Anderson Snow Senior Softball League



2024

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MISSION STATEMENT

The league seeks to provide a safe and enjoyable forum for senior athletes to engage in a physically challenging and competitive contest between sanctioned teams of active individuals. The goal is that every player can walk on/off the field with no serious injuries and most of all to have fun.

A. POSTIONS & DUTIES

a. Commissioner

- i. The Commissioner runs the administrative aspect of the league while the Board of Managers (BOM) is the authority of gameplay.
- ii. The Commissioner oversees the administration of each draft session.
- iii. The Commissioner breaks ties in the voting of the BOM.
- iv. The Commissioner may select an Assistant and must be confirmed by a majority of the BOM. The Assistant may act in the Commissioner's absence in full capacity. However, when the Commissioner is available, the assistant has no privileges or authority.
- v. In situations of emergent nature, the Commissioner reserves the right to make temporary adjustments for the well-being of the league. These adjustments are subject to review by the BOM depending on the scope of the issue.
- vi. All staff positions are appointed by the Commissioner and serve at his discretion for the duration he deems appropriate with approval from the BOM. Removal of any appointed individual is at the discretion of the Commissioner with the concurrence of the BOM.
- vii. The Commissioner serves until he (she) elects to step down or is removed by a majority vote of the BOM.
- b. <u>Secretary and Assistant</u> maintains records for the organization and serves as Web Administrator. Supervises assistant(s). The position is appointed and approved by the BOM.
- c. <u>Treasurer and Assistant</u> maintains league checking account, monitors accounts receivable, and issues payments at the direction of the league. The position is appointed and approved by the BOM.

d. Managers

- i. The leader of a team.
- Manager Selection Candidates for this position will be chosen based on their understanding of ASSSL Rules and their league history of compliance with the aforesaid rules. Approval is required of the Commissioner AND the BOM.
- iii. Team managers and/or assistants are expected to read and understand the ASSSL Rules and when necessary to ensure that team members follow them.
- iv. Team managers (or in their absence, a temporary manager) are responsible for the team's conduct, sportsmanship, and actions on the field. The manager will provide and demonstrate leadership and sportsmanship for the team and ensure that respect is shown to all other players, managers, umpires, league officials, maintenance workers, and spectators.
- v. The team manager is the only person who will represent the team in communications, appeals, and protests with the umpires and/or the opposing team manager.
- vi. Team managers select players during the draft proceedings and designate player positions during games.
- vii. The team manager has the right to "bench" a player at any time during a game for a violation of ASSSL Rules. This would supersede a player's right to play three (3) innings or bat in the line-up. If a player is benched, his name is skipped in the batting order. NOTE: Being benched is NOT subject to review by the Commissioner.
- viii. The team manager has the right to "suspend" a player from further participation in the game for flagrant or consistent violations. These suspensions are subject to review by the Commissioner. The suspended player is not eligible to participate until the review is completed. If the suspension is upheld, the Commissioner will determine the length of the suspension. Multiple infractions may result in a player being suspended for the rest of the season or indefinitely. Whenever possible, the review will be completed within five (5) days. All sanctions imposed shall transcend between winter/summer/fall league boundaries, approved trades, and drafting procedures. Any sanction imposed by the Commissioner will

not entitle the player to receive any portion (pro-rated or otherwise) of their annual registration fee.

- ix. The manager may appoint an assistant manager from his team who may act in their absences in full capacity. However, when the manager is available, the assistant has no privileges.
- x. Managers are the focal for players' complaints and concerns. If the concern is with the manager, then that manager may take the concern to fellow managers for a possible resolution.
- xi. Managers make up the BOM and act as a majority in selecting new and/or replacement managers. The BOM decides the direction and approves all changes associated with the league.

e. <u>Players</u>

- i. Players are expected to read, understand, and follow these ASSSL Rules.
- ii. Players are expected to abide by all Hernando County Parks and Recreation Rules.
- iii. Players are expected to conduct themselves both on and off the field in a positive manner.
- iv. Players shall support and carry out the decisions of the Commissioner and the BOM.
- v. Players shall respect the decisions of the team manager.
- vi. Players shall respect the decisions of the umpire.
- vii. Players shall demonstrate good sportsmanship at all times to all participants.
- viii. Players shall avoid bodily contact while playing that might cause injury to themselves or other players.
 - ix. Players should notify the team manager as soon as possible if they are unavailable to play for any reason.
 - x. Players will voice all concerns through their Team Manager. If the player's concern deals with his manager, the player must give that manager the opportunity to resolve the issue. If the player feels the

concern is not resolved after these avenues, the player may address that issue with another league manager.

f. Other Positions as Required

- i. <u>Sponsor Liaison</u> an appointed position that recruits and communicates with the league's sponsors.
- ii. <u>Recruitment Liaison</u> an appointed position that actively looks for avenues and venues to recruit new players for the league.
- iii. <u>County Liaison</u> an appointed position that deals with the county. That includes field use daily, negotiating county fees that are levied upon the league, maintenance issues, and overall representative for the league.
- iv. <u>Player Assignment</u> an appointed managerial position that places players once they pass through the assessment phase. Placement is based on the needs of the team due to unforeseen shortages throughout the year. Disagreements with placement may only be made by Managers and they are addressed to the Commissioner for reconciliation. This position also assigns pool & bye team players before the beginning of games.
- v. <u>Player Evaluation Committee</u> a committee made up of players and/or managers of the league as approved by the BOM and the Commissioner. This committee will use the *Player Assessment Protocol* found in this document as the basis for approving new players for the league.
- vi. <u>Rules Committee</u> made up of players and/or managers of the by league. This group shall be at least four members but no more than seven as approved by the Commissioner and the BOM. The League Secretary is a standing member. The committee shall review the rules regularly and make recommendations to the Board of Managers for their consideration.

B. Player Eligibility and Categories

- a. <u>Regular Players</u>
 - i. All male league members must be a minimum of fifty-eight (58) years of age and all female members must be a minimum of forty (40) years of age. The Commissioner reserves the right to require verification.

- ii. If accepted into the league as a team or pool player, the member will adhere to the rules of conduct as set forth by the administration of the ASSSL.
- iii. Playing in our league is a privilege; not a right!
- iv. The player understands that it is the League's right to assign members to specific teams and the team manager's right to assign members to specific positions.
- v. There is no guarantee that a member will play his preferred position or bat in a particular spot in the line-up.
- vi. A player's commitment shall include only the season that he has agreed to (i.e. winter/summer/fall, winter only, summer only, fall only).
- vii. No player will be allowed to participate in Monday practice, pick-up, or scheduled games without first completing the application/waiver form.
- viii. No registration fee will be accepted until:
 - a. The applicant/player attends a minimum of four (4) Monday morning practices and has demonstrated the ability to meet minimum requirements as determined by the Commissioner and BOM. Note: This attendance requirement may be waived by a consensus vote of the Commissioner and/or the BOM.
 - b. All new players are required to run to first base, field, and hit.
 - c. The player must possess his own "personal" league-approved bat when playing on the larger fields. Aluminum bats are provided and owned by the league on the smaller fields.
 - ix. Placement on a team requires the approval of the Commissioner to maintain balance. After placement on a team, the player accepts the requirement/obligation of playing "both normally scheduled games" held on Tuesdays and Thursdays each week excluding planned absences (vacations, doctor appts., etc.). Note: If a "pattern of absence" is observed (3 consecutive unexcused absences) the player may be moved to an inactive status until the situation is resolved. If the situation is resolved the player will be returned to the team he was drafted on (no team shopping) unless the player has been removed for a long unexcused absence. If this occurs the player may have to wait until the next season to play. At no time would the player be moved to "pool player" status. No refund will be issued.

b. Pool Players

Upon approval to play by an approving official an applicant/player who CANNOT commit to playing both Tuesdays and Thursdays will be placed in the "pool player status" of eligible players. Exceptions can only be made by the Commissioner. There are no attendance requirements for pool players. There is no guarantee that a pool player will be utilized on any given day. There is no refund if the pool player does not get to play. Pool players will be utilized in accordance with the player substitution schedule agreed to by a collective majority vote of the team managers at the start of the season. If a pool player is upgraded to team status, he will be required to pay additional dollars as prescribed in this document. This payment is not pro-rated.

c. <u>Ineligibility</u>

- i. A player is considered ineligible, if he fails to meet the minimum requirements of athletic ability during the required Monday morning practices as determined by the Commissioner.
- ii. If a player commits to either the winter league, summer league, or fall league season and fails to complete their commitment to the ASSSL in any calendar year they may be declared ineligible to re-join the league for the next two calendar years unless extreme circumstances existed. All cases will be decided on an individual basis by the Commissioner.
- iii. If a player commits to either the winter, summer, or fall season and he fails to complete their commitment he will not be entitled to a refund of the registration fee after the first game of the current season, unless extreme circumstances existed. All cases will be decided by the Commissioner.

C. Sportsmanship

- a. Unsportsmanlike conduct is to include, but not limited to: assault, foul language, harassment, taunting, or demeaning comments toward any player, staff, umpires, or spectators. UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED UNDER ANY CIRCUMSTANCES!
 - i. First Offense: Verbal and/or written warning. The player may be ejected from the game, if the infraction does not cease and desist immediately.

- ii. Second Offense: The player will be ejected from the game. The player is subject to suspension of two (2) games.
- iii. Third Offense: The player will be ejected from the game. This may result in permanent suspension from the league.
- b. Exception: Assault will be dealt with as a criminal act subject to the local laws of the county and state.
- c. The umpires, the team managers, and the Commissioner have the authority to eject a player from the game with just cause. Only the Commissioner has the authority to suspend a player from additional games and/or the league.
- d. Managers may issue a warning to their players or, after consultation with the opposing manager, an opposing player. This includes consistent non-called illegal pitches and any other conduct they deem inappropriate.

D. Dues & Assessments

a. <u>Team Players</u>

- i. All team members are required to pay a seventy-five (\$75) annual registration fee to cover an entire calendar year of playing. This payment is not pro-rated.
- ii. All paid-up members are eligible for the next upcoming draft. The summer league draft is usually held in April. The fall league draft is usually held in August. The winter league draft is usually held in November.
- iii. Player trades between teams require a consensus between both managers and players and are approved by the Commissioner.

b. Pool Players

- i. Pool players will be charged thirty-five (\$35) which must be paid before the player can be assigned to fill a vacancy caused by a team member's temporary absence.
- ii. There are no attendance requirements for pool players.
- iii. There is no guarantee that a pool player will be utilized on any given day. There is not a refund if the pool player does not get to play.
- iv. Pool players will be utilized in accordance with the player substitution schedule agreed to by a collective majority vote of the team managers at the start of the season.

- v. If a pool player is upgraded to team status, he will be required to pay the additional dollars as prescribed in D (a) 1. This payment is not pro-rated.
- c. <u>Assessments</u> If an assessment becomes necessary due to rising costs, all participants will pay an equal share. In the event an assessment is authorized the Commissioner and BOM will determine the amount due from each player.

E. Game Days & Practice

- a. <u>Games</u> are held on Tuesdays and Thursdays
 - i. Winter league games start at 9:30 a.m.
 - ii. Summer and fall league games start at 9:00 a.m.
- b. <u>Practice</u> is held on Mondays
 - i. During the winter league practice starts at 9:30 a.m.
 - ii. Summer and fall league practice starts at 9:00 a.m.
 - iii. Monday morning practice sessions: Players must sign the application/waiver form, before they will be permitted to take the field.
 - iv. All players are required to contribute one dollar per session to pay for the use of the field. Practice will be on field four (4) unless otherwise noted.

F. <u>Rule Changes and Administration</u>

The "rules of play" for the games shall be determined by a majority vote of the BOM at the start of the calendar year.

The guidelines for administration of the league shall be determined by the Commissioner.

G. Definitions and Abbreviations

- a. <u>ASSSL</u> Anderson Snow Senior Softball League
- b. \underline{BOM} Board of Managers consists of all current active managers. The BOM is charged with establishing the rules of play governing the game.

- c. <u>Draft</u> Process held three times a year to distribute paid-up eligible and available players between sanctioned teams.
- d. <u>Guest Player</u> Any player not yet assigned pool player or team status.
- e. $\underline{Pool Player}$ Any member not yet assigned to a regular team.
- f. <u>Sanction</u> Administrative controls to assure compliance with the rules.

Field and Game

1. Game Start Time

- a. Winter league games start at 9:30 a.m.
- b. Summer and fall league games start at 9:00 a.m.

2. Game Length

- a. Winter league games shall be eight (8) innings long with one (1) ball and one (1) strike pitch count.
- b. Summer and fall league games start at 9:00 a.m. and shall be seven (7) innings long with a one (1) ball and one (1) strike count.
- c. If the game should end in a tie, the managers may elect to play one (1) additional inning. (Optional).

3. Fields

- a. <u>Equipment</u> Pitching protection nets, bases and running bases are set up and put away by the home team. The visiting team is responsible for raking the pitcher's mound and the home plate area after the completion of the game. The appropriate manager is responsible for the completion of these tasks.
- b. Players
 - i. The maximum number of players on the large fields is fourteen (14) and the maximum number of players on the small fields is thirteen (13).
 - ii. Defense
 - 1. Balls and strikes will be called. There will be a limit of two (2) walks per inning. After two (2) walks, only strikes will be called for the remainder of the inning. The two-walk rule may be suspended on windy days, if the managers agree to it at the start of the game.
 - 2. PITCHING: The pitching screen should be placed a few feet in front of the pitching rubber with one side blocking half of the fixed rubber. The pitching screen must be used. Pitchers call batters and/or runners safe or out at the bases. If a pitch is thrown outside

of the 6–12-foot range it should be called an illegal pitch and declared a ball unless the batter elects to swing at it. If the batter swings (whether or not contact is made it is a live ball and will be treated like any other live ball. If a pitcher is throwing balls outside of the 6-12 range a warning will be issued by the opposing manager (only) to the pitcher. If the situation continues the pitcher's manager will be issued the 2nd warning (one time). If a third illegal pitch is the opposing manager will ask the pitcher's manager to replace the pitcher or at his option award the batter 1st base without continuing to stand at the plate. This "walk" would be above and beyond the two-walk per inning rule if the two-walk maximum had already been reached.

iii. Offense

- 1. Only the base coaches, the batter, the on-deck batter, and the substitute runner (when applicable) are permitted inside the playing area. Exception: Only the team manager is permitted in the playing area in circumstances where a call is being challenged. All other participants are to remain behind the fence.
- 2. A ball that hits the pitcher's screen will be ruled foul.
- 3. A foul ball for a third strike shall afford the batter one additional swing to put the ball in play. Failure to do so will result in the batter being called out. However, the batter will not be declared out if the ball strikes the pitcher's screen.
- 4. All batters are required to be on deck on your turn in the line-up. If you are on base as a substitute runner you CANNOT be replaced with another runner. Therefore, on your turn at bat you are declared out. If you are declared out you may remain on base as a substitute runner until the inning is over or you score a run.
- 5. For safety reasons the batter should not throw their bat after hitting or striking out.
- 6. There is not a designated batter's box.
- 7. All players on a team are to bat their turn and play at least three (3) innings in the field during summer/fall season, and at least four (4) innings in the field during the winter season unless a physical injury prevents them from play.

a. Positioning

Outfielders must remain on the grass outfield until the ball has been hit. Infielders must remain behind an imaginary diagonal line between first and third until the ball has been hit.

b. Small Field Additions

- iv. Aluminum bats are provided and owned by the league on the smaller fields.
- v. The use of any other bat, regardless of material, is not allowed.
- vi. All aluminum bats used are approved in advance of any game by a majority of the Board of Managers.

4. Umpires

- a. When sanctioned umpires are utilized, they will be responsible for calling balls, strikes, fair/foul balls, and safe/out calls on the bases.
- b. Balls/strikes or fair/foul ball calls cannot be argued.
- c. Safe/out calls on bases can be objected to by the team manager only. If the umpire does not have compelling evidence to warrant changing the initial call, the original call will stand.
- d. In the absence of sanctioned umpires, the pitcher will make safe/out calls on the bases against the team at bat. The catcher will call balls/strikes and fair/foul balls. The pitcher and/or catcher will be shown the same courtesy and respect as a sanctioned umpire.
- e. Catchers are responsible for determining if a runner left a base early on a tag-up play if they are out of sight of the pitcher.
- f. All players should acknowledge that umpires have a limited vantage point from which to make calls, so occasional bad calls are inevitable but not necessarily deliberate. Arguing with an umpire could result in ejection from the game.
- g. All play stops when the umpire calls "time out". Play resumes when the umpire calls "play ball".
- h. Ultimately, the call of the umpire is final.
- i. Retaliatory calls by a pitcher/catcher will not be tolerated. It is the team manager's responsibility to ensure that their pitcher/catcher understands this requirement.

5. Five Run Rule

A team is allowed a maximum of five (5) runs per inning except the last inning at which point there is no limit to the number of runs that may be scored.

6. Base Running

- a. Base runners are not permitted to: steal, slide, lead off a base, or leave before the ball is hit.
- b. First and third base has an extra base outside the foul line.
 - i. First base the runner must run to the outside bag to avoid any contact with the first baseman.
 - ii. Third base the runner may use this base to ensure they are out of the field of play. The use of this base is optional at the discretion of the runner.
- c. If a runner falls, play shall continue, until a play is made. If a player is injured, play stops immediately. Runners will be directed to return to a base, as determined by the umpire (and competing managers). The managers may plead their case to the umpire, if they disagree however, the umpire's ultimate decision is final. The game will resume when the situation is resolved.
- d. On an errant attempt to throw the batter out at first base, the batter may advance only one base at his risk.
- e. In a force-out situation (no open base behind the runner), the defensive player must only tag the base. Every play is a force-out if the runner continues toward the next base.
- f. A batter or substitute runner must run to the outside bag at first base, while the fielder must utilize the inside bag for an out.
- g. Runners may overrun second or third base without physically touching the bag and not be called out, if the ball has not yet reached the fielder's glove and the fielder has control. The umpire will determine this.
 - i. For safety reasons the runner should avoid contact with the fielder on every play. A three (3) foot margin on either side of the base in a "straight line" is advised. Exception: If a runner makes a turn toward the next base he is subject to being thrown out. It is the runner's obligation to make a reasonable attempt to run close (one (1) foot) to the bag when proceeding to the next base. Failure to do so may result in the runner being called out. The umpire will make this determination. Managers will settle all disputes.

- ii. A runner may go directly to a base (without being called out), if no fielder is on it and it is unlikely that a fielder will occupy the base. Caution and safety should always apply when approaching a base.
- iii. It is the runner's obligation to avoid contact with the fielder. If contact is made, the runner may be called out, if the fielder did not deliberately interfere or attempt to block the runner in any way. The fielder has the right of way however, it is also the fielder's obligation to avoid contact with the runner without sacrificing the attempt to make the play. If the fielder interferes in any deliberate way, the runner will be called safe.
- iv. No runner or any member of the runner's team shall distract or interfere with a fielder. Conversely, no fielder or member of the fielder's team shall distract or interfere with a runner.
- h. Runners advancing home must tag the "outside rug only" before the catcher touching home plate with the ball in his possession. A tag of the runner is NOT an out by the catcher. Runners may be tagged between bases by any other infielder as they proceed toward the next base. A runner touching home plate is NOT safe.
- i. Returning or Run Downs The runner may return to an empty base behind him if he chooses. If the ball reaches the base before the runner, he is out. Tagging is optional. However, the runner may not reverse direction toward the next base after attempting to return to the previous base.

7. Runner Substitution Rules

A batter has the right to run for himself if he wishes. Base runners must stay within reasonable limits of the baseline as determined by the umpire/pitcher.

- a. Players requiring a substitute runner must be discussed with the opposing manager, before the first pitch of the game. Opposing managers should be notified if a player suffers an injury and requires a substitute runner for the duration of the game. Late-inning runner substitutions (after the 5th in a seven-inning game or after the 6th in an eight-inning game) are not permitted. The welfare of the player should be the focal point not the outcome of the game.
- b. A substitute runner may only be used for players having physical limitations (NOT FOR A SLOW RUNNER). Players requiring a substitute runner (maximum of two per team) because of injury should be discussed with the opposing manager before the first pitch of the game. This number does not include those grandfathered as described below in letter *e* of this section. The manager should schedule these players with runners that will not be on base when it's their turn on deck. The substitute runner must be from one of the last three players that were to make an out. If a player gets a runner from any base all

subsequent at bats will limit his progress to a single (exception: An over the fence home run that does not violate the small field home run restriction). Other runners are free to advance at their own discretion.

- c. A player can only be a substitute runner once an inning for an injured player.
- d. Starting location for a substitute runner from home will be the outside rug. The runners lead foot must stay on the rug until the ball is hit.
- e. Grandfathered Players are those that were in the league prior to the rule requiring a prospective player to able to pass assessment. Those grandfathered players are all agreed upon by the BOM prior to beginning of the draft. These named players are grandfathered through that current season only.
- f. Injured Players If a player suffers an injury during the game his team manager may elect to substitute him as one of the two players needing a runner for the duration of the game.

8. Prerogative Runner Substitution

At any time during the game for strategic reasons, the manager may elect to insert a runner for a batter, regardless of the player's right to run for themself. This can only be done once per game, in any inning. All other running rules apply to this substitute runner.

9. Player Substitution

- a. In an effort to utilize as many players that arrive on game day as possible managers may not refuse to take available players.
- b. When selected/assigned to a team by chance (playing card match) the player shall be obligated to play on the team assigned.
- c. Competing teams must utilize an equal number of players on the field whenever possible if pool team players and bye team players are available. A maximum of two (2) defensive players can be "loaned" to the opposing team. This is based on all teams having equal number of players on their roster. If enough players are not available a team may have to play "shorthanded" on defense.
- d. "Loaned players" will continue to bat with their own team. No player requiring a substitute runner shall be loaned to the opposing team. Extra players will remain with their respective team and be placed in the regular line-up rotation.
- e. No transfer of players shall occur between fields of play.

10. Pool & Bye Team Players

- a. Pool players shall be selected in a fair and orderly fashion when needed in accordance with the current practice as defined by the Player Assignment Manager.
- b. If a bye team is available for selection, they will be included in the game draft, however, any available pool players must be utilized even if additional "bye" players are available. (Bye team players should maintain no expectation that they will be selected on their day).
- c. It is in the best interest of the team that all regular team members arrive prior to player assignments. Once a player assignment has been made, the "field traded player" (pool and bye team players) will play a minimum of three (3) innings summer/fall season or four (4) innings winter season.
- d. If a regular member of a team arrives late, he will be placed in the line-up at the end of the batting order.
 - i. The "field traded player" will remain with that team and maintain his batting order position in the line-up.
 - ii. Games will not be delayed due to the late arrival of any player.
 - iii. Field position assignments remain at the discretion of the team manager.
- e. Current players that elect to become pool players at the beginning of any draft are not eligible to be placed on a team until after they have completed ten (10) games in the regular season as a pool player to avoid team shopping.
- f. New players in the league will first be placed on the pool player list until a regular team vacancy is available and are not subject to the ten (10) game restriction.
- g. Team assignments will be made by the Commissioner. The team with the least number of players on their roster will be given the priority. Multiple teams with the same number of vacancies will draw cards to determine where the player will be placed.

11. Game Disputes

All protests (managers only) must be in writing and presented to the Commissioner for review within five (5) days of the occurrence.

12. Managers Rule Suspension

Opposing managers prior to the beginning of a game, may agree to suspend player or runner substitution rules and any other rule possibly hindered by the lack of available players. After the agreement and prior to game play, the managers MUST convey the suspension to all players on their respective team.

Appendix of Administrative Staff & Managers

2022

Commissioner Secretary Asst Secretary Treasurer Managers Craig Lehmann Larry Gianneschi Rick Cybulski Tom Dury *Tom Austin Mike Douglas Al Grosso Dennis Kelly Bryan Ristau*

2023

Operations Manager Secretary Asst Secretary Treasurer Managers

Craig Lehmann Larry Gianneschi Rick Cybulski Tom Dury *Tom Austin Al Grosso Jim O'Rourke Bryan Ristau Vince Schell*

2024

Commissioner Asst Commissioner Secretary Treasurer Managers Craig Lehmann John "Doc" Watson Larry Gianneschi Tom Dury *Tom Austin Al Grosso Kelly Monteiro Bryan Ristau Vince Schell*

Anderson Snow Senior Softball League New Player Assessment Protocol *Welcome!*



- 1) Monday morning evaluations should ensure that a player can catch a ball without being hit in the face or body.
- New players should be required to run the bases (all four) before advancement to level #2. Note: This run does not have to be fast but must be continuous.
- 3) "Lack of timing" as a hitter, should not be grounds for a bad evaluation but should be referred for additional work.
- 4) If at all possible, individual help should be given to players that are willing to put in the extra effort. Some members of our league have expressed a willingness to help in this area.

Level #1

New prospective players will be directed to attend an evaluation session on Monday, 9am, Anderson Snow Park, Field 4. Individuals charged with the task of evaluation should not "promote" a new player to level #2 simply to increase the number of sanctioned players.

Level #2

Upon "successful evaluation" at the practice sessions, players should be directed to meet at the flagpole on Tuesday and Thursday for possible assignment to a team as a pool player. New players will be worked into existing teams on a per game basis, in order to evaluate their skills further. After several games, whereby all managers have had an opportunity to observe the player, the Board of Managers (BOM) will initiate a vote to determine the future of their individuals as it pertains to our League (majority vote).

Level #3

Upon receiving a majority from both the BOM, the player will be assigned to a team on an as needed basis, consistent with our current distribution process.