

**GOLETA VALLEY GIRLS' SOFTBALL ASSOCIATION
LEAGUE RULES
2022**

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FOREWORD

A. The Board of Directors (Board) for the Goleta Valley Girls' Softball Association (GVGSA or League) welcomes you to another year of cherished memories, fun, athleticism and competition. We hope your involvement this season will meet your expectations. We stand ready and willing to assist you, our constituents, in improving and maintaining our level of playing and ethics.

B. Players, managers, coaches, and friends are asked to assist the Board in achieving League goals as defined by GVGSA's mission statement and accompanying rules.

C. League rules are binding. They encompass pre-season, regular season and post-season play within GVGSA. At times, there may be specific events that supersede these rules; however, if a rule exception is made, it is only for the duration of the stipulated event.

D. Please help promote good sportsmanship between all GVGSA participants. If you have good ideas you would like to share on operating the League and/or Board better, we invite you to serve on the Board and help us build a stronger League together.

E. The Board encourages you to support the sponsors who help sustain our League. Please let them know how much you appreciate their efforts through your patronage, or with a simple "Thank you".

HAVE A GREAT YEAR!

SECTION I
GENERAL PROVISIONS

A. General Policy

1. This document defines League policy of the Goleta Valley Girls' Softball Association. It governs the functioning of its softball programs and provides guidelines that enable consistent, efficient and effective organization of those programs. By familiarizing oneself with the provisions contained in this document, an individual will be better prepared for the role as manager, coach, supporter, or mentor to GVGSA players.
2. All rules and modifications explained herein supersede USA Softball rules. If a rule or understanding is left unmentioned, then the USA Softball rules governing that issue shall take precedence.

B. Fees

1. Each player is required to pay a fee to help offset the cost of insurance, equipment, uniforms, umpires, awards, field improvements, and other expenses of the League. A refund of registration fees and/or donations will not be made after team assignments have been made. Scholarships may be available at the discretion of GVGSA's Executive Officers.

C. Alcohol, Drugs, Weapons

1. It is the clear and explicit policy of the League that alcoholic beverages, firearms or any other weapons, or illegal drugs (controlled substances) are not permitted on the fields at any time; nor may they be used by any player, parent or other representative of the League while travelling for organized competition or representing the League or Board at any other League-sanctioned event. Violation of this rule will result in mandatory expulsion from the League.
2. Foul language on the playing fields will not be tolerated at any time and may lead to the expulsion of the offending party from the premises or from the League at the discretion of the Executive Officers.

D. Solicitation of Contributions

1. The GVGSA is a non-profit corporation, duly registered in the State of California. Article IX of the GVGSA Constitution and Bylaws specifically prohibits solicitation of funds without prior Board approval, and disallows compensation for personal services rendered, except as allowed for umpires, field preparation, professional services and other specific circumstances as approved by the Board.

SECTION II
TEAM MANAGER SELECTION AND DUTIES

A. Manager Qualification

1. Candidate managers must be 21 years of age or older. Each candidate should have a genuine interest in serving the League and promoting League interests. Candidates must be able and willing to devote the time necessary for practices as required for a League team during the regular season, as well as the end-of-season mini tournament. Candidates will also be required to submit to background checks as mandated by USA Softball. New background checks are required for each League year.

B. Manager Selection

1. Candidate managers shall be selected and brought to the Board for review at the beginning of each League season. Candidate managers shall be accepted by a simple majority vote of a quorum of the Board as defined in the bylaws. Managers may be relieved of duty with just cause, by a 2/3 majority of a quorum of the Board as defined in the bylaws.

C. Managerial Duties

1. The (10U), (12U), (14U), and (16U) division managers are to be present at player tryouts to personally evaluate the players. 14U or 16U tryouts may not be required, depending on the number of registered players.
2. Team managers must obtain one or more persons to be approved by the League Coordinator, to assist in coaching both at practices and at League games. The manager is responsible for the conduct of his or her coaching staff when they are in the presence of League players.
3. The manager shall have a team meeting for both parents and players prior to or at the first team practice. Managers are required to introduce themselves and encourage parental participation.
4. The manager may select a volunteer to become team parent. The team parent will assist the manager with communications to the team's players and parents and will act as a chaperone when deemed necessary. The team parent will also assist the manager by coordinating volunteer parents to assist with field setup and cleanup after League games.

5. The manager shall select a volunteer parent to be team scorekeeper. The team scorekeeper must be able and willing to attend all games, allowing sufficient time to coordinate lineups and rosters with both team managers before game starting times.
6. The manager shall schedule at least 3 hours of combined practice and game time per week. Weather and space limitations are the only reasonable preclusions from the responsibility to do so. Failure to comply with this obligation may result in disciplinary action, including the elimination of that individual from present and/or future managerial consideration.
7. Practice sessions should be pre-planned to provide:
 1. Teaching of fundamentals commensurate with the age group.
 2. Development of individual player position skills.
 3. Effective teamwork and team spirit.
 4. Simulated game experience.
 5. Ending times that show courtesy to the parents.
 6. That NO player be left alone waiting for transportation.
8. The manager will be ready to start all League games at the scheduled time, having established the starting lineup and directed player warm up. The manager is considered responsible for player discipline and spectator control. The manager and coaching staff should encourage healthy competition while promoting good sportsmanship and team morale. The manager and his or her staff should demonstrate maturity by accepting judgment calls, and maintaining a positive attitude, rather than criticizing umpiring or making other excuses for unpleasant events.
9. The manager must have copies of each player's application form and a duly signed Medical Release Form at all practices and League games. The application form must accompany any player that is transported to a medical facility as a direct result of their participation with the League. When an injury occurs, the manager must contact the League Vice-President, League Coordinator or Division Representative as soon as possible.
10. Unregistered players are NOT ALLOWED to practice or play with any League team until they are properly registered through the League. Failure to comply with this requirement may expose individuals (e.g., the manager and coaches) and the League to legal issues should an injury or other problem occur to or as a result of a non-registered player's participation.

11. The manager is responsible for League-issued equipment, its proper use and its return to the Equipment Manager at the end of the season. Any loss or unusual damage to the equipment should be reported. Players should be encouraged to prevent equipment loss or damage. Batting helmets or other equipment are never to be thrown. Players and their parents will be held financially responsible for any equipment that is intentionally damaged or damaged due to intentional misuse.
12. The manager is responsible for maintaining the condition of the playing fields after each practice or game. Players are not to be dismissed by the manager until the area is policed for litter regardless of the source of the trash or litter.
13. The manager is expected to attend all scheduled manager meetings as designated by the League. In addition, managers are expected to support the League by attending opening day ceremonies, team pictures, and closing ceremonies. Managers are also required to field a team for the end-of-season mini tournament.
14. Because of direct contact and the powerful influence that managers and coaches may have upon players within the League, it is reasonable that manager and coach conduct, as it reflects on the reputation and integrity of the League, will be scrutinized by the Board at its sole discretion. When questionable conduct becomes a factor in the retention of a team manager or coach it will be the policy of the Board to review the circumstances and render a decision. The decision may include a reprimand, temporary or permanent termination, or other remedy as dictated by the Board based upon a majority vote of a quorum of the Board.

SECTION III
TEAM FORMATION AND PLAYER RULES

A. Registration

a. Players through the League age of 16 who are able to devote sufficient after-school and Saturday time for the entire season, are eligible to register with the League. Players are required to provide their own softball glove, softball pants and acceptable cleats. The Board establishes the registration period and fees on an annual basis.

B. Evaluation

a. Players in all Divisions may be required to attend an evaluation session at a time and place designated by the League Coordinator.

C. Draft Assignments

a. Player draft or assignment to teams is accomplished as designated by the League Coordinator. Players will be divided into Divisions based upon their respective League ages. Age shall be determined per USA Softball rules as of January 1st of the current year in accordance with the following age breakdowns:

- | | |
|-----------------|----------------------|
| 1. 6U Division | 6 years old or under |
| 2. 8U Division | 7-8 years old |
| 3. 10U Division | 9-10 years old |
| 4. 12U Division | 11-12 years old |
| 5. 16U Division | 13-16 years old. |
| 6. | |

All players will play within their respective age Division.

A player otherwise eligible to play in the 6U Division (i.e., 6 years old or under, as defined for that league year) that has already played in the 6U division for two full seasons, may, at the request of the parent/guardian of that player and at the approval of the League, play up to the 8U Division.

No other Division shall be eligible for this exception.

Effect: A 6U-eligible player in her 3rd League season may either play a third 6U season, then continue through her GVGSA career with age advancements every two years, or play up to the 8U Division where she will be required to stay for three (3) years until she is then eligible by League age to move into the 10U division.

D. Dropouts/Transfers

- .
- a. Dropouts processed prior to the player draft or team assignments will have their registration fee and/or donations refunded. Any other refunds will be made at the sole discretion of the Board. Requests for a player transfer must be made through the Division Representative for determination by the Board.

E. Recruitment for Games (Playing up)

- .
- a. Regular League Season

In the event a team may be short players for a specified scheduled League game, subject to the rules below, a manager may recruit a player from a lower division, so long as there are no conflicting games with that player's team, and only if the player, the player's parents and the player's team manager approve. A team short of players shall use rostered team players to play all infield positions, including pitcher, before using any lower division players. Lower division players may only play infield positions in the event that no other rostered players are available. Exception, 12U players may playing up to 14U may play into positions other than outfield at the discretion of the Board.

- i. Lower division players shall bat last in the lineup. A team that does not have enough players to cover all regularly fielded positions may recruit only enough players to cover all fielding positions. (e.g. 10U may recruit enough to give the team 10 players, while 12U may recruit only to 9 players).
- ii. A player recruited from a lower division team may play only one consecutive game for the same upper division team. She shall not play again for that same upper division team until after that upper division team has played another game. A violation of this rule shall result in the upper division team forfeiting the game. Exception, 12U players playing up to 14U may play for the same team in consecutive games at the discretion of the Board.
- iii. If a manager recruits a player from a lower division, and a rostered team member arrives after the start of the game (resulting in one more player than required to cover all fielding positions, thus creating a substitute player), then the lower division player may continue to play, but only in every other remaining inning defensively. The lower division player continues to bat in each inning in which their spot in the order comes up. The rostered player arriving late is then added to the end of the batting order after the lower division player. A lower division player recruited to play up a division shall NOT be asked to leave a game once a rostered player arrives to a game.
- iv. If a player is injured or otherwise unable to finish a game, then a manager may recruit a replacement from a lower division only if that team is in jeopardy of forfeiting the game. The lower Division player does not replace an existing player's batting position.

b. Post-Season League Play (Mini Tournament)

.A recruited player may only play for one team during the end-of-season mini tournament (e.g. a recruited 10U player may not play for both 12U team A and 12U team B during the same mini tournament).

SECTION IV
SAFETY AND ACCIDENTS

- A. Conditions of Equipment
 - 1. All equipment must be in a safe condition (e.g. bat grips secure, straps not missing, etc.) per USA Softball guidelines.
 - 2.
- B. Catcher's Equipment
 - 1. Catchers must wear a helmet and facemask with throat guard as required in the USA Softball rulebook. Catchers must also wear chest protectors and shin guards. All of the equipment specified must be worn at practices and games. Additional approved safety equipment may be worn at the catcher's discretion. (6U) Division catchers are permitted to skip wearing the shin guard and chest protector, but in so doing, must be positioned where she will not likely be hit by a thrown bat. Also, any player warming up a pitcher either before or during the game, either on the field or off the field, must wear a mask. Managers are asked to please monitor this closely.
 - 2.
- C. Batting Helmets
 - 1. Batters hitting in the game, on deck batters and base runners must wear helmets in both games and practices during all hitting drills. All Divisions except (6U) must wear helmets with NOCSAE approved face masks. The helmets should not be thrown at any time.
 - 2.
- D. Umpire's Equipment
 - 1. Umpires officiating behind home plate must wear a facemask, chest protector, shin guards and closed-toe shoes. This applies to ALL home plate umpires in the 8U, 10U, 12U, and 14U/16U divisions.
- E. Field Safety
 - 1. Spectators may not sit in the players' bench area or dugout.
- F. Bats
 - 1. Bats shall not be thrown at any time. Extreme care should be taken while swinging the bat in the vicinity of other players, coaches, or spectators. Players who throw or swing the bats out of anger or frustration shall be reprimanded by the coaching staff and umpire, as appropriate.
- G. Insurance
 - 1. The League obtains team insurance with USA Softball membership. This insurance should be considered secondary to any insurance you have

either personally or through employment. In the case of injury of potential claim, an accident report or statement must be prepared and action taken as specified in Section II C (9) of these League Rules.

H. Sliding

1. Sliding is to be taught and encouraged in all Divisions, most importantly, for the safety of all players. No headfirst sliding is allowed. Players may dive back to a base headfirst.

I. Casts

1. No player may play in a League game or practice with their team while wearing a cast, unless written permission is obtained from their physician, the cast is not used to gain advantage in a game situation, and said written permission is presented to the League Coordinator by the manager prior to participation.

J. Masks

1. The League highly recommends fielding masks for all infield players, especially the pitcher and 3rd base.

K. Involvement in other Leagues

1. Players may play with any other league as long as:
 1. Any conflicting games are played with GVGSA.
 2. All USA Softball Rules are met with respect to boundaries and travel ball.
 3. The player has GVGSA manager approval. The exception to (1) and (2) above will be California Interscholastic Federation (CIF) sports players. CIF players may additionally be limited in their involvement in the League by CIF rules; we will not allow a player to play with the League if such a conflict arises.

SECTION V
ALL-STAR PLAYER AND MANAGER SELECTION

A. General

1. All-star teams will be formed in all divisions that support all-star competition. The teams will be formed in accordance with USACC rules. Each team will consist of no more than 15 players and cannot include players over the League age limit (January 1st cut-off).
2. All-star candidates must have played in at least 50% of their team's scheduled League regular season games (see Section V.C below) and meet USA Softball rules of eligibility for All-star play.
3. All tournament financing will be the sole responsibility of the all-star team.
4. The financing of uniforms and equipment will be the sole responsibility of the all-star team.
5. Solicitation of monies will be in accordance with the League's constitution and by-laws (ARTICLE IX).
6. The League will provide the League's general liability insurance.

B. All-Star Player Selection and Requirements (8U, 10U, 12U, and 14U/16U)

1. Applications:

1. Players and parents or guardians shall have access to the rules governing the all-star application and selection process (Section V), including financial and volunteer commitments required for participating all-star players (per the all-star application). The information will assist parents and guardians in the decision-making process and allow them to make the best possible decision for their player and family.
2. Prior to the end of the League's regular season, the League Coordinator will make all-star applications available to all players competing within divisions that plan to field an all-star team. To be considered for all-star selection, players must return their completed all-star applications online by the deadline set by the Board.

2. Team Selection:

1. For each division, a list of completed all-star applications will be compiled and presented by the League All-Star Coordinator to the gold all-star manager to determine eligible all-star candidates.
2. For each division, an evaluation may be scheduled at the discretion of the Board in order to evaluate all candidates submitting an all-star

application. Evaluations will be conducted by the League Coordinator, or All-star Coordinator, or gold all-star manager, and will be used to assess all-star candidates for the express purpose of making selections to the gold "B" all-star team. Additionally, player performance throughout the regular league season will be used as selection criteria.

3. Prior to making final all-star player selections, the gold "B" all-star manager may hold player review meetings, including other managers from that same division, to discuss player potential and skills, so that each all-star candidate is fairly represented during the all-star selection process.
 4. The gold "B" all-star manager for each division will select no more than 15 players from the list of applicants to fill their all-star team roster.
 5. Because gold "B" all-stars are allowed to start earlier than silver "C" all-stars, a second evaluation may be held to form silver "C", and, if possible, bronze "C", team(s).
 6. The manager selection and player (applicant) evaluation process will be the same for silver "C" and bronze "C" teams as those used for the gold selections. The silver "C" all-star manager will then select no more than 15 players from the remaining qualified all-star applicants.
 7. After the silver all-star team is selected, if there are enough all-star candidates to form a bronze all-star team, the bronze all-star manager will then select no more than 15 players from the remaining all-star qualified candidates
 8. All-star team selections will be reviewed by the Board and confirmed prior to any announcement made by an all-star manager as to the players selected. If the Board deems changes are necessary, they will meet with the all-star manager to resolve the issue.
 9. Any player from within the league who meets all-star eligibility requirements may be added to their division's all-star teams as regular players or as fill-in players, at the discretion of the respective all-star manager, upon Board approval.
3. All-star players are expected to commit themselves for practice and games during the all-star season. Except for gold "B" all-stars, the term of the commitment will begin no earlier than the completion of the regular league season.

C. All-Star Team Player Selection and Requirements (16U and 18U)

1. All girls residing in the greater Goleta Valley area (from Goleta to Santa Barbara), and did not participate in the League's regular season will be eligible to register for All-Star play. All-Stars applicants must be eligible to play "B" Championship Tournament play according to USA Softball district rules.

2. All-Star players are expected to commit themselves for practice and games during the All-Star season.
3. All all-star team players must register with the League.
4. The players and parents or guardians must be informed of these rules (Section V; C-1 and 2) and any and all other pertinent and available information to assist them in making a sound decision whether they can participate and allocate the time necessary to the All-Star team as may be required of them.
5. The manager will determine the number of players on the roster. The selection of players will be made at the sole discretion of the manager.

D. All-Star Manager Selection and Requirements (8U, 10U, 12U, and 14/16U)

1. Selection:
 1. All team managers and coaches within a division are eligible for all-star manager selection in their own division. If no manager or coach from a division applies, then eligibility will extend to managers and coaches in all other divisions. GVGSA Board Members are eligible for all-star manager selection in any division.
 2. All-Star manager applicants must submit an all-star manager application to the League Coordinator by the deadline set by the Board.
 3. The Board will review applications and interview each candidate.
 4. The Board will vote for all-star managers in each division by secret ballot (if more than 1 candidate exists) on the date determined by the Executive Board. Election will be based on a majority vote by the quorum present. Ties will result in a re-vote. If a tie occurs a second time the Executive Board will make the final decision.
 5. All-star manager candidates, who are members of the voting Board, may not vote within their own division.
 6. If enough all-star qualified applicants exist in a division, then a similar process will be used to select a silver all-star manager.
 7. If enough all-star qualified applicants exist in a division, then a similar process will be used to select a bronze all-star manager.
2. The all-star manager will select no more than 15 players through the player selection process described above. All-star coach(s) selected to assist the manager must receive Board approval. Managers will also be responsible for selecting a team parent and a team scorekeeper. The all-star manager's staff must be willing and able to travel to all game locations.
3. The Board will determine the number of tournaments the League will support financially. All-star managers may elect to enter their teams in more tournaments than those financially supported by the League, but at no direct expense to the League.

4. Managers are held responsible for the conduct of all families and players on their team during the all-star season.
5. Any and all all-star managers and coaches are subject to recall by the Board pursuant to written grievance(s) by parents and/or coaches.
6. Approximately 5 (five) hours will be devoted to practice time per week for all-stars.

E. All-Star Manager Selection and Requirements (16U and 18U)

1. All all-star manager candidates will submit a manager application in writing to the Board. The Board will interview each applicant. The all-star manager will be selected based on their coaching experience, commitment, and willingness to follow the League's objective (as written in the Constitution and By-laws).
2. The Board will vote all-star managers in each division by secret ballot (if more than 1 candidate exists). Election will be based on a majority vote by the quorum present. Ties will result in a revote. If a tie occurs a second time, the Executive Board will make the final decision.
3. Managers may be relieved of duty, with just cause, by a 2/3 majority of a quorum of the Board.
4. The all-star manager will be expected to follow pertinent managerial duties as outlined in the League rules, Section II; C.
5. All tournament financing will be the sole responsibility of the all-star team.
6. The financing of uniforms and equipment will be the sole responsibility of the all-star team.
7. Solicitation of monies will be in accordance with the League's constitution and by-laws (ARTICLE IX).
8. The League will provide the League's general liability insurance.
9. A minimum of 5 (five) hours will be devoted to practice time per week for all all-star teams.
10. The manager will be responsible for the conduct of their coaches, players and parents. All pertinent League rules and by-laws will be observed.

SECTION VI
GAME AND LEAGUE RULES

A. Order of Precedence

1. The League policy is to keep USA Softball rule modifications to a minimum. The order of precedence of the rules of play will be:
 1. #1 – GVGSA League Division-specific modifications to USA Softball rules
 2. #2 – GVGSA All-Division modifications to USA Softball rules
 3. #3 – USA Softball rules

B. GVGSA League Game Rules: The following rules, as well as those in Sections I through V, will be in effect for the regular GVGSA League season.

1. Pitching Distance

- | | |
|-----------------|-------------------------|
| 1. 6U Division | 30 feet from home plate |
| 2. 8U Division | 30 feet from home plate |
| 3. 10U Division | 35 feet from home plate |
| 4. 12U Division | 40 feet from home plate |
| 5. 14U Division | 43 feet from home plate |

2. Base Distances

- | | |
|------------------|---------|
| 1. All Divisions | 60 feet |
|------------------|---------|

C. 6U Division Modifications to the USA Softball Rules

1. General: For 6U only, the official umpire shall be the offense's (batting team's) manager, coach, or designee as agreed upon by both teams prior to the start of the game. Therefore, all references to "umpire" in the following GVGSA Modifications to the USA Softball rules shall apply as noted above.
2. A tee is placed in front of home plate and the batter is allowed 3 (three) swings off the tee. One of the three swings must strike the ball and travel beyond the 15-foot arc in the field of play in order for a hit to be accomplished. Failure to do so in three swings constitutes an out and the batter is retired.
3. A strike is called on the batter if she misses the ball and the tee.

4. A strike is called on the batter if she hits mostly the tee. This rule is subject to the umpire's judgment.
5. A strike is called on the batter if she hits mostly the ball and the ball does not travel beyond the 15-foot arc or travels outside of the playing field (foul ball). This rule is subject to the umpire's judgment.
6. A third foul ball, missed ball, or ball not reaching the 15-foot arc is considered strike three and the batter is out.
7. The offense (batting team) will provide an adult to remove the tee from home plate immediately after the ball has been struck and declared a fair ball (a hit is earned).
8. The base runners must remain on their respective bases until the ball is struck, or the batter's swing passes the ball. If a base runner leaves her base before the swing, as explained above, then the standard USA Softball rules concerning a base runner leaving her base early will apply.
9. The defense (fielding team) must remain inside the marked field of play, and behind the 43-foot arc until the ball is struck. The catcher must remain in the area behind home plate and must keep her helmet on until the ball is hit. The pitcher must also remain anywhere inside the pitcher's circle until the ball is hit. If, for example, a player is taken outside of the infield lines to back up 1st base prior to the ball being struck, then the standard USA Softball rule applies, which is an illegal pitch. In this case, the batter would be awarded an additional swing (strike) and the base runner(s), if any, would advance one base. If the umpire observes the defensive players moving off the field as explained above, he/she should instruct the players to remain on the field of play until the ball is struck (and why to do so), with no penalty being assessed.
10. An offensive inning is over when all able players on the team have batted.
11. A continuous batting order will be used. All players in the lineup and able to play must bat in their turn.
 1. Failure to bat results in an out, unless:
 2. If a player has to leave the game or a player arrives late, the batting order shall be adjusted without penalty. Players arriving after game time will be added to the bottom of the lineup. For players leaving the game, the players later in the lineup will move up to fill the hole.
12. Except for reasons due to injury, or for the offending team's clear disadvantage, each player on the roster and at the game able to play (should be on the lineup) shall play defensively.

13. There is no maximum number of players allowed to play defensively on the field during an inning unless it becomes unsafe to do so. Therefore, all players on the roster will be permitted to play defensively in the field.
14. A game will consist of 3 innings.
15. Only four (4) players may be infielders, plus the pitcher and catcher. All other fielders must play beyond the 60-foot base path. To stop play, either the pitcher must have control of the ball with both feet on the ground inside the 10-foot pitching circle, any player has control of the ball while touching home plate, or the umpire calls for time out.
16. If play is stopped per paragraph o above, the umpire will call TIME. When TIME is called by the umpire, all advancing baserunners shall be awarded the base they to which they are advancing. Those not so awarded shall return to the last base passed. The umpire will then make sure the ball is passed to the catcher so that it can be placed on the tee.
17. After the ball is placed on the tee and the umpire signals ready, the pitcher must be in the circle until the ball is struck.
18. Fielders may not touch a batted ball before it passes beyond the 15-foot arc. If a fielder does so, the batter is awarded 1st base, and any base runners will also advance one base.
19. Overthrows
 1. The out-of-play lines shall be the fence lines and their implied extensions.
 2. On all overthrows, if the ball remains inside the out-of-play area, the base runners may advance to as many bases as they desire at the risk of being put out.
 3. On any batted ball, if the first throw from an infielder goes out of play, the batter will be awarded 2nd base, and all other base runners will be awarded two (2) bases from where they were when the ball was hit.
 4. On the second throw from the infield or any throw from the outfield, if an overthrow occurs and it goes out-of-play, the umpire will award two bases to each base runner from the last base occupied when the throw was made.
20. Any batter throwing a bat will be given a warning, and the umpire will inform both the official (home team) scorekeeper and the visiting team scorekeeper. If the same batter throws the bat again in the same game, she will be called out each time she does so.

21. After the game is over, both teams will give their opponents a positive cheer and go through the line shaking hands.
22. Two coaches are allowed on the field to position players during an inning in which they are on defense. The defensive coaches may remain on the field provided they do not interfere with any portion of a play. Any base runner that is interfered with by a defensive coach will be awarded an extra base(s) or more if the umpire (offensive coach) deems appropriate.
23. All players on offense, while not batting, on base, or in the on-deck circle, must stay inside the dugout behind the fence.
24. Any unruly coach or spectator will be asked by the Board-appointed Officer of the Day (OOD) to leave the field and playing fields (area of the game).
25. An inning will end after the last batter in the lineup bats, and either the pitcher is in control of the ball in the pitcher's circle, any player is in control of the ball while touching home plate, or the umpire calls time.
26. No score will be kept in 6U, as the goal of this division is to create an atmosphere of fun and love for softball. However, a scorekeeper is encouraged to track outs as a means to provide positive feedback to the players for their defensive efforts. The bases will be cleared after each 3 outs, but the inning will continue until all batters in the lineup have had their at bat.
27. Optional Coach Pitch – The coach has the option at the beginning of a player's at bat to pitch two (2) pitches from the 30-foot pitching rubber. If the pitches are not hit, then the ball goes back to the tee. Tee rules then apply, but the batter may only receive one attempt from the tee.

D. 8U Division Modifications to the USA Softball Rules

1. There is no dropped (uncaught) third strike rule. On strike three, either swinging or called, the batter is out.
2. Stealing is only allowed on a pitch that is not caught by the catcher *and* rolls either behind the catcher's feet or past the outer edge of either batter's box. Baserunners may advance at their own risk only one base, except that they may not advance to home plate on a non-batted ball ("cold plate").
3. Baserunners may leave the base only after the ball crosses the plate. If a baserunner advances to a base illegally, dead ball will be called, and the umpire will return the player to the base of origin without fear of being put out. If a baserunner advances to a base illegally and causes the defense to throw the ball, no runners may advance,

and all runners will return to the base occupied at the start of the pitch. Clarification: Each runner may only advance one base per pitch on a non-batted ball, regardless of the circumstances (e.g., overthrown ball, etc.). Baserunners may never advance to home plate on a non-batted ball ("cold plate").

4. Ten defensive players are allowed on the field at a time. The 10th player may not occupy a defensive position in the infield prior to the pitch on any play. All defensive players must play within the field of play.
5. A maximum of four (4) runs may be scored per half inning. Only four (4) runs shall be credited to the batting team, even if the play results in more than four (4) runs in the inning. At the conclusion of the play that allows the 4th run of the half inning to score, the half-inning shall be declared ended.
6. The same pitcher can pitch no more than six (6) outs per game. An out is recorded to a pitcher if the pitch she makes results in any recorded out. If an out is recorded on a coach-pitched ball, the out will be recorded to the player-pitcher who pitched ball four. If a single play results in more outs than the pitcher's maximum, there shall be no penalty. If the player pitcher plays beyond her pitching limits, then the manager and the player pitcher may lose eligibility for the next game at the discretion of the Board.
7. The strike zone shall be maximized in width, and in height. It will reach from the bottom of the knees to the top of the shoulders.
8. The infield fly rule will not apply under any circumstances.
9. There will be no walks. An offensive coach will pitch as many strikes to the batter as she has left in the count. The coach-pitcher must deliver the pitch from inside the circle but is not required to stand on the pitcher's plate (pitching rubber). The coach-pitcher will resume the player-pitcher strike count, and ALL coach pitches are considered strikes (exception: foul balls not caught by a defensive player cannot result in a third strike). The batter cannot walk or be awarded first base if she is hit by the coach pitch, but can strike out when coach pitched. Batters may not bunt coach pitches.
10. If a coach-pitcher interferes with a play, the ball is dead, the batter is out, and all baserunners will return to the base occupied at the beginning of the play. However, if, in the umpire's judgment, a ball strikes the offensive pitching coach accidentally, then the ball is in play just as if it were to strike an umpire.
11. During coach pitch, the player-pitcher must remain fully inside the pitching circle until after the ball is struck.
12. No new inning shall start after 75 minutes.

13. If a batter is physically hit by a player-pitched ball, the award will either be three coach-pitched balls or, in the case of an injury that prevents continuing to bat, be awarded 1st base (forcing all runners, including to home plate if necessary) at the discretion of the umpire.
14. Runners may not advance beyond the next base or begin to advance to the next base once the ball is in the circle and the pitcher has control of the ball.

E. 10U Division Modifications to the USA Softball Rules

1. Stealing is allowed per USA Softball rules with the exceptions noted below. Each runner can only advance one base per pitch on a non-batted ball regardless of the circumstances (overthrown ball by catcher, etc.). A batter-runner may NOT steal (continue to) 2nd base after ball four has been delivered.
2. Ten (10) defensive players are allowed on the field at a time. Four of these players must begin each play in the outfield. Prior to the start of the season, this rule may be waived by the League if it better supports player development. In such a case, only nine (9) defensive players shall be fielded.
3. A maximum of five (5) runs may be scored per half inning. Only five (5) runs shall be credited to the batting team, even if a play results in more than five (5) runs in the inning. At the conclusion of the play that allows the 5th run of the half inning to score, the half-inning shall be declared ended.
4. The same pitcher shall not pitch more than nine (9) outs per game, not including extra innings. An out is recorded to a pitcher if the pitch she makes results in any recorded out. If a single play results in more outs than the pitcher's maximum, there shall be no penalty. If the pitcher plays beyond her pitching limits, then the manager and the pitcher may lose eligibility for the next game at the discretion of the Board. If the game goes into extra innings a pitcher who has already pitched nine (9) outs may be reinserted as the pitcher with no additional limitations.
5. No new inning shall start after 80 minutes.
6. No intentional walks shall be allowed. If it is determined that a team has violated this rule, disciplinary action may be taken by the Board to potentially include the manager and the pitcher losing eligibility for the next game.

F. 12U Division Modifications to the USA Softball Rules

1. The same pitcher shall not pitch more than 12 outs per game, not including extra innings. An out is recorded to a pitcher if the pitch she makes results in any recorded out. If a single play results in more outs than the pitcher's maximum, there shall be no penalty. If the pitcher plays beyond her pitching limits, then the manager and the pitcher may lose eligibility for the next game at the discretion of the Board. If the game goes into extra innings (8 or more), a pitcher who has already pitched 12 outs may be reinserted as the pitcher.
2. A maximum of six (6) runs may be scored per half inning. Only six (6) runs shall be credited to the batting team, even if the play results in more than six (6) runs in the inning. At the conclusion of the play that allows the 6th run of the half inning to score, the half-inning shall be declared ended.
3. No new inning shall start after 90 minutes.
4. No intentional walks shall be allowed. If it is determined that a team has violated this rule, disciplinary action may be taken by the Board to potentially include the manager and the pitcher losing eligibility for the next game.
5. Courtesy runners are allowed only for catchers with two outs. The runner will be the last recorded out.

G. 14U/16U Division Modifications to the USA Softball Rules

1. A maximum of six (6) runs may be scored per half inning unless three outs are recorded first. Only six (6) runs shall be credited to the batting team, even if the play results in more than six (6) runs in the inning. At the conclusion of the play that allows the 6th run of the half inning to score, the half-inning shall be declared ended.
2. No new inning shall start after 90 minutes.
3. There will be no run limit for any games between GVGSA and other leagues.
4. Courtesy runners are allowed for pitchers and catchers per USA softball rules with the exception that the runner(s) shall be the last recorded out(s).

H. All-Division GVGSA League Rules and Modifications to USA Softball Rules

1. Players in those divisions with a player draft shall be required to attend an evaluation session at a time and place designated by the League Coordinator. In the event that players are unable to attend, they may be evaluated on a case-by-case basis.
2. Every player on a team must wear the team uniform (shirt/jersey and pants) while on the field during a game, unless waived by both managers before the game begins.
3. Parents, other relatives and spectators may not advise a player during a game unless she is injured. Players are to remain in the playing field or in the player dugout or bench areas throughout the entire game. Exceptions will be made if on an errand for the coaching staff or in the case of physical needs of the player upon manager approval.
4. Chatter to the opposing team is allowed. However, excessive heckling or derogatory remarks directed toward opponents in general, or any player or position individually or specifically, or toward the umpire, are not allowed. Violations of this rule are determined at the discretion of the umpire and are cause for warning to the team manager (first offense), and ejection of the manager from the game (2nd offense).
5. A team may start and continue a game with no less than eight (8) players; late-arriving but otherwise legal players will be added to the bottom of the batting lineup at the time of their arrival without penalty.
6. Regulation games will be 7 innings. No new inning will start after the specified time (varies by division). All ties after time expires shall be final.
7. If a Division ends its regular season with two or more teams tied for first place, first place and second place will be determined by a single play-off game, schedule availability permitting. If schedules do not permit a winner by means of a play-off, the Division will end in a tie (co-champions).
8. Division standings will be kept for 14/16U, 12U, 10U, and 8U Divisions. No standings will be kept in the 6U Division.
9. The home team will supply the official scorekeeper. The official Score Card must be verified and signed by both managers and the umpire. Lower Division play-up players must also be noted on the Official Scorecard. For those divisions where a pitching limitation is in effect, the pertinent information must be noted on the Official Score Card as well; failure to comply, if significant or intentional, may be grounds for the offending manager and pitcher to lose eligibility for the next game at

- the discretion of the Board. It is highly recommended that the visiting team keeps score, as well. However, all official scoring will be kept by the home team's keeper.
10. Teams must be ready to start a game within 10 minutes of the scheduled starting time. EFFECT: Game forfeiture. If, at game time, a team has the minimum number of players required to start a game (eight (8) in every Division), the game must be started. The 10-minute grace period may not be used to wait for a late player.
 11. In the leagues which have pitching limitations, if a batter is pitched to by more than one pitcher in the same at bat, and that batter makes an out, only the pitcher who pitched threw the final pitch of the at bat will be credited with an out.
 12. Except for reasons due to injury, each player on the roster and at the game able to play (on the lineup) shall play defensively (in the field) for at least two (2) innings. If a game is shortened due to time, any player that was not played defensively for two (2) innings must be in the starting lineup of the immediately next game. Continued or intentional violations of this rule may result in disciplinary actions taken by the League against the manager.
 13. Players not attending at least 75% of the scheduled practice times may be reported to the Division Representative each week. Players are not to be pulled from games (benched) by managers or coaches as a result of practice discipline, tardiness or any other non-game-related reason. Benching will only be for in-game infractions or misconduct, unless directed by the Division Representatives or League Coordinator.
 14. The Division Representative will notify the opposing manager prior to game time, of action taken by a manager to not play a player for at least 2 defensive innings and the reason for the action. If a player does not play in a game, unless she is injured, not feeling well or chose not to play for her own reasons, the League Coordinator must be notified, and her name listed on the Official Score Card for the game.
 15. USA Softball player/coach conferences rules and sanctions will be followed; a team is allowed three (3) defensive conferences per game, and one (1) offensive conference per half inning.
 16. Protests:
 1. Any game protest (not allowed for judgment calls) must be presented to the umpire before the next pitch is delivered. The official scorekeeper must be advised, and will note the time of the protest, the inning, the last batter on the Official Score Card, and the reason for the protest. The protesting manager must notify the League Coordinator or Division Representative within 72 hours and submit a protest in writing or via email. Protests will be decided jointly by the Umpire in Chief, League Coordinator and Division Representative from the protester's division. Even though protested, a game shall continue to completion. Protests are discouraged.

2. All protest decisions shall be final unless overridden by a majority vote of a quorum of the Board.
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17. During league play in all age Divisions, there shall be no penalty if a player must leave the game early. Managers should inform both scorekeepers of the change, and the player's batting position shall be skipped for the rest of the game with no penalty. Rules regarding the minimum number of players shall remain in effect.

I. GVGSA End of Season Mini Tournament Rules:

1. GVGSA league rules will apply in all Divisions, except as modified by these rules.
2. The 12U division shall have no pitching limits or scoring limits.
3. 8U pitching limits shall be extended to nine (9) outs.
4. The home team shall be determined by a coin flip prior to the start of the game.
Exception: In championship games, the teams advancing through the winner's bracket shall be the home team.
5. All 6U games shall be 3 innings and may end in a tie. All games in other Divisions are elimination games and will go to an international tiebreaker if there is a tie after time has expired or the innings limit has been reached.
6. Championship games shall have no time limit, but may be called on account of darkness or weather at the discretion of the umpire.
 1. The 8U and 10U championship games shall end after 5 innings.
 2. The 12U championship game shall end after 6 innings.
 3. The 14U championship game shall end after 7 innings.
7. In games that go to an international tiebreaker, the last recorded out of the batting team's previous inning shall begin the inning as a runner on second base. No run limits or pitching limits will apply in international tiebreaker innings.
8. The following mercy rules shall be in effect for all games:
 1. 15 runs ahead after 3 innings
 2. 12 runs ahead after 4 innings
 3. 10 runs ahead after 5 or more innings.
9. End of Season Mini Tournament awards shall be given to the 1st place team.
10. "Play up" players may only appear for one team in the End of Season Mini Tournament. All other play-up rules remain in effect, except for the limitation of consecutive game eligibility.
11. All protests will be handled immediately by the GVGSA League Coordinator and his or her decisions will be final.

APPENDIX A EVALUATIONS

A. General overview

a. Each year, GVGSa holds player evaluations for players in 10U, 12U, and 14U as (appropriate) which are meant to give the League the ability to evaluate player skills utilizing a variety of softball-related activities. Evaluators will assess players in several areas. Each area of evaluation will have a list of available rankings as outlined by the League. After compiling all evaluator rankings, the League Coordinator will provide a master list of these rankings to managers to assist them in making their player selections during the player draft.

B. Areas of skill assessment

1. Fielding fly balls
2. Fielding ground balls
3. Throwing
4. Bunting (10U, 12U, 14U, and 16U)
5. Running
6. Pitching (only interested players)
7. Catching (only interested players)

C. Ranking system

a. During evaluations, players will perform a variety of softball-related activities, and will be ranked according to evaluator assessment of their skill level. For each area of skill assessment, players will receive a numerical ranking of 1 (novice skill) up to 10 (advanced skill). Evaluators will use the following numerical values to rank a player

1-3	novice player
3.1-5	below average player
5.1-7	average players
7.1-9.9	above average player
10	advanced players

D. Draft list

1. Evaluator rankings for each player will be averaged. Players will appear on the master draft list by Division, and will be ranked from the highest overall rated player to lowest overall rated player. Players that evaluated at the position of pitcher will appear on the pitcher draft list by Division, and will be ranked from the highest overall rated player to lowest overall rated player. Players that evaluated at the position of catcher will appear on the catcher draft list by Division and will be ranked from the highest overall rated player to lowest overall rated player.

APPENDIX B
PLAYER DRAFT

A. General overview

- a. The League will conduct a player draft to determine player placement at the 10U and 12U, and 14U/16U Divisions, as appropriate.
- b. The League will automatically place all age appropriate children of a manager on his or her team. These players are considered "protected," and may not be drafted by another team. Protected players will be considered drafted, and will be placed on their parent/guardian's team in the round of the draft commensurate with the player's Divisional rank. Determination of round placement for protected players will be based on the player's overall ranking as determined by the master draft list. Exception: If a player is ranked as a top-rated pitcher, that player will be placed as a 1st-round selection, even if that player's overall ranking on the master draft list would ordinarily place that player in a lower round. The balancing of pitchers between all teams in a Division is a top priority of the League.
- c. If a manager does not have a child competing in the Division they are managing, that manager will have no protected players.
- d. First round of player draft
- e. Managers will be required to select a pitcher during the 1st round of the draft. The purpose of this requirement is to improve the competitive balance between teams in each division. Draft order
- f. The draft order for the 1st round will be selected at random at the beginning of the draft. Any manager who has a protected player placed in the 1st round of the draft will not participate in the random draw. After the draft order for the 1st round has been determined, managers will select players from the pitcher draft list.
- g. In the 2nd round of the draft, the draft order will be decided by the pitcher scores of the players drafted in the first round, with the lowest score choosing first.
- h. Beginning with the 3rd round of the draft, draft order will be determined by a team's combined total overall player value (i.e., the sum of all players' overall, not pitching, scores). In each round, all players already selected to a team will have their player rankings added. This number is known as the "combined total player value." In each round, the team with the lowest combined total player value will select first, while the teams with the highest total player value will select last. Draft order for the subsequent round is determined after each round.

i. Managers must select a player in the last round of the player draft unless there are not enough players to be selected by each team. In this case, once the draft order for the last round has been determined, the team with the lowest combined player value will have the option to select a player or pass. A team may only pass in the last round if there are more teams than players remaining in the draft. If a player joins the League after the draft has been completed, the player will go to the team with the lowest combined total player value that has not already selected a player in that round.

B. Words of wisdom

. The League recommends that each manager select a minimum of 2 pitchers and 1 catcher to maintain a consistent level of competitiveness throughout the season. In addition, the League recommends managers to select players with parents who can assist them with coaching, scorekeeping and team administration.