

# **LEAGUE RULES**

**REVISED AUGUST 2014**

**SPRING KLEIN GIRLS SOFTBALL LEAGUE**

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## CHAPTER 1 – LEAGUE RULES

### 1. INTRODUCTION

- A. The following rules and regulations will govern the operations and play of the Spring-Klein Girls Softball League (SKGSL). They are intended to improve the quality of play within the league and are sometimes an addition to or a deviation from normal A.S.A. Rules. Except as provided for in these “League Rules”, A.S.A. rules shall apply. All rules in this League Rules Book supersede any previous written league rule or rule book.

### 2. RULES OF CONDUCT

#### A. General

1. All players, managers, coaches, parents, and spectators (hereafter referred to collectively as participants) shall at all times observe and practice the highest standards of good sportsmanship and conduct. No participant shall engage in any course of conduct which would tend to violate this principle.
2. Participants must observe and obey all laws of the state, city, county, or municipality where any game is being conducted.
3. The use of alcoholic beverages or “non-prescription controlled substances” at any time, on or about the SKGSL facilities, is strictly forbidden.
4. The use of profanity by any participant is forbidden.
5. No participant shall engage in any course of conduct which is designed to, or which will result in, the harassment of any player, coach, umpire, or other participant. Forbidden conduct includes, but is not limited to, verbal taunting designed to disrupt player(s).
6. Tobacco use is prohibited on the playing field inside the fences, including the dugouts.
7. Punishment for any Rules of Conduct violation shall be referred to the discretion of the Board of Directors. League disciplinary rules apply per Section 5 of this document.

#### B. Special Rules for Tournament and/or Road Games

1. Girls will travel with and be accompanied by a chaperon at all times; to, from, and during a tournament. Any exception to this rule must have SKGSL Board approval.
2. No more than 6 persons per room are allowed including chaperon(s). All girls' rooms will have proper supervision from adult chaperons. No male will room with non-family players without written parental consent from the non-family player's guardian.
3. No alcoholic beverages will be allowed by managers, assistants, chaperons, or team members while players are present during tournament play or while out of town with the team. Violation of this rule will result in disciplinary action.
4. Curfew will be 12:00 midnight or 30 minutes after returning to the hotel, whichever is later. “Curfew” is defined to mean remaining in assigned rooms.
5. Chaperons will report any violation by a player to the manager. Any violation of conduct rules by a player will result in suspension from further tournament play and league play until the SKGSL Board rules on the violation. Managers will report these violations and the action taken to the SKGSL Board of Directors.

6. Chaperons will report any violation of conduct by a manager to the SKGSL Executive Board. Disciplinary action will be handled by the SKGSL Board of Directors.
7. "Chaperons" are defined as responsible adults 25 years or older who will help to see that the rules of conduct are carried out and that the team members use proper behavior.
8. Parents present are responsible for their children following these rules.
9. Managers shall brief players and parents of these rules prior to tournament play.

### 3. GENERAL LEAGUE ADMINISTRATION

- A. Players Age
  1. For purposes of league or any A.S.A. play, a player's age is considered to be her age as of January 1st of the year in which the girl is participating.
- B. Fees
  1. Fees charged by the league will be set, from time to time, by the SKGSL Board of Directors, prior to registration. All fees shall be waived in any case where there is a showing of hardship or inability to pay. Fees may be refunded prior to the start of the first game of the season.
- C. Managers
  1. All team managers are subject to approval and assignment by the SKGSL Board of Directors.
  2. All team managers must agree to a background check by SKGSL.
  3. Place of finish in league play does not determine the post season manager. The post season manager will be selected by:
    - a. Division Commissioner recommendation;
    - b. Approval by the SKGSL Board of Directors.
- D. Complaint Chain of Command
  1. To ensure a smooth league operation, complaints will be handled at the lowest level possible using the following chain-of-command:
    - a. Team Manager;
    - b. Division Commissioner;
    - c. Vice President of Athletics.
- E. Special Precedence Rule
  1. Inter-league rules will take precedence over SKGSL rules.

### 4. GAME SCHEDULING / STANDINGS

- A. Game Rescheduling
  1. Only the Division Commissioner (after coordination with the League Scheduler) may reschedule games.
  2. Managers will be given at least 2 days' notice on rescheduled games.
- B. Tie Games
  1. Tie games shall count as ½ game won and ½ game lost for each team.
- C. Playoff Procedure
  1. Any ties for season trophy places will be scheduled for a playoff game by the appropriate Division Commissioner.

- D. Awards
  - 1. During the league season, the SKGSL Board of Directors will determine the honorary awards to be presented.
  
- 5. DISCIPLINARY PROCEDURE
  - A. SKGSL Board Authority
    - 1. The SKGSL Board of Directors shall have the power by 2/3rd vote at any duly constituted meeting to discipline, suspend, or remove any player, coach, or umpire of SKGSL or any individual for cause.
  - B. Notice to Person
    - 1. Any person(s) being considered for discipline, suspension, or removal shall be notified at least 7 days in advance that such action will be considered at a duly constituted meeting of the SKGSL Board of Directors. This person(s) shall have the right to attend such meeting and be heard.
  - C. Temporary Suspension
    - 1. In extreme cases, the President may temporarily suspend any player, coach, or umpire from SKGSL participation pending a full consideration of the matter by the SKGSL Board of Directors.
  
- 6. SAFETY CONCERNS
  - A. Catchers Headgear
    - 1. A.S.A. rules require catchers to wear full headgear and throat protector.
    - 2. Anyone warming up a pitcher is required to wear protective gear unless they are an adult (age 21 or older).
    - 3. It is the responsibility of the manager to ensure compliance with this rule.
  - B. Batting Helmets
    - 1. A.S.A. rules require all batters to wear an approved batting helmet complete with face mask and chin strap. Helmets shall remain on at all times while a player is on offense (batting) whenever they are outside of the dugout.
  - C. Fund Raising Activities
    - 1. It is expressly prohibited for any team which is affiliated with SKGSL to seek funds by panhandling or begging. A violation of this rule will result in disciplinary action including, without limitation, possible termination of all rights, privileges, and affiliation with SKGSL for the players involved and the team manager.
  
- 7. PLAYER DRAFTING / PLACEMENT
  - A. Registration and Tryouts
    - 1. The times, dates, and places for registration and tryouts of girls wishing to participate in the SKGSL program will be set each year by the SKGSL Board of Directors.
    - 2. All prospective players that will play in the 8U, 10U, 12U, and 14-18U age groups must try out for league play within their age group.
    - 3. Each girl shall give her best effort at tryouts. No manager, coach, parent, player, or other participant shall request or encourage any player to conceal her true abilities during tryout or to give less than her best effort. Any player or other participant found in violation of this rule may be removed from the league.

4. Girls must play in their age group. Players wishing to play in a higher age group will be allowed to also try out in that higher age group but will be placed on a higher age team only if they are drafted. Any deviation from this must be approved by the SKGSL Board of Directors as an exception.

B. Player Draft

1. Player draft for teams will be conducted by the Commissioner of that division, at a date and time set by such Commissioner.
2. The order of selection of the first round will be determined by picking from a hat. The second round will reverse the order of the first round selection. Subsequent rounds will alternate the order of selection until all teams are formed. The total number of rounds will be determined by the Commissioner.
3. Freezing Players: The Head Coach will be allowed to freeze or "lock down" 4 players with the coach's daughter assigned as one of the frozen players. The notification of the freeze(s) must be submitted in writing (via email) to and verified by the age appropriate Division Commissioner AT LEAST 24 hours prior to tryouts. Both the Head Coach and the Parent of the frozen player shall submit notification of the freeze. No more than 4 frozen players will be allowed on any one team.
4. Frozen players will occupy that coaches first consecutive picks in the draft. The Head Coach must take their daughter (or relative, if no daughter playing) as one of their frozen players.
5. Head Coach freezes must be players that played for that coach within the last year (either Fall or previous Spring season), unless they are new to SKGSL.
6. If a player is frozen by their coach and declines the freeze, she cannot be frozen by a different coach until she has gone through the draft one time after originally being frozen.
7. New players to SKGSL are allowed to be frozen.
8. Sister Option: Sisters will be placed on the same team unless a parent specifies differently during registration. If in the draft, one sister is frozen, the other sister must be frozen as well.
9. Manager Refusal: Each player has the option of refusal to play for one manager and must be done so in writing and submitted to Commissioner prior to player draft.
10. Pitchers and Catchers must declare their positions at tryouts. This enables the Commissioners to ensure talent is spread out amongst the teams.
11. Players not completing the entire draft tryout will become a hat pick.
12. The VP of Athletics and the Division Commissioners will have the final say in all draft matters.
13. Once a player is drafted, she will remain on that team for league play.
14. Players that did not attend tryouts will be assigned to a team by the Division Commissioner in draft order. Players that did not attend tryouts and are either a pitcher or catcher will be assigned on a team need basis.

C. Practices

1. Managers may not require players to attend more than 3 practices per week prior to the opening of the season and may not require them to attend more than 1 practice a week thereafter.

2. Practices must be limited to 2 hours and Sunday practices may not be made mandatory, however, the manager shall have absolute authority to make other practice attendance a prerequisite for playing in any game.
3. Prior to the draft no team practices will be allowed.
4. After the draft, managers may begin regular practices.

8. PREGAME REQUIREMENTS

A. Team Line-Up

1. Team line-ups must be delivered to the coach and the official scorekeeper at least 15 minutes prior to the regularly scheduled starting time for any game.

B. Infield and Pre-Game Warm-Up

1. No infield practice is allowed after the field has been marked.
2. Pre-game warm-ups are not permitted between the fields due to safety reasons. Pitchers will warm-up at designated areas outside the fence. There will be 10 minutes provided between games for warm-ups. Pre-game warm-up will be performed in the outfield area.
3. Hitting softballs into the fencing is not permitted.
4. Managers and coaches are responsible for enforcement of these rules. Failure to abide by these rules may result in forfeiture.

9. GENERAL PLAYING RULES

A. The Field

1. Field Dimensions

a.	Age	Bases	Pitching	Ball
b.	4U	30'	N/A	11" Foam
c.	6U	60'	35'	11"
d.	8U	60'	35'	11"
e.	10U	60'	35'	11"
f.	12U	60'	40'	12"
g.	14U	60'	43'	12"
h.	16U	60'	43'	12"
i.	18U	60'	43'	12"

B. Minimum Players – Forfeit

1. In the event of injury or illness after the start of a game, a team may continue to play without forfeit.
2. No team shall be required to forfeit any game due to insufficient players; all games will be played. If the number of players is less than 9, an out shall be taken in each spot at the bottom of the batting order to replace the number of players missing when the spot comes up in the lineup. This is not intended for use for players injured during the game.
3. A team may avoid forfeiting any game, if a regularly scheduled school activity (such as band trips, track, etc.) is the SOLE cause of the team being unable to field 9 players:
  - a. Provided that the manager gives at least 48 hours' notice, without exception, to the Division Commissioner of all players expected to be absent and the reason for each player being absent.



- b. The Division Commissioner shall be the sole judge of the validity of the “school activity” and, if approved, shall notify the scheduler promptly to reschedule the game.
    - c. Teams that do not have enough players due to high–school make–up games shall be prepared to play with a 24 hour notice.
- C. Game Mechanics
  - 1. A complete game shall be 75 minutes, regardless of inning played, or 7 innings (6 ½ if the home team is ahead).
    - a. Innings which are begun prior to the expiration of the time limit shall be completed to the extent necessary to determine the outcome of the game.
    - b. If a game is tied after 7 innings and time is remaining, extra innings will be played until time expires or a winner is determined after a full extra inning.
  - 2. A game shall be official after the earlier of 4 innings (3 ½ innings if the home team is leading) or after 60 minutes of play. Length of games designated as “playoff games” will be determined by the Division Commissioner.
- D. Run Limit per Inning
  - 1. A team’s turn at bat shall end upon the scoring of the 5th run.
  - 2. Additional runs scored, after 5 runs have been scored in the same inning, shall not count.
- E. Coaches
  - 1. No more than 2 offensive coaches (base coaches) shall be allowed on the field at any one time.
  - 2. Defensive coaches shall remain in the dugout area.
- F. Scorekeepers
  - 1. During league play, each team must furnish an ADULT scorekeeper:
    - a. The home team will furnish the “Official Scorekeeper”, and the visiting team scorekeeper will assist and operate the scoreboard;
  - 2. Scorekeeper will designate defensive substitutions as directed by the plate umpire.
  - 3. The official score shall be communicated to the Age Group Commissioner via email by the team designee within 24 hours by both teams. The Age Group Commissioner will keep track of all standings. Disputes will be handled as soon as possible.
- G. Dugout Occupants
  - 1. Only official team members may be in the dugout. This includes 1 bat person.
  - 2. Coaches must ensure that the bat person does not leave the dugout unless the ball is dead.
  - 3. All bat persons, unless they are an adult, must wear a batting helmet with mask and chin strap anytime outside the dugout.
- H. Inning Changes
  - 1. There is a time limit of 2 minutes to switch offense / defense between half-innings. The umpire shall issue one warning. After warnings have been given, the umpire shall start calling balls (if the defense is not ready) or strikes (if the offense is not ready).

10. DEFENSE

A. Defensive Substitutions

1. Defensive players may be removed from the game and reinstated at any time.

B. Defensive Minimum Play Rule

1. All attending players on the bench must be rotated in the next inning, and none shall sit two consecutive innings. In addition, no player shall sit more than two innings in a game. Exception: Where a team plays 3 or less defensive innings in any game, the minimum play is reduced to only 1 defensive inning for that team.
2. Penalty for Violation of the Minimum Play Rule:
  - a. The winning team found to be in violation shall forfeit the game to the losing team;
  - b. A losing team found to be in violation will receive an additional loss on their record.
3. Provided the Division Commissioner has been informed prior to the start of the game, players may be “benched” for disciplinary reasons such as unexcused absence from a game or practice or other serious disciplinary reasons. Disciplinary action must be applied uniformly to all players.

11. OFFENSE

A. Offense (Batting)

1. During league play for all teams (excluding inter-league play), all attending players will bat in rotation as listed on the batting roster furnished to the official scorekeeper regardless of defensive play or number of players.
2. Players arriving late shall be added to the bottom of the batting order.
3. Players injured during the game and removed from play may be removed from the batting order without penalty, but the player must remain out of the game. If the number of players drops below 9, no outs shall be taken in the batting order.
4. Players must wear a batting helmet complete with mask and chin strap outside the dugout when their team is on offense (batting).

12. PLAYER VACANCIES

A. Permanent Player Vacancies / Replacements

1. New players must be approved by the Division Commissioner. Registration is subject to the rules of the A.S.A.

B. Temporary Player Vacancies / Replacements

1. Temporary vacancies (more than 1 consecutive game) shall be filled in order to maintain a full roster. This rule is designed to produce equitable batting on teams that bat all girls in rotation. Failure to follow this rule will result in forfeiture of the game. Call up players in accordance with the following:
  - a. Temporary call up order:
    1. 6U teams may call up from 2nd year blastball;
    2. 8U teams may call up from 6U teams;
    3. 10U teams may call up from 8U or 6U teams;
    4. 12U teams may call up from 10U or 8U teams;
    5. 14-18U teams may call up from 12U teams;
  - b. Any player “called up” must meet the minimum play standard.

13. PROTEST PROCEDURES

A. Notice

1. Notice of the protest must be made known to the plate umpire, the official scorekeeper, and the opposing manager, prior to the next pitch immediately after the disputed call or decision.

B. Written Protest

1. A written protest must then be delivered to the Division Commissioner within 48 hours after the end of the game. Such protest must contain:
  - a. Date of game being protested;
  - b. Names of teams involved;
  - c. A clear, concise narrative of the facts surrounding the protest;
  - d. The call or decision being protested; and
  - e. The rule or rules which are the basis of the protest.
2. All written protests shall be accompanied by a \$25.00 protest fee. The fee will be refunded if the protest is upheld; otherwise it will be forfeited to the general funds of the league.

C. Protest Committee

1. The protest committee shall be comprised as set forth in the SKGSL Constitution and By-Laws
2. All involved parties will be notified by mail or phone of the date, time, and place of a protest hearing.

D. Improper Subject

1. Judgment calls by the umpire are not the proper subject of a protest. Problems concerning umpiring should be referred to the Umpire-in-Chief.

## CHAPTER 2 – ATHLETIC PROGRAM FOR BLASTBALL (4 & UNDER)

1. ATHLETIC PROGRAM
  - A. Type Play
    1. Blastball
  - B. Level of Play
    1. Instructional only.
  - C. Ball Type/Size
    1. 11" Foam Blastball
  - D. Qualification
    1. All players who are aged 3 or 4 on January 1st of the playing year are qualified to play in this group.
  - E. Team Assignment
    1. The 4 & Under Blastball Commissioner is responsible for naming managers and assigning players to teams within the age group.
    2. The Commissioner will attempt to assign players living in the same general area to a team, with a target of no more than 7 players. When possible, late registrants will be assigned to a team in their age division and area, but in no case will a team be assigned more than 9 players. The Commissioner may initially assign fewer players with the intention of filling the team out with late registrants.
    3. Returning players to a team shall be given priority over new players.
    4. A returning player within the age group may request on her registration form to be assigned to the same manager/team for the coming year. Similarly, at registration time, the player has the right to request that she NOT be assigned to one manager/team for which she previously played.
    5. Returning managers assigned a team prior to player assignments may petition the Commissioner to exclude a returning player from their team. The coach must provide the Commissioner reasons for the request.
    6. The Commissioner will consider requests when assigning players to the team.
    7. Teams in this age group are typically co-ed. Parents may specify they do not want to have their daughter play on a team with boys and every attempt will be made to accommodate the family.
  - F. Skills to be Taught – Top Priority
    1. Sportsmanship.
    2. Batting – Making contact with the ball.
    3. Running – To the base after a hit.
    4. Fielding – Getting in front of the ball to stop / catch it.
  - G. Skills to be Taught – Secondary Priorities
    1. Batting – A level swing.
    2. Running – When to run.
    3. Fielding – Catching the ball.
  - H. Requirements for Coaching
    1. A willingness to be trained in techniques to develop the skills identified for the age group.
    2. It is mandatory for all league managers to attend the league's coaching clinic and/or techniques training school that is scheduled by the league prior to the start of the season.

3. A willingness to participate in a year-end survey conducted by the Commissioner to recommend changes that should be made to the goals and/or training techniques used during the year.
4. A willingness to learn, understand, interpret, communicate, and follow the rules and regulations of the league as they apply to this age group.
5. A willingness to support and encourage your players to actively participate in the league's fund raiser.
6. Assurance that the appreciation plaque is presented to the team's sponsor.
7. A caring voice and a great heart for all the kids on your team.
8. PATIENCE, PATIENCE, PATIENCE!!

## 2. SPECIAL PLAYING RULES

### A. Introduction

1. The division is strictly instructional. We do not keep track of wins and losses.

### B. The field

1. Home plate with a special 1st base loaded with a horn set 30' away.
2. Batter hits from Tee in front of home plate.
3. Defensive players must line up 40' minimum from home plate.
4. Fair ball markers set 10' from home plate.

### C. Game structure

1. Game mechanics
  - a. The game will be 40 minutes. At the end of 40 minutes – all play will cease.
  - b. In the event of darkness or inclement weather, games will be declared "complete" once 25 minutes has been played.
2. Each team shall have 2 coaches on the field at all times helping the players.
3. Each team shall designate a "dugout" area away from batted balls to stand in while their team bats.
4. The home team will be responsible for setting up the field for the game. The visiting team will ensure the fields are clear and clean for the next age groups games.
5. Coaches will also serve as umpires while on the field.

### D. Offense

1. Each team will bat its entire roster in each half-inning – or until 3 outs are made by the defense which will then constitute a half-inning of play.
2. Once the batting order has been completed (the entire roster has batted), the batting order shall be reversed with the last batter batting first – flipping the batting order around.
3. The object of the batter is to hit a fair ball, then run and step on 1st base to sound the horn before the defensive team fields the ball and holds it over their head and yells "Blast".
4. A fair ball is any batted ball that lands between the foul lines and travels past the 10' fair ball arc in front of home plate.
5. Batters may not throw the bat. The umpire will give one warning and on the next occurrence, the batter is out.
6. Each batter will return to the "dugout" area after running to 1st base.
7. Each batter will receive a maximum of 6 swings in which to hit a fair ball.
8. No bunting allowed.

9. The Tee will be placed directly over home plate
- E. Defense
1. Before the ball is hit, defensive players must play a minimum of 40' away from home plate.
  2. An out is obtained by fielding the ball, holding it overhead, and yelling "Blast" before the batter reaches 1st base sounding the horn.
  3. No player shall play the catcher position in the infield.
  4. Defense is typically played with 5-7 players at a time.
- F. Equipment
1. Batting helmets are optional.
  2. Baseball/softball gloves are optional. The game ball is foam rubber and will be safe for kids to play without gloves.
  3. All equipment for Blast-Ball will be furnished to the team and coach by SKGSL. The coaches are responsible for the care and upkeep of the equipment.
  4. SKGSL furnished equipment will include: Blast balls, bat, batting tee, blast-ball 1st base, and (2) batting helmets and will be provided to all teams.
- G. Special rules
1. There are no special rules.

### CHAPTER 3 – ATHLETIC PROGRAM FOR 6 & UNDER

1. ATHLETIC PROGRAM
  - A. Type Play
    1. Adult Pitch
  - B. Level of Play
    1. Recreational (Class “C”) only.
    2. Houston Rec Metro Tournament (Class “C”).
    3. Post season All Star team(s) – (Class “B” or Class “C”).
  - C. Ball Type/Size
    1. 11" AD STARR DX5 Softball.
  - D. Qualification
    1. All girls who are aged 5 or 6 on January 1st of the playing year are qualified to play in this group.
  - E. Team Assignment
    1. The 6 & under Commissioner is responsible for naming managers and assigning players to teams within the age group.
    2. The Commissioner will attempt to assign girls living in the same general area to a team, with a target of no more than 12 players. When possible, late registrants will be assigned to a team in their age division and area, but in no case will a team be assigned more than 14 girls. The Commissioner may initially assign fewer girls with the intention of filling the team out with late registrants.
    3. Returning players to a team shall be given priority over new players.
    4. A returning player within the age group may request on her registration form to be assigned to the same manager/team for the coming year. Similarly, at registration time, the player has the right to request that she NOT be assigned to one manager/team for which she previously played.
    5. Returning managers assigned a team prior to player assignments, may petition the Commissioner to exclude a returning player from their team. The coach must provide the Commissioner reasons for the request.
    6. The Commissioner will consider requests when assigning players to the team.
    7. With sufficient players in each age group, teams will be formed by age, if there are an adequate number of registered players to do so in the perspective age group.
  - F. Skills to be Taught – Top Priority
    1. Sportsmanship.
    2. Batting – A level swing, concentrating on the proper techniques for the upper part of the body. Consistent, proper arm, head, and body positions are the goals.
    3. Running – The bases and knowing where to run.
    4. Throwing – Throwing the ball overhand and knowing where to throw the ball.
    5. Fielding – Positioning oneself to catch the ball.
  - G. Skills to be Taught – Secondary Priorities
    1. Batting – Positioning the lower part of the body for a proper swing; stepping into the ball to hit it.
    2. Running – When to run.
    3. Throwing – Throwing the ball.
    4. Fielding – Catching the ball.

- H. Requirements for Coaching
1. A willingness to be trained in techniques to develop the skills identified for the age group.
  2. It is mandatory for all league managers to attend the league's coaching clinic and/or techniques training school that is scheduled by the league prior to the start of the season.
  3. It is a SKGSL goal that all league managers attain their A.S.A. ACE certification, and to strive for continued progress toward higher levels of certification.
  4. A willingness to participate in a year-end survey conducted by the Commissioner to recommend changes that should be made to the goals and/or training techniques used during the year.
  5. A willingness to learn, understand, interpret, communicate, and follow the rules and regulations of the league as they apply to this age group.
  6. A willingness to support and encourage your girls to actively participate in the league's fund raiser.
  7. Assurance that the appreciation plaque is presented to the team's sponsor.
  8. A caring voice and a great heart for all the young ladies on your team.
  9. PATIENCE, PATIENCE, PATIENCE!!

2. SPECIAL PLAYING RULES

- A. Introduction
1. The division is strictly instructional. We do not keep track of wins and losses.
- B. The field
1. Base distance: 60ft; pitching distance: 35ft; with half-way marks between the bases.
- C. Game structure
1. Game mechanics
    - a. The game will be 60 minutes finish the batter, or 7 innings. No new inning will be started after 55 minutes of play (as long as all players have batted).
    - b. One umpire will be furnished.
- D. Defense
1. There will be a maximum of 6 infielders and a total of 10 defensive players allowed on the field.
  2. Before the ball is hit, defensive players must play a minimum of 35' away from home plate.
  3. For player development purposes, no one player shall play more than one inning at any one defensive infield position during a game.
  4. On defensive plays at 1st base, the ball is to be delivered by an over or underhand throw, not intentionally rolled on the ground. If intentionally rolled, the runner will be safe.
  5. On an overthrown ball to any base the runners may advance one base only. The runners advance in jeopardy to the base they are approaching.
  6. The ball is dead and play ceases when the lead runner has been stopped from advancing or a thrown ball has broken the plane of the pitcher's circle. If the runners have not passed the halfway mark when the ball is dead, they must return to the previous base, except if this is a forced base. Halfway lines will be marked with chalk.



7. There may be 2 defensive coaches present on the field, behind the outfielders, in order to assist their players, as long as this does not interfere with the other team. Under no circumstances may a coach venture onto the infield during a live play.
  8. An adult will be placed behind the catcher to help retrieve passed balls. Coaching from this position is not permitted during game time. (This is intended to speed up the game, not assist in making plays.)
- E. Offense
1. All players bat in rotation.
  2. Designated Adult Pitcher:
    - a. All teams will use an adult pitcher.
    - b. A batter will have up to 5 pitches to hit a fair ball. Should a batter fail to hit a ball at the end of 5 pitches, the batter will then be called out. Should the batter foul off the 5th pitch, she will be allowed a 6th pitch. In the event the batter fouls off the 6th pitch, she will then be given a 7th pitch. If after the 7th pitch the batter has failed to hit a fair ball, the batter will be called out. A strike count will be kept, five swinging attempts to hit a pitched ball is an out.
    - c. If the batter should be accidentally hit by a pitch thrown by the designated adult pitcher, the pitch will be declared a ball and the batter will be thrown another pitch.
    - d. Bunting will not be permitted when the designated adult pitcher is pitching.
    - e. If the batter swings at the ball and hits it into fair territory, then the ball is in play and subject to normal rules.
    - f. Pitches to the batter from the adult pitcher shall be flat with minimal arc and of sufficient speed. The intent is a pitch to the batter similar to that of an average player.
    - g. The adult pitcher must have at least one foot inside the pitchers circle.
    - h. The adult pitcher is not permitted to coach from this position during the game.
  3. The only exception to a ball hit into fair territory is if the ball inadvertently strikes the designated adult pitcher, then the ball will be declared dead, the batter will be awarded 1st base and all other base runners advance one base.
  4. While the designated adult is pitching, the youth pitcher must be parallel to, or behind the pitching rubber and have at least 1 foot inside the circle.
  5. There will be no base stealing. Leading off is allowed once the ball is released from the pitchers hand. Runners who leave the base early will be called out. The umpire will issue a warning to the offensive coach for the first offense. A second offense of the runner failing to maintain foot contact with the base will result in the runner being called out. Only one warning will be issued per team per game.
  6. Batters may not throw the bat. The umpire will give one warning and on the next occurrence, the batter is out.
- F. Special rules
1. The infield fly rule is NOT in effect.

## CHAPTER 4 – ATHLETIC PROGRAM FOR 8 & UNDER

1. ATHLETIC PROGRAM
  - A. Type Play
    1. Adult Pitch.
  - B. Level of Play
    1. Recreational (Class “C”) only.
    2. Houston Rec Metro Tournament (Class “C”).
    3. Post season All Star team(s) – (Class “B” or Class “C”).
  - C. Ball Type / Size
    1. 11” AD STARR DX5 Softball.
  - D. Qualification
    1. All girls who are aged 7 or 8 on or before January 1st of the playing year are qualified to play in this group. Younger players may try out for recreational teams for the league season but will not be allowed to play up unless they are drafted.
  - E. Team Assignment
    1. The 8 & under Commissioner is responsible for naming managers and assigning players to teams within the age group.
    2. After sign ups, the Commissioner will establish the number of divisions and the number of teams.
    3. All players in this age group must participate in tryouts. Teams will be formed based on the tryouts. Information on the tryout will be distributed at registration time. Positions on teams will be filled in accordance with the league’s draft rules.
    4. For the positions not drafted, the Commissioner will attempt to assign girls living in the same general area to a team. When possible, late registrants will be assigned to a team in their age division and area, but in no case will a team be assigned more than 14 girls. The Commissioner may initially assign fewer girls with the intention of filling the team out with late registrants.
    5. Players playing on Select teams will be allowed to try out and play in the league. Players selected must register in the league and pay the league registration fee. Select players that also play in the league are exempt from participating in league fund raising. The League/Commissioner reserves the right to evaluate and limit any Select Team players as to playing positions in the league.
  - F. Skills to be Taught – Top Priority
    1. Sportsmanship.
    2. Batting – A level swing, concentrating on the proper techniques for both the upper and lower body. Consistent, proper arm, head, body, and leg position along with movement are the goals of this training, like stepping into the ball to hit it.
    3. Running – Running the bases, knowing where to run, how to run, and when to run.
    4. Throwing – Throwing the ball overhand, knowing where to throw the ball, and when to release the ball.
    5. Fielding – Positioning oneself to catch the ball, positioning the glove to catch a ground ball, and positioning the glove to catch a fly ball.

- G. Skills to be Taught – Secondary Priorities
  - 1. Batting – Knowing when to swing.
  - 2. Running – Leaving the base when the pitcher releases the ball.
  - 3. Throwing – Throwing the ball in the right direction.
  - 4. Fielding – Catching a thrown ball.
  - 5. Sliding – Head or leg first resulting a hand or a foot on the base.
- H. Requirements for Coaching
  - 1. A willingness to be trained in techniques to develop the skills identified for the age group.
  - 2. It is mandatory for all league managers to attend the league’s coaching clinic and/or techniques training school that is scheduled by the league prior to the start of the season.
  - 3. It is a SKGSL goal that all league managers attain their A.S.A. ACE certification, and to strive for continued progress toward higher levels of certification.
  - 4. A willingness to participate in a year–end survey conducted by the Commissioner to recommend changes that should be made to the goals and/or training techniques used during the year.
  - 5. A willingness to learn, understand, interpret, communicate, and follow the rules and regulations of the league as they apply to this age group.
  - 6. A willingness to support and encourage your girls to actively participate in the league’s fund raiser.
  - 7. Assurance that the appreciation plaque s presented to the team’s sponsor.
  - 8. A caring voice and a great heart for all the young ladies on your team.
  - 9. A great deal of patience!

2. SPECIAL PLAYING RULES

- A. The field
  - 1. Base distance: 60ft; pitching distance: 35ft; with half-way marks between the bases.
- B. Game structure
  - 1. Game mechanics:
    - a. The game will be 60 minutes finish the inning, or 7 innings, whichever occurs first. No new inning will be started after 55 minutes of play (as long as all players have batted.)
    - b. One umpire will be furnished.
- C. Defense
  - 1. There will be a maximum of 6 infielders and a total of 10 defensive players allowed on the field.
  - 2. Before the ball is hit, defensive players must play a minimum of 35' away from home plate.
  - 3. For player development purposes, no one player shall play more than one inning at any one defensive infield position during a game.
  - 4. On the initial play at first base only, if an overthrown ball goes past first base in foul territory the runners may advance one base only. The runners advance in jeopardy to the base they are approaching.
  - 5. The ball is dead and play ceases when the lead runner has been stopped from advancing or the youth pitcher has control of the ball within the pitchers circle. If the runners have not passed the halfway mark when the ball is dead, they

must return to the previous base, except if this is a forced base. Halfway lines will be marked with chalk

6. During the game, 2 defensive coaches' are allowed in foul territory, in the outfield.
7. An adult will be placed behind the catcher to help retrieve passed balls. Coaching from this position is not permitted during game time. (This is intended to speed up the game, not assist in making plays.)

D. Offense

1. All players bat in rotation.
2. Designated Adult Pitcher:
  - a. All teams will use an adult pitcher.
  - b. A batter will have up to 5 pitches to hit a fair ball. Should a batter fail to hit a ball at the end of 5 pitches, the batter will then be called out. Should the batter foul off the 5th pitch, she will be allowed a 6th pitch. In the event the batter fouls off the 6th pitch, she will then be given a 7th pitch. If after the 7th pitch the batter has failed to hit a fair ball, the batter will be called out. A ball/strike count will be kept, three swinging attempts to hit a pitched ball is an out.
  - c. If the batter should be accidentally hit by a pitch thrown by the designated adult pitcher, the pitch will be declared a ball and the batter will be thrown another pitch.
  - d. Bunting will not be permitted when the designated adult pitcher is pitching.
  - e. If the batter swings at the ball and hits it into fair territory, then the ball is in play and subject to normal rules.
  - f. Pitches to the batter from the adult pitcher shall be flat with minimal arc and of sufficient speed. The intent is a pitch to the batter similar to that of an average player.
  - g. The adult pitcher must have at least one foot inside the pitchers circle.
  - h. The adult pitcher is not permitted to coach from this position during the game.
3. The only exception to a ball hit into fair territory is if the ball inadvertently strikes the designated adult pitcher, then the ball will be declared dead, the batter will be awarded 1st base and all other base runners advance one base.
4. While the designated adult is pitching, the youth pitcher must be parallel to, or behind the pitching rubber and have at least 1 foot inside the circle.
5. There will be no base stealing. Leading off is allowed once the ball is released from the pitchers hand. Runners who leave the base early will be called out. The umpire will issue a warning to the offensive coach for the first offense. A second offense of the runner failing to maintain foot contact with the base will result in the runner being called out. Only one warning will be issued per team per game.

E. Special Rules

1. The infield fly rule is NOT in effect.

## CHAPTER 5 – ATHLETIC PROGRAM FOR 10 & UNDER

1. ATHLETIC PROGRAM
  - A. Type Play
    1. Fast Pitch Softball.
  - B. Level of Play
    1. Recreational (Class “C”) during the league season.
    2. Houston Rec Metro Tournament (Class “C”).
    3. Post season All Star team(s) (Class “B” or Class “C”).
    4. Possible Select Tournament team(s) – Class A.
  - C. Ball Type/Size
    1. 11" Softball.
  - D. Qualification
    1. All girls who are aged 9 or 10 on or before January 1st of the playing year are qualified to play in this group. Younger players may try out for recreational teams for the league season but will not be allowed to play up unless they are drafted.
  - E. Team Assignment
    1. The 10 & under Commissioner is responsible for naming managers and assigning players to teams within the age group.
    2. After sign-up, the Commissioner will establish the number of divisions and the number of teams.
    3. All players in this age group must participate in tryouts. Teams will be formed based on the tryouts. Information on the tryout will be distributed at registration time. Positions on teams will be filled in accordance with the league’s draft rules.
    4. For the positions not drafted, the Commissioner will attempt to assign girls living in the same general area to a team. When possible, late registrants will be assigned to a team in their age division and area, but in no case will a team be assigned more than 14 girls. The Commissioner may initially assign fewer girls with the intention of filling the team out with late registrants.
    5. Players playing on Select teams will be allowed to try out and play in the league. Players selected must register in the league and pay the league registration fee. Select players that also play in the league are exempt from participating in league fund raising. The League/Commissioner reserves the right to evaluate and limit any Select Team players as to playing positions in the league.
  - F. Skills to be Taught – Top Priority
    1. Sportsmanship.
    2. Batting – A level swing, concentrating on the proper techniques for both the upper and lower body. Consistent, proper arm, head, body, and leg position along with movement are the goals of this training.
      - a. Stepping into the ball to hit it;
      - b. Knowing when to swing.
    3. Running – Running the bases, knowing where to run, how to run, and when to run.
      - a. Leaving the base at the appropriate time.
    4. Throwing – Throwing the ball overhand.
      - a. Knowing where to throw the ball;

- b. When to release the ball;
    - c. Throwing the ball in the right direction.
  - 5. Fielding – Positioning to catch the ball.
    - a. Positioning the glove to catch a ground ball;
    - b. Positioning the glove to catch a fly ball;
    - c. Catching a thrown ball.
- G. Skills to be Taught – Secondary Priorities
  - 1. Batting.
    - a. Bunting;
    - b. Signals.
  - 2. Running.
    - a. Sliding;
    - b. Signals.
  - 3. Throwing – Developing the catcher’s skills.
  - 4. Fielding – Defensive strategy:
    - a. Covering the base;
    - b. Backing up others.
- H. Requirements for Coaching
  - 1. A willingness to be trained in techniques to develop the skills identified for the age group.
  - 2. It is mandatory for all league managers to attend the league’s coaching clinic and/or techniques training school that is scheduled by the league prior to the start of the season.
  - 3. It is a SKGSL goal that all league managers attain their A.S.A. ACE certification, and to strive for continued progress toward higher levels of certification.
  - 4. A willingness to participate in a year–end survey conducted by the Commissioner to recommend changes that should be made to the goals and/or training techniques used during the year.
  - 5. A willingness to learn, understand, interpret, communicate, and follow the rules and regulations of the league as they apply to this age group.
  - 6. A willingness to support and encourage your girls to actively participate in the league’s fund raiser.
  - 7. Assurance that the appreciation plaque is presented to the team’s sponsor.
  - 8. A caring voice and a great heart for all the young ladies on your team.
  - 9. A great deal of patience.

## 2. SPECIAL PLAYING RULES

- A. The field
  - 1. Base distance: 60ft; pitching distance: 35ft
- B. Game structure
  - 1. Game mechanics
    - a. The game will be 70 minutes finish the inning, or 7 innings, whichever occurs first. No new inning will be started after 65 minutes of play. (As long as all players have batted)
    - b. 2 umpires will be provided
- C. Defense
  - 1. There will be a maximum of 6 infielders and a total of 9 defensive players allowed on the field.

2. Pitchers
  - a. An illegal pitch, when called by the umpire, will be a ball. No other penalty will be enforced.
- D. Offense
  1. SKGSL will follow all ASA rules

## CHAPTER 6 – ATHLETIC PROGRAM FOR 12 & UNDER

1. ATHLETIC PROGRAM
  - A. Type Play
    1. Fast Pitch Softball.
  - B. Level of Play
    1. Recreational (Class “C”) during the league season.
    2. Houston Rec Metro Tournament (Class “C”).
    3. Post season All Star team(s) (Class “B” or Class “C”).
    4. Possible Select Tournament team(s) – Class A.
  - C. Ball Type/Size
    1. 12" Softball.
  - D. Qualification
    1. All girls who are aged 11 or 12 on or before January 1st of the playing year are qualified to play in this group. Younger players may try out for recreational teams for the league season but will not be allowed to play up unless they are drafted.
  - E. Team Assignment – League Season
    1. The 12 & under Commissioner is responsible for naming managers and assigning players to teams.
    2. After sign-up, the Commissioner will establish the number of divisions and the number of teams.
    3. All players in this age group must participate in tryouts. Teams will be formed based on these tryouts. Information on the tryout will be distributed at registration time. Positions on teams will be filled in accordance with the league’s draft rules.
    4. For those positions not drafted, the Commissioner will attempt to assign girls living in the same general area to a team. When possible, late registrants will be assigned to a team in their age division and area, but in no case will a team be assigned more than 14 girls. The Commissioner may initially assign fewer girls with the intention of filling the team out with late registrants.
    5. Players playing on Select teams will be allowed to try out and play in the league. Players selected must register in the league and pay the league registration fee. Select players that also play in the league are exempt from participating in league fund raising. The League/Commissioner reserves the right to evaluate and limit any Select Team players as to playing positions in the league.
  - F. Skills to be Taught – Top Priority
    1. Sportsmanship.
    2. Batting – A level swing, concentrating on the proper techniques for both the upper and lower body. Consistent, proper arm, head, body, and leg position along with movement are the goals of this training.
      - a. Stepping into the ball to hit it;
      - b. Knowing when to swing;
      - c. Bunting;
      - d. Signals.
    3. Running – Running the bases, knowing where to run, how to run, and when to run.
      - a. Leaving the base at the appropriate time;



- b. Sliding;
    - c. Signals.
  - 4. Throwing – Throwing the ball Overhand.
    - a. Knowing where to throw the ball;
    - b. When to release the ball;
    - c. Throwing the ball in the right direction;
    - d. Developing the catcher’s skills;
    - e. Throwing from the outfield.
  - 5. Fielding – Positioning to catch the ball.
    - a. Positioning the glove to catch a ground ball;
    - b. Positioning the glove to catch a fly ball;
    - c. Catching a thrown ball;
    - d. Defensive strategy;
    - e. Covering the base;
    - f. Backing up others.
- G. Skills to be Taught – Secondary Priorities
  - 1. Batting – Bunting with precision.
    - a. Slap bunts.
  - 2. Running – Stealing.
  - 3. Throwing – Hitting the cutoff.
    - a. Accurate throws.
  - 4. Fielding – Situation plays.
    - a. Defending the bunt.
- H. Requirements for Coaching
  - 1. A willingness to be trained in techniques to develop the skills identified for the age group.
  - 2. It is mandatory for all league managers to attend the league’s coaching clinic and/or techniques training school that is scheduled by the league prior to the start of the season.
  - 3. It is a SKGSL goal that all league managers attain their A.S.A. ACE certification, and to strive for continued progress toward higher levels of certification.
  - 4. A willingness to participate in a year–end survey conducted by the Commissioner to recommend changes that should be made to the goals and/or training techniques used during the year.
  - 5. A willingness to learn, understand, interpret, communicate, and follow the rules and regulations of the league as they apply to this age group.
  - 6. A willingness to support and encourage your girls to actively participate in the league’s fund raiser.
  - 7. Assurance that the appreciation plaque is presented to the team’s sponsor.
  - 8. A caring voice and a great heart for all the young ladies on your team.
  - 9. More patience than with 6 year olds.

2. SPECIAL PLAYING RULES

- A. The field
  - 1. Base Distances: 60ft; pitching distance: 40ft
- B. Game structure
  - 1. Game mechanics

- a. The game will be 70 minutes finish the inning, or 7 innings. No new inning will be started after 65 minutes have been played. (Unless all players have not batted)
  - b. 2 umpires will be provided
- C. Defense
  - 1. There will be a maximum of 6 infielders and a total of 9 defensive players allowed on the field.
- D. Offense
  - 1. SKGSL will follow all ASA Rules.

## CHAPTER 7 – ATHLETIC PROGRAM FOR 14 thru 18 UNDER

1. ATHLETIC PROGRAM
  - A. Type Play
    1. Fast Pitch Softball.
  - B. Level of Play
    1. Recreational (Class “C”) during the league season.
    2. Houston Rec Metro Tournament (Class “C”).
    3. Post season All Star team(s) (Class “B” or Class “C”).
    4. Possible Select Tournament team(s) – Class A.
  - C. Ball Type/Size
    1. 12" Softball.
  - D. Qualification
    1. All girls who are aged 13 or older on or before January 1st of the playing year are qualified to play in this group. Younger players may try out for recreational teams for the league season but will not be allowed to play up unless they are drafted.
  - E. Team Assignment – League Season
    1. The 14/18 & under Commissioner is responsible for naming managers and assigning players to teams.
    2. After sign-up, the age group Commissioner will establish the number of divisions and the number of teams in each division.
    3. All players in this age group must participate in tryouts. Teams will be formed based on these tryouts. Information on the tryout will be distributed at registration time. Positions on teams will be filled in accordance with the league’s draft rules.
    4. For those positions not drafted, the Commissioner will attempt to assign girls living in the same general area to a team. When possible, late registrants will be assigned to a team in their age division and area, but in no case will a team be assigned more than 14 girls. The Commissioner may initially assign fewer girls with the intention of filling the team out with late registrants.
    5. Players playing on Select teams will be allowed to try out and play in the league. Players selected must register in the league and pay the league registration fee. Select players that also play in the league are exempt from participating in league fund raising. The League/Commissioner reserves the right to evaluate and limit any Select Team players as to playing positions in the league.
  - F. Skills to be Taught – Top Priority
    1. Sportsmanship.
    2. Batting – A level swing, concentrating on the proper techniques for both the upper and lower body. Consistent, proper arm, head, body, and leg position along with movement are the goals of this training.
      - a. Stepping into the ball to hit it;
      - b. Knowing when to swing;
      - c. Signals;
      - d. Bunting with precision;
      - e. Slap bunts.
    3. Running – Running the bases, knowing where to run, how to run, and when to run.

- a. Leaving the base at the appropriate time;
- b. Sliding;
- c. Signals;
- d. Stealing;
- e. Stealing 3rd base;
- f. Stealing home.
- 4. Throwing – Throwing the ball overhand.
  - a. Knowing where to throw the ball;
  - b. When to release the ball;
  - c. Throwing the ball in the right direction;
  - d. Developing the catcher’s skills;
  - e. Throwing from the outfield;
  - f. Hitting the cutoff;
  - g. Accurate throws.
- 5. Fielding – Positioning to catch the ball.
  - a. Positioning the glove to catch a ground ball;
  - b. Positioning the glove to catch a fly ball;
  - c. Catching a thrown ball;
  - d. Defensive strategy;
  - e. Covering the base;
  - f. Backing up others;
  - g. Situation plays;
  - h. Defending the bunt.
- G. Skills to be Taught – Secondary Priorities
  - 1. Batting.
    - a. Hitting a rise ball;
    - b. Hitting a drop ball.
- H. Requirements for Coaching
  - 1. A willingness to be trained in techniques to develop the skills identified for the age group.
  - 2. It is mandatory for all league managers to attend the league’s coaching clinic and/or techniques training school that is scheduled by the league prior to the start of the season.
  - 3. It is a SKGSL goal that all league managers attain their A.S.A. ACE certification, and to strive for continued progress toward higher levels of certification.
  - 4. A willingness to participate in a year–end survey conducted by the Commissioner to recommend changes that should be made to the goals and/or training techniques used during the year.
  - 5. A willingness to learn, understand, interpret, communicate, and follow the rules and regulations of the league as they apply to this age group.
  - 6. A willingness to support and encourage your girls to actively participate in the league’s fund raiser.
  - 7. Assurance that the appreciation plaque is presented to the team’s sponsor.
  - 8. A caring voice and a great heart for all the young ladies on your team.
  - 9. More patience than with 6 year olds.

## 2. SPECIAL PLAYING RULES

- A. The field

1. Base Distances: 60ft; pitching distance: 40ft
- B. Game structure
  1. Game mechanics
    - a. The game will be 75 minutes finish the inning, or 7 innings. No new inning will be started after 70 minutes have been played. (Unless all players have not batted)
    - b. 2 Umpires will be provided.
- C. Defense
  1. There will be a maximum of 6 infielders and a total of 9 defensive players allowed on the field.
- D. Offense
  1. SKGSL will follow all A.S.A. rules.

## CHAPTER 8 – HOUSTON REC METRO TOURNAMENT

### 1. INTRODUCTION

- A. Houston Rec Metro is designed to allow Recreational (league) players the opportunity to experience tournaments as played by Tournament Teams. Teams will play against other league teams from around the city and will not play against All Star and Select Teams. SKGSL encourages teams to participate in Rec Metro as a fun and exciting experience for all league girls and is a great way to finish the season.

### 2. RULES OF PARTICIPATION

- A. All League teams from the current season are eligible to participate (6U, 8U, 10U, 12U, 14/18U). Rec Metro is not mandatory for SKGSL league play and is offered as an option to league players.
- B. An entry fee is required and set by the Greater Houston Youth Sports Association (GHYSA). SKGSL will contribute one half of the entry fee for each team wishing to participate.
- C. Parents and players must decide by majority vote whether a team will participate in the tournament. A manager may not require his team to participate nor can he invoke any penalties toward a player not wishing to participate.
- D. Any team with a desire to play, but whose manager is unable or unwilling to guide his team in the tournament, may request through the age group Commissioner that an assistant coach be allowed to manage the team during the tournament.
- E. A team is allowed to add a maximum of 3 players to its roster from other SKGSL league teams in their age group whose team is not entered in the tournament.
- F. Teams will be expected to adhere to the SKGSL “Rules of Conduct” as listed in this Rules Book.

## CHAPTER 9 – POST SEASON TEAMS

### 1. INTRODUCTION

- A. Post season All Star teams are created from SKGSL players within their respective age groups. Players that “played up” during the league season cannot drop down to tryout for the All Star team within their actual age group. Late season pick-up players are regulated according to Houston ASA Rules, although it is strongly recommended that any pickup players come from SKGSL first.
- B. SKGSL promotes all players selected as All Stars to be treated as such and all given a fair chance to play and succeed. It is strongly recommended that all players be included in rolling lineups for pool games, be given the opportunity to start as often as possible, and any player that did not start a game be allowed to start the next.
- C. As SKGSL is an ASA sanctioned league, our All Star teams are required to play and advance in ASA tournaments. Teams from Houston typically advance through the Houston Class C HASA Championship for All Star teams with advancing teams moving on to the ASA Class B Southern Nationals. Teams may play ASA Class B or Class A (much more difficult) if they wish and advance through Houston Metro then to Regionals then to Nationals – but they must play ASA. SKGSL does NOT pay for advancement into any other non-ASA sanctioned National tournaments.
- D. The All Star season usually starts Memorial Day weekend and lasts into the summer until the team is eliminated from further ASA advancement.
- E. SKGSL supports one post season All Star team for 6u, 8u, 10u, 12u and 14/18 league age groups. There must be at least 10 teams within an age group before a second All Star team can be considered. A second All Star team must be approved in advance at a duly constituted board meeting.
- F. All SKGSL All Star teams shall have the same style uniforms and basic equipment, and as such, these items shall be distributed and controlled by the league. This aids in promoting and identifying SKGSL teams as they travel from park to park plus helps with cost control.

### 2. FINANCIAL AND EQUIPMENT USE POLICY

- A. SKGSL shall provide the following players equipment that all must be turned back into the League at the end of the All Star season: League equipment bag, catchers gear, (mask with throat protector, shin guards, and chest protector), batting helmets with face masks and chin straps, and bats.
- B. SKGSL will also provide each player with an All Star practice T-shirt and 2 uniform jerseys which may be kept by the players at the end of the season.
- C. Families of selected All Star players shall pay a fee to be determined by the Board of Directors. This money goes to the league to help defray costs.
- D. The Board of Directors will set a maximum amount to be spent, per team. The league will pay directly for each tournament and the team manager will need to coordinate in advance with the league treasurer.
- E. Any expenses not affiliated with umpire or entry fees must be approved by the treasurer through the Executive Board. The league will supply the All Star coach with a list of vendors if needed.
- F. No girl will be turned away because of financial hardship. The All Star Manager will need to send an email to the league treasurer documenting the players’ hardship situation. At that point, the Executive Board will review and reply to the All Star Manager.

- G. All travel expenses will be the responsibility of the individual parents.
- H. Initially, no fundraising will be allowed. Team sponsorships are allowed at any time. Once a team has qualified for either ASA Regionals or Nationals, the team may hold appropriate fundraisers to offset additional tournament entry fees and travel expenses. Fundraising policies relating to Select Teams shall be followed. All fundraising and sponsorship proceeds shall be deposited with the league and disbursed by the league treasurer.
- I. SKGSL funding shall only be used to play in ASA affiliated tournaments. Once a team is no longer qualified to advance in ASA tournaments, team funding is stopped.

### 3. MANAGER SELECTION AND TRYOUT DATES

- A. Persons wishing to manage a SKGSL All Star team shall submit a written proposal to their respective age group commissioner. In the proposal, the manager shall confirm that the objectives of SKGSL will be followed as will the league's rules of conduct. The prospective manager must also describe his/her special qualifications for the position including a discussion of his/her daughters playing ability if she will be playing.
- B. Prospective managers must have participated with SKGSL the previous year as manager, assistant coach, active board member, or parent of a player. Special exceptions can be approved by a majority vote of the Board of Directors.
- C. The Division Commissioner shall submit the names of the prospective managers for post season teams to the SKGSL Board of Directors at the April meeting for approval along with the Commissioners recommendation. The Division Commissioner should strongly encourage each prospective manager to attend the April meeting to discuss qualifications and answer any questions the Board of Directors may have.
- D. Tryouts and announcement of player names are not permitted for post season teams until the first Saturday in April. Participation in tournaments is not permitted until completion of scheduled league games. League make-ups and play-offs shall also be accommodated. In no case may a post season team require or allow a player not to fulfill responsibilities to the league team. The Commissioner shall have the authority to suspend a manager who violates these constraints, pending SKGSL board investigation. Practices are permitted as long as it does not interfere with league ball.
- E. After the All Star managers and All Star teams are set, coaches (with at least 1 year of SKGSL experience) shall have the option to state their case for a team at the next duly constituted board meeting. A team will be granted only if a majority vote is received from the Board of Directors. Players cannot be pulled from the All Star roster. SKGSL will not provide any financial assistance or equipment use.

### 4. TRYOUT PROCEDURES AND PLAYER SELECTION

- A. The age group Commissioner shall hold organized open tryouts that will be used to select players for the post season teams.
- B. The age group Commissioner shall seek assistance from a Select Team in a different age group to help with tryouts. Select Team coaches shall conduct the physical part of the tryout – hitting the balls, etc – thereby freeing the All Star Manager and others to evaluate the players. No parent of any player other than the manager shall be on the field assisting with tryouts.
- C. All Star teams shall be selected by a committee of at least 4 people: the All Star Team Manager, the Age Group Commissioner, a Select Team manager, and at least one Select



Team coach. No parent of any player other than the manager shall be on the committee. In the event that no Select Team Manager or Coach is available, the VP of Athletics will appoint another qualified individual to the committee.

- D. All Star teams shall have between 11 and 13 players based on the managers' judgment, player availability, and a discussion with the age group commissioner. 12 is recommended.
- E. Players are picked based on the grading of the committee – with the top 10 players being selected including the managers daughter. The manager shall be given the opportunity to select the final 2 players in lieu of the committee rankings provided that the players in question are somewhat near the top of the remaining player talent pool. This allows the manager to select the daughter of a desired assistant coach. If 13 players are to be selected – 11 come from the committee picks. If 11 players are to be selected – the manager can only select the final one pick.
- F. In the event there is more than one team in an age group, the draft procedure shall be approved by the Board of Directors during the April manager's approval board meeting. Both managers that receive All Star teams must agree to the draft procedure or they may not have a team.

## CHAPTER 10 – SELECT TOURNAMENT TEAMS

1. **MANAGER SELECTION AND QUALIFICATION**
  - A. All new Select Tournament team managers must be approved by the SKGSL Board of Directors. Persons wishing to manage a SKGSL Select Tournament Team during the following season must submit a written proposal to the Select Team Commissioner prior to the July Executive Board meeting. This includes existing managers from the previous season. Approval will be made at the special July Board meeting, which the new Select Team managers must attend. Existing managers who are requesting a team will be notified by the end of Nationals.
  - B. In the proposal, the manager shall confirm that the objectives of the SKGSL will be followed, as will the league's Rules of Conduct. The manager must describe his/her special qualifications for the position, identify proposed assistant coaches, and the program that will be offered. The proposal must also include the age group in which the team intends to compete.
  - C. Select Tournament team managers must have participated with SKGSL the previous year as manager, assistant coach, active board member, or parent of a player. Special exceptions must be approved by a majority vote of the Executive Board, in order to be presented to the Board of Directors.
  - D. Select Team Managers must agree to follow all current and future SKGSL rules.
  
2. **PLAYER SELECTION AND QUALIFICATION**
  - A. It is the manager's responsibility to establish the means by which girls are selected for the team. The manager must notify the Select Team Commissioner at least 10 days prior to any tryout. The League will publish the tryout information on the league website or other means.
  - B. Approved Select tournament team managers may have tryouts any time after completion of final ASA National tournaments in their respective age groups.
  - C. SKGSL Select Tournament teams should seek to promote the integrity of all such teams. Players moving at any time during the playing year (September 1st through August 31st) from one SKGSL tournament team to another should be the mutual consent of both teams. If any such team adds a player who has signed a roster of another such team that playing year, without obtaining a release from that team, and advising the Select Team Commissioner, the team adding the player will lose all rights, privileges, and affiliation with SKGSL.
  - D. Should a Select team wish to later pick up a girl playing on a SKGSL team, the manager must first notify the Commissioner of the interest and must follow league rules concerning roster changes. In addition to any other league rules the following shall apply:
    1. During the last 3 weeks of the normal league season a player can join a Select team but must finish all obligations with her league team.
    2. Players may move anytime from a League team to a Select team with the approval of the Division Commissioner and the Commissioner of Select Teams, but may not move from a Select team to a League team after the draft for League teams has been held, unless approved by the Executive Board.
    3. Players may not leave Select teams and tryout for, or play on, a League post season (i.e. All-Star) team.

4. A Select Team may not pick up any All Star player until their All Star commitment is complete.

#### 4. FINANCIAL POLICY

- A. Select Tournament teams are authorized to hold their own fund raisers and to recruit their own sponsors to support their travel plans and uniform expenses during the season, subject to the league's Financial Policy regarding fundraising and tax exempt status.
- B. Cost for the program is determined by the Board of Directors.
- C. Cost would cover team insurance, practice time, and use of league equipment. Note: All Select Teams are required to carry Bollinger Team Insurance as provided through the SKGSL Treasurer.

#### 3. GENERAL RULES

- A. Any item or situation not covered by SKGSL rules will be determined by a majority vote of the Board of Directors.
- B. SKGSL is a major supporter of ASA Girls Fastpitch Softball, and as such strongly encourages our Select Teams to play in all ASA advancing tournaments.
- C. During the League season and the pre-season practice period, every effort will be made to avoid scheduling conflicts between league teams and Select Tournament teams. In the event of unavoidable conflicts, the following priorities will apply:
  1. League team games will take priority over Select Tournament team practices.
  2. League team practices will take priority over Select Tournament team practices Monday through Thursday.
  3. Select Tournament team practices will take priority over League team practices Friday through Sunday.
  4. League team games will take priority over Select team games.
- D. The "season" for Select Tournament teams begins after tryouts and runs throughout the playing year. Therefore, the requirements for those teams differ from those of the other teams.
- E. To minimize potential conflicts of interest, approved Select Tournament team managers and coaches may not manage a League team in the same age group unless approved by the Board of Directors.
- F. Select Teams must play in the SKGSL Ronald McDonald and Scholarship tournaments.
- G. Select Team Managers will assist the league in training, tryouts, and All-Star team selections as needed.
- H. Select Teams will be required to display recognition of Spring Klein on their uniforms.
- I. Any individual may be suspended or any team may be revoked by majority vote of the SKGSL Board of Directors.
- J. Managers and Coaches Conduct – Managers and coaches, who are ejected from a game, ballpark, or tournament, shall be required to submit a letter of explanation addressed to the Executive Board. While it is understood that ejections occur, it should be noted that SKGSL will not tolerate a pattern of offensive behavior which may degrade the reputation of the league. All efforts should be made by each manager to control personal behavior along with that of the coaches, players, parents, and fans.
- K. All Select Teams must participate in the league sponsored events, including, but not limited to, carnivals, league sponsored tournaments, training, etc. Failure to do so will result in loss of practice time and could result in the loss of your Select Team.

- L. Select Team managers are required to attend a minimum of two general board meetings per year. The board may ask for any update on the Select Team and/or any ideas on improving the softball experience at SKGSL for League and/or Select players.

## CHAPTER 11 – FALL BALL

1. ATHLETIC PROGRAM
  - A. “Fall Ball” is held in the fall of each year. The goal of the program is to provide an instructional and fun format to develop fundamental softball skills and promote the game of youth softball.
  - B. The rules in this section apply to all divisions except Blastball. Unless otherwise defined in this section all applicable League Rules apply to the Fall Ball program. In the event of a conflict between the Fall Ball rules and the League Rules pertaining to the Fall Ball program, Fall Ball Rules will apply.
  - C. Team Assignment
    1. The Commissioner is responsible for naming managers and assigning players to teams within the age group.
    2. The Commissioner will attempt to assign girls living in the same general area to a team, with a target of no more than 12 players. When possible, late registrants will be assigned to a team in their age division and area, but in no case will a team be assigned more than 14 girls. The Commissioner may initially assign fewer girls with the intention of filling the team out with late registrants.
    3. Returning players to a team shall be given priority over new players.
    4. A returning player within the age group may request on her registration form to be assigned to the same manager/team for the coming year. Similarly, at registration time, the player has the right to request that she NOT be assigned to one manager/team for which she previously played.
    5. Returning managers assigned a team prior to player assignments, may petition the Commissioner to exclude a returning player from their team. The coach must provide the Commissioner reasons for the request.
    6. The Commissioner will consider requests when assigning players to the team.
    7. With sufficient players in each age group, teams will be formed by age, if there are an adequate number of registered players to do so in the perspective age group.
2. SPECIAL PLAYING RULES
  - A. Introduction
    1. The program is strictly instructional. We do not keep track of wins and losses.
  - B. Game structure
    1. Game mechanics
      - a. The game will be 60 minutes finish the batter, or 7 innings. No new inning will be started after 55 minutes of play (as long as all players have batted).
  - C. Run Limit per Inning
    1. A team’s turn at bat shall end upon the scoring of the 4th run.
    2. Additional runs scored, after 4 runs have been scored in the same inning, shall not count.