daisy-chaining” of buddies is allowed.

3. The Player Agent shall conduct the team draft for all divisions of play for which he/she is not an official manager or head coach. In such cases, the Umpire in Chief shall conduct the draft for the Player Agent’s division.

4. All managers are required to attend the draft for their respective age division. A maximum of two (2) staff members, including the manager and an approved coach, may attend the draft (no substitutions).

5. Managers will draw numbers to determine the order in which they will draft. There will be no trading of draft numbers. At the end of each round, the order will be reversed. (i.e., a division with four teams will draft 1, 2, 3, 4, 4, 3, 2, 1, 1, 2, 3, 4, etc.).

6. Players registered in the 6U division will not be drafted. The Player Agent will assign the 6U players to teams.

7. Siblings playing in the same division must be drafted by the same team. If one sister is selected, the other sibling then must be selected by the same team in the next round. Parents who prefer siblings not to play on the same team together must notify the Player Agent (in writing) prior to the draft. (\*Note: If there are siblings in the same division and one of them is a “protected” player and the other is not, when the draft begins the team’s first non-protected selection must be the non-protected sibling and any other siblings must be selected in subsequent rounds)

**SECTION 8 – ALL-STAR MANAGER & COACH SELECTION**

1. All-Star Manager selection is based on criteria established by the AGSA Board of Directors: a. Highest vote recipient during manager Nominations; b. Displays and teaches sportsmanship, teamwork, and respect; c. Regularly supports and champions the league; and d. Receives 2/3 vote from the AGSA Board of Directors.

2. Each division team manager and one (1) eligible field coach vote (two ballots per team) for All-Star Manager. Each team’s manager will determine which of the two field coaches may vote from their team – voting by any other staff member must be approved in advance by a majority vote of the Board of Directors. Each voting member must vote one choice for All-Star Manager. Votes must be in by Friday, April 17th no later than 6:00pm and should be e-mailed to the AGSA Vice President/Umpire in Chief with a “carbon-copy” (cc) to the AGSA President and AGSA Secretary. All-Star Manager Selection requires final approval by the AGSA Board of Directors.

3. In the case of a tie vote for All-Star Manager, the Board of Directors shall carry out a closed session voting process to make the final determination which All-Star Manager is selected. Each Board member is limited to one vote. Any Board member who is currently an active manager or coach in the affected division shall not vote.

4. Upon notification of selection on April 24th, the All-Star Manager shall immediately select his/her choice for All-Star Head Coach. Remaining All-Star staff may be selected at a later time by the All-Star Manager and All-Star Head Coach and will need to be Board approved. All-Star staff will include a minimum of: the selected manager, head coach, female dugout chaperone/team parent, and at least one scorekeeper from any division of the league’s rostered adults. Final staff must include a minimum of one female. Once a manager accepts his or her appointment to the position, he or she may not re-assign his or her role as the manager of that team without prior approval of the Board of Directors.

5. Team staff must be selected no later than 5 days prior to the final player vote.

6. The All-Star Manager agreement is due to the Umpire in Chief by May 1st no later than 6:00pm.

**SECTION 9 – ALL-STAR PLAYER SELECTION**

1. ALL-STAR PLAYER ELIGIBILITY

a. Players who “play up” a division during the regular season are only eligible to be selected in their league age division for All-Stars (with exception for 14U: see Section 9-2d and in order to fill a team).

b. Registered players currently playing in two (2) recreational leagues and wishing to be considered for Alpine All-Stars must declare their intention to do so in writing to the AGSA Umpire in Chief and Player Agent by March 1st no later than 6:00pm.

c. Registered players currently playing travel ball and wishing to be considered for Alpine All-Stars must declare their intention to do so in writing to the AGSA V.P. / UIC & Player Agent by March 31st at 6pm.

d. As of the official AGSA All-Star vote, all players must meet all ASA eligibility requirements including maintaining a minimum of 75% active game participation of all scheduled and played AGSA league games (see ASA exception rules for high school players).

A Division Eligible Player List for each division will be compiled by the AGSA Player Agent prior to the All-Star Staff vote. All-Star player agreements are due by May 1st.

2. ALL-STAR PLAYER VOTING MEETINGS

a. Each division team manager and one (1) eligible field coach vote (two ballots per team) for eleven (11) All-Star players. The Division staff (two ballots per team) should be the same as the All-Star Manager selection (above). Team managers and one eligible field coach from each team are required to vote for eleven (11) players from each division’s Eligible Player List. Ballots received with less or more than eleven (11) votes will be invalid.

b. The eleven (11) players receiving the most votes will be designated as “All-Stars.” At least one (1) player from each team in the division must be included on this All-Star list. If one (1) team has no representative, the All-Star staff must immediately select a 12th player, who must come from the unrepresented team. In the event of a tie, the All-Star staff will re-vote on the players in the tie. If the tie cannot be resolved by vote, the tie will be broken by the All-Star Manager.

c. The division Eligible Player List may include any age-eligible players from the next younger division that were not selected to their All-Star team.

d. The All-Star Manager will then have the option to pick additional players from the division’s Eligible Player List to add to the roster (Maximum of 15 players will be allowed on the roster). Picks must be made immediately and voted on by the All-Star Staff.

**SECTION 10 – REC BALL LEAGUE RULES**

1. All players are to be in uniform shirts provided by the league for all games. Failure to be in uniform will result in removal from game.

2. All benching is to be reported to the Player Agent, game umpire, and official scorekeeper. If a player feels they are being unfairly benched, they may lodge a complaint with the Player Agent. In the event of serious misconduct or repeated misconduct by a player or parent, said player and/or parent shall appear before the Board of Directors for possible disciplinary action.

3. Any player who misses three (3) consecutive practices or games without reasonable excuse may be dropped from the team roster. Illness, family, mandatory school events, and religious events are reasonable excuses. Parent verification of illness shall be accepted. Non-mandatory school functions are not considered a reasonable excuse.

4. No player shall be permitted to participate in any team function without a signed player contract and liability release, or without having paid the required Registration and Annual League Fundraiser fees.

5. A full refund shall be made to any player resigning prior to the player draft, minus any costs incurred by the league on behalf of the player prior to receiving notice of resignation. Any other requests for refunds shall be handled on a case-by-case basis by the AGSA Board of Directors. Any (6u) player who has played at least fifty percent (50%) of her team’s league games is eligible to receive her participation award at the end of the season.

6. In the event that the league fails to obtain adequate leadership for any team in the league, that team shall be disbanded and the players placed on another team or a refund given.

7. Players are eligible to play in two recreational leagues at the same time.

8. Players are ineligible to play on two Alpine recreational teams at the same time.

9. Any special requests on registration forms must include a written letter stating a legitimate reason or cause for the request. Special requests will be reviewed on a case-by-case basis.

**SECTION 11 – REC BALL RULES – \*ALL DIVISIONS\***

1. Unless otherwise accepted herein, all games of the Alpine Girls Softball Association shall comply with the current edition of the ASA Guide and Playing Rules and all divisions will play ASA Tournament Rules starting with the first game of the season.

2. Only approved team staff and players are permitted in team dugouts during official games.

3. No coaching will be permitted by anyone from behind the backstop.

4. One week is defined as Sunday through Saturday.

5. Teams are limited to a maximum of three (3) practices and/or games during any one week (Sunday through Saturday). This does not apply to makeup games or All-Star practices.

6. Home team is responsible for preparing the field, setting up the outfield fence, maintaining the official scorebook, performing safety inspections, setting up the snack bar, putting away bases, putting away the outfield fence and any other equipment, and ensuring that the field is left clean.

7. It is expected that the visiting team will assist the home team with cleanup and will help with putting away fencing and equipment after all games.

8. For Interleague games, Alpine teams shall be responsible for all items described in Sections 6 & 7 above.

9. For league games, both the home and visiting teams shall have one volunteer from each team working in the snack bar during the game. For interleague games, the Alpine team shall have two volunteers from their team working in the snack bar. An adult (over 18 years old) must be in the snack bar at all times.

10. It is the responsibility of the team manager to ensure that the facilities are ready at game time. Snack bar coverage during games is required. Lack of snack bar coverage during a sanctioned AGSA game can result in a forfeit for that team.

11. Cleats are required. Metal cleats are approved for the 14u and 16u divisions only. Uniform shirts must be tucked in at all times.

12. No jewelry of any kind shall be worn by any player during a game or practice, except medical alerts, which must be taped to the player’s body.

13. Girls must remain in the dugout at all times during an official game, unless they are at bat, on base, on deck, coaching a base, playing defense, or using restroom facilities.

14. All pitchers in all divisions are required to wear an approved, protective facemask while pitching in all games and during practices where a batter is involved. During a game, one warning will be given when a pitch is made without a mask. For every subsequent pitch made after the warning, a walk will be issued. If a pitcher is playing an interleague game outside of Alpine and is reported to not be wearing mask, the team manager will be suspended for a minimum of one game.

15. All defensive players in 6u, 8u and 10u are required to wear approved protective facemasks while on the field. 12u and up it is highly recommended but not required to wear facemasks.

16. Helmets must have approved facemasks and must be worn by all girls when they are at bat, on deck, or coaching a base.

17. Distance between bases shall be 60 feet (6U bases = 55 feet).

18. A forfeit will be scored as a 7-0 loss for the forfeiting team. SECTION 11A – 12U/14U/16U

**SECTION 11A – 12U, 14U and 16U SUPPLEMENTAL RULES**

1. Sliding should be taught and encouraged, provided field conditions are safe for sliding. A runner can be called out for not sliding during a close play at any base. Head first sliding is allowed.

2. A game may begin and continue with a minimum of eight (8) players. If a team cannot field at least eight (8) players within five (5) minutes of the scheduled start time, a forfeit shall be declared. Teams starting with nine (9) players may continue a game with eight (8). Teams that lose a player during a game OR start with eight (8) players will not be penalized unless the player has been ejected, in which case the USA Softball Rules (taking an out) will apply. Teams cannot play with only seven (7) players; this will result in a forfeit.

3. If no umpire is available for a game, a bystander or parent may be used if agreed upon by both managers. If a bystander or parent is agreed upon and one ball is pitched, the game is official.

4. The infield fly and dropped third strike rules are in effect.

5. An official regular season league game shall be as follows:

a. Seven (7) innings or AGSA time limit (1:20 no new inning), whichever occurs first. For the purposes of this rule, a new inning officially starts immediately following the third out of the previous inning. Games may be shortened due to darkness at the discretion of the home plate umpire. Game time begins at the discretion of the home plate umpire. A minimum of one hour must be completed to be considered an official game. If the game is tied with time remaining, ASA International Tie Breaker rules apply. Official games are also bound by two run-ahead rules: ten (10) runs ahead after four (4) innings completed (3½ innings if home team ahead) or eight (8) runs ahead after five (5) innings completed (4½ innings if home team ahead).

b. Make up games will be played based on field availability and league schedules. Games are not required to be made up.

c. Regular season games can end in a tie.

6. There shall be no substitutions on offense, only on defense. Players arriving late will be added to the end of the line-up. If during the course of a game a player must be removed from the line-up, the game shall continue and the team shall not be penalized (unless the removal of a player takes the roster to less than 8 players). Since all team members are in the batting order, there will be no courtesy runners or designated players.

7. A half inning shall be three (3) outs or when the batting team has scored the maximum runs allowed in innings 1 through 4: six (6) runs for 12U/14U/16U. Innings 5, 6 &7 are open.

8. Pitching distance shall be: a. 12U – forty (40) feet from rubber to home plate. b. 14U & 16U – forty-three (43) feet from rubber to home plate.

9. Game balls will be 12” Dream Seam, USA Softball approved.

10. Every player must have at least two defensive innings per game. Each player must be entered into the game by the third inning. Exceptions: Game called due to time/darkness/weather with less than three (3) innings played, or injuries.

11. 14U and 16U pitchers shall have no limits on innings pitched.

**SECTION 11B – 10U SUPPLEMENTAL RULES**

1. Sliding should be taught and encouraged, provided field conditions are safe for sliding. A runner can be called out for not sliding during a close play at any base. Head first sliding is allowed.

2. A game may begin and continue with a minimum of eight (8) players. If a team cannot field at least eight (8) players within five (5) minutes of the scheduled start time, a forfeit shall be declared. Teams starting with nine (9) players may continue a game with eight (8). Teams that lose a player during a game OR start with eight (8) players will not be penalized unless the player has been ejected, in which case the USA Softball Rules (taking an out) will apply. Teams cannot play with only seven (7) players; this will result in a forfeit.

3. If no umpire is available for a game, a bystander or parent may be used if agreed upon by both managers. If a bystander or parent is agreed upon and one ball is pitched, the game is official.

4. The infield fly and dropped third strike rules are in effect.

5. An official game shall be as follows:

a. Seven (7) innings or AGSA time limit (1:20 no new inning), whichever occurs first. For the purposes of this rule, a new inning officially starts immediately following the third out of the previous inning. Games may be shortened due to darkness at the discretion of the home plate umpire. Game time begins at the discretion of the home plate umpire. A minimum of one (1) hour must be completed to be considered an official game. If the game is tied with time remaining, ASA International Tie Breaker rules apply. Official games are also bound by two run ahead rules: ten (10) runs ahead after four (4) innings completed (3½ innings if home team ahead) or eight (8) runs ahead after five (5) innings completed (4½ innings if home team ahead).

b. Make up games will be played based on field availability and league schedules. Games are not required to be made up.

c. Regular season games can end in a tie.

6. There shall be no substitutions on offense, only on defense. Players arriving late will be added to the end of the line-up. If during the course of a game a player must be removed from the line-up, the game shall continue and the team shall not be penalized (unless the removal of a player takes the roster to less than 8 players). Since all team members are in the batting order, there will be no courtesy runners or designated players.

7. A half inning shall be three (3) outs or when the batting team has scored the maximum runs allowed in innings 1 through 4: four (4) for 10U. Innings 5, 6 &7 are open.

8. Pitching distance shall be thirty-five (35) feet from rubber to home plate.

9. Game balls will be 11” RIF-10, USA Softball approved.

10. Every player must have at least two (2) defensive innings per game. Each player must be entered into the game by the third inning. Exceptions: game called due to time/darkness/weather with less than three (3) innings played, or injuries.

**SECTION 11C – 8U SUPPLEMENTAL RULES**

1. Sliding should be taught and encouraged, provided field conditions are safe for sliding. A runner can be called out for not sliding during a close play at any base. Head first sliding is not allowed.

2. A game may begin and continue with a minimum of eight (8) players. If a team cannot field at least eight (8) players within five (5) minutes of the scheduled start time, a forfeit shall be declared. Teams starting with nine (9) players may continue a game with eight (8). Teams that lose a player during a game OR start with eight (8) players will not be penalized unless the player has been ejected, in which case the USA Softball Rules (taking an out) will apply. Teams cannot play with only seven (7) players; this will result in a forfeit.

3. If no umpire is available for a game, a bystander or parent may be used if agreed upon by both managers. If a bystander or parent is agreed upon and one ball is pitched, the game is official.

4. The infield fly and dropped third strike rules are **NOT** in effect.

5. An official game shall be as follows: a. Six (6) innings or AGSA time limit (1:20 no new inning), whichever occurs first. For the purposes of this rule, a new inning officially starts immediately following the third out of the previous inning. Games may be shortened due to darkness at the discretion of the home plate umpire. Game time begins at the discretion of the home plate umpire. A minimum of one hour must be completed to be considered an official game. If the game is tied with time remaining, USA Softball International Tie Breaker rules apply. Official games are also bound by two runahead rules: ten (10) runs ahead after four (4) innings completed (3½ innings if home team ahead) or eight (8) runs ahead after five (5) innings completed (4½ innings if home team ahead). b. Make up games will be played based on field availability and league schedules. Games are not required to be made up. c. Regular season games can end in a tie.

6. There shall be no substitutions on offense, only on defense. Players arriving late will be added to the end of the line-up. If during the course of a game a player must be removed from the line-up, the game shall continue and the team shall not be penalized (unless the removal of a player takes the roster to less than 8 players). Since all team members are in the batting order, there will be no courtesy runners or designated players.

7. A half inning shall be three (3) outs or when the batting team has scored the maximum runs allowed in innings 1 through 3: four (4) for 8U. Innings 4, 5 & 6 are open.

8. Every player must have at least two defensive innings per game. Each player must be entered into the game by the third inning. Exceptions: game called due to time/darkness/weather with less than three (3) innings played, or injuries.

9. Game balls will be 10” WR10RYS – RIF Level 1, USA Softball approved.

10. Pitching distance shall be thirty (30) feet from rubber to home plate.

11. A pitcher who hits three (3) batters in the same inning must be removed from the pitching position for the remainder of that inning. If the player re-enters the pitching position and hits a 4th batter in the same game, that pitcher shall be removed from the position for the remainder of that game.

12. Each team may play ten (10) defensive players: four (4) infielders, four (4) outfielders, a pitcher, and a catcher. All outfielders must play a minimum of ten (10) feet behind the first-to-second and second-to third base lines until a pitched ball is hit by the batter.

13. No player, except the pitcher, shall start in a defensive position closer than twenty-five (25) feet to home plate, measured from the front side of home plate anywhere between the first and third baseline.

14. The on-deck batter must remain in the on-deck circle until the previous play is dead.

15. An All-Star team will be selected to represent AGSA in the All-Star District tournament. See Section 9 for guidelines.

16. Coach Pitching Rules: If a batter receives four (4) called balls, the coach shall enter to pitch. The coach shall throw three pitches. While the coach is pitching, the coach must remain within the pitching circle with his/her foot on the mound at all times. If the ball is put into play, the coach must remain in the circle and not “coach” the batter or runner until the play is over. If a batted ball hits the coach, the play is dead. If, in the judgment of the umpire, the coach makes no effort to get out of the way of the ball, the batter is out and no runners may advance. If the coach makes an attempt to avoid the ball, the batter will be awarded first base and the runners advance only if forced. There is no bunting allowed while the coach is pitching.

17. Coach Pitching Dates: a. First 1/3 of the season (February 8th to March 7th): No walks. If a batter receives four (4) called balls, the coach shall enter to pitch. b. Second 1/3 of the season (March 8th to April 4th): If a batter receives four (4) called balls, the batter is awarded first base. If the bases are loaded and the batter receives four (4) called balls, the coach shall enter to pitch. c. Third 1/3 of the season (April 5th to End of season): No coach pitch in league games, playoff games, and the championship game.

18. Runners may “lead off,” in accordance with ASA rules, once the ball leaves the pitchers hand. However, the runner does so at her own risk of being put out. Stealing will be allowed with the exception of home plate, all season. There will be no stealing while the coach is pitching.

**SECTION 11D – 6U SUPPLEMENTAL RULES**

1. Sliding should be taught & encouraged, provided field conditions are safe for sliding. Head first sliding is not allowed.

2. There are no umpires in 6U.

3. The infield fly and dropped third strike rules are NOT in effect.

4. An official game shall consist of two (2) full innings. Both teams will take the field twice and both teams will bat everyone in their lineup twice, regardless of time.

5. There shall be no substitutions on offense, only on defense. Players arriving late will be added to the end of the line-up. A half inning shall be when the batting team has batted all players.

6. Every player plays defensively every inning.

7. Game balls will be 10” WR10RYS – RIF Level 1, USA Softball approved.

8. Distance between bases shall be fifty-five (55) feet.

9. No player, except the pitcher, shall start in a defensive position closer than twenty-five (25) feet to home plate, measured from the front side of home plate anywhere between the first and third baseline.

10. The on-deck batter must remain in the on-deck circle until the previous play is dead.

11. Each batter shall receive three (3) pitches from the coach. The batter may continue to receive pitches if she is hitting the ball foul. If the batter would have struck out, a tee is placed on home plate and the batter shall hit until the ball is put in play.

**SECTION 12 – CHAMPIONSHIP PLAY**

1. Championship play applies to the 8U and above divisions.

2. Standings shall be determined as follows: a. Winning percentage in league games (ties counting as ½ a win and ½ a loss) b. In the case of a tie (2 teams): i. Head-to-Head record; ii. Winning percentage in all games (including non-league games); iii. Runs allowed in league games; iv. Runs scored in league games; v. Coin flip. c. In the case of a tie (multiple teams): i. Record against common opponents; ii. Winning percentage in all games (including non-league games); iii. Runs allowed in league games; iv. Runs scored in league games; v. Coin flip.

3. All teams make the playoffs. The teams in each division will be seeded according to final standings (as described in Section 12-2, above). Tournament brackets will then be created and approved by the AGSA Board of Directors. For all tournament games: a. The highest seeded team will be the “home” team and will occupy the first-base dugout. b. Regular time-limit rules will apply to this game but pitching rules will not. c. Runs per inning and run ahead rules will apply as per regular season rules.

4. The championship games will have the following rule changes from regular season games: a. No time limits. Games will consist of a minimum of six (6) innings for 8U, seven (7) innings for 10U, and seven (7) innings for 12U & above (run-ahead rules still apply). b. Pitching rules do not apply. c. The highest seeded team will be the “home” team and will occupy the first-base dugout.

5. The AGSA Board of Directors reserves the right to add time limits to championship games in order to accommodate field availability.

**SECTION 13 – PROTESTS**

1. All protests must be made in accordance with the current USA Softball Rules. The intent to protest must be made immediately following the play and prior to the next pitch. Once a pitch is made, the manager has forfeited his/her opportunity to protest the play. Player eligibility protests may be made at any time during the season.

2. An umpire’s judgment cannot be protested, only an umpire’s misinterpretation of a rule or misapplication of a rule.

3. To file a protest, the manager must submit a written protest to the Umpire in Chief within forty-eight (48) hours of the game under protest. Said written protest must clearly describe the incident being protested as well as citing the rule to which the play pertains.

4. The AGSA Board of Directors shall assign a Protest Committee and conduct a meeting within five (5) days to act on any protest properly submitted. The Umpire in Chief is responsible to call the meeting and to provide written statements from the umpire in charge of the game, the manager of the opposing team, and any other individuals necessary to obtain a clear understanding of the situation. Additionally, the Umpire in Chief shall obtain and provide to the committee the official scorebook of the game. Any Protest Committee member who has a child playing in the age division in which the protest is filed shall be excluded from participating on the committee for such protest.

**SECTION 14 – POOL PLAYERS**

“Pool Players” are used to fill in for teams that for some reason cannot field nine (9) players. These players fall under the following rules:

1. Pool player rules only apply to league games (Alpine vs Alpine teams).

2. All pool player applications must be signed by the player’s manager, the player, the player’s parent, and the Player Agent before the player is allowed to play for another league team.

3. Pool player requests must be made to the Player Agent and the pool player will be selected from the Pool Player List by the Player Agent based on a rotation.

4. If the Player Agent cannot immediately reach the first player on the Pool Player List, he/she shall go to the next player in the rotation and so on until a player is confirmed. This rotation helps to avoid the same player playing multiple times.

5. Pool players may only play in the division above them (i.e., a 10U player can only play 12U). Exception: 8U teams needing pool players may pull other 8U players.

6. Pool players MUST bat last in the batting order and ONLY play outfield positions.

7. Pool players can only be used to bring a team up to nine (9) players in ALL divisions except 8U. In the 8U division, you may only add pool players to bring your defensive roster to ten (10).

8. Games will only be rescheduled due to a mandatory school function that results in less than eight (8) players.

9. Each team MUST field at least seven (7) of their rostered players per game. If a team has less than seven (7) of their own players, then the game is forfeited.

10. No team may use more than (3) Pool Players for any game. For extenuating circumstances such as multiple injuries or a mandatory school event affecting one team, the manager shall inform the Player Agent (in writing) of the circumstances. The AGSA Board shall then determine the next course of action.

11. Any deviation of the above listed Pool Player rules shall result in a forfeit.

**SECTION 15 – INTERLEAGUE PLAY**

1. Interleague games are defined as “any game against a team that is associated from another USA-affiliated softball league.”

2. Unless stated below, all interleague games shall be governed by the same rules as regular season games.

3. Pitching eligibility rules do NOT apply for total innings pitched in a week. For example, if a team plays a league game (Alpine v Alpine) during the week and plays an interleague game on Saturday, all players are eligible to pitch in the interleague game.

Section 16 Select Team formation

1. A player must be registered and drafted onto a Rec. season team.
2. A player may only play on the Select team in the division she is registered in for the Rec. season.
3. Select Team Manager may select up to 12 players from one division to play on a Select Team. If more than 12 players are interested in playing on the divisions Select Team then there will be a tryout.