

French Valley Girls Softball

Local Playing Rules and Regulations

FVBSA Board of Directors

1/21/2019

These are the local playing rules and regulations for French Valley Girls Softball. These rules take precedence over USA Softball of Southern California rules.

The rules and regulations combined with the French Valley Baseball Softball Administrative Rules and Regulations govern all aspects of French Valley Girls Softball. The FVBSA Board of Directors will have the final ruling when a rule or situation is not specifically defined within the documented rules and regulations.



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Article I. Division League Organization

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Section 1 - Organization

- A. French Valley Girls Softball (FVGS) shall be governed by the current rules and regulations of the USA Softball of Southern California {formally Amateur Softball Association (ASA)} and by these local rules and regulations of French Valley Girls Softball. USA Softball of Southern California allows local leagues to modify national rules where necessary to operate their leagues. These FVGS local rules, approved by the French Valley Baseball Softball Association (FVBSA) Board of Directors, govern FVGS rules of play.

Section 2 - Division Team Composition

- A. FVGS shall consist of a 4 year old division, 6 and under division, an 8 and under division, a 10 and under division, a 12 and under division, a 14 and under division and a 16 and under division. Depending upon registration numbers, an Upper Division may be created which combines both the 14U and 16U divisions.
- B. Division Composition is determined by the player's age as of January 1 of the playing season.
 1. 4 Year old Division - Shall be comprised of girls 4 years of age
 2. 6 and under Division - shall be comprised of girls 4 to 6 years of age
 3. 8 and under Division - shall be comprised of girls no older than 8 years of age
 4. 10 and under Division - shall be comprised of girls no older than 10 years of age
 5. 12 and under Division - shall be comprised of girls no older than 12 years of age
 6. 14 and under Division - shall be comprised of girls no older than 14 years of age
 7. Upper Division - shall be comprised of girls no older than 16 years of age

Section 3 - Playing in an Older Division (“Assessing Up”)

- A. Any player who wishes to move up to an older division before the appropriate age, must be at least the even year designation of the appropriate age by January 1st. Example: 6, 8, 10, 12, as of January 1st can play up one age division. Any exceptions would require the Executive Board's approval.

Any players requesting to play up in an older division must attend a special Executive Board assessment conducted during their correct divisional tryout/assessment (e.g., an 8 year old player wishing to play in the 10U division must attend the 8U divisional tryout/assessment. If she is deemed eligible to play up in the 10U division by the Executive Board, she will also need to attend the 10U divisional tryout/assessment for draft purposes). If the player is unable to attend the Executive Board assessment, they will automatically be placed in their correct division. (Note: if a player has successfully assessed and played up with the older age group during a previous season(s), they will not need to assess again.) Any late sign up players (registering after assessments) may be granted a private assessment subject to Executive Board availability. However, late sign up special assessments are not guaranteed.

If a player decides to assess up to play in an older division and the request is approved, they can only and play All Stars in the division they played in the spring. This rule only applies to girls' softball.

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To determine if a player is eligible to play in an older division they have to meet the following criteria:

1. Those who are assessing up must score 80% of the total assessment score. **Example:** A 10U girl assessing up to 12U must score 8 of a possible 10 points. If they achieve a score of 80%, they will be allowed to assess up.
2. If they do not achieve a score of 80%, they will stay in their age appropriate divisions.
3. This safety rule is in effect and may over rule the scoring process if in the unlikely event a player achieves a score > of 80%.

Section 4 - Playing in a Younger Division

- A. As a general practice playing in a younger division will not be allowed. However, under special circumstances the Executive Board may approve playing down to a younger division. This would typically only be allowed for safety reasons or to accommodate a player that does not have a division to play in. Any player, who wishes to move down to a younger division, can only be one year older than the division they want to play in (i.e., youngest age of division they are playing down from) by January 1st. Example: girls ages 7, 9, 11, 13, etc. as of January 1st can play down one (1) age division if their special circumstance is approved by the Executive Board.

If a player decides to play down to a younger division and the request is approved, they will not be eligible for All Star play in the younger division or the division they are playing down from.

Any players requesting to play in a younger division must attend the tryout/assessment for the division they would like to play in (e.g., a 9 year old desiring to play in the 8U division must attend the 8U assessments). The child will be evaluated during the tryout/assessment. If the player is unable to attend the tryout/assessment, they will automatically be placed in their correct division. If after the tryout /assessment, it is determined that that player is eligible to play in the younger division, the Executive Board will direct the Player Agent to move the player to the younger division. Advanced players will not be allowed to play down to a younger division. Any late sign up players (registering after assessments) may be granted a private assessment subject to Executive Board availability. However, late sign up special assessments are not guaranteed.

Article II. General League Playing Rules

Section 1 - General

The playing rules for games shall be of the official rules of softball (Fast pitch) published by the USA softball of Southern California, formally Amateur Softball Association (ASA) except as specifically modified by the following rules:

- A. The official diamond for each division shall have distances as follows:

DIVISION	PITCHING DISTANCE	BASELINE DISTANCE
4 Year Old	Tee only	45 Feet
6 and Under	30 Feet	45 Feet
8 and Under	30 Feet	60 Feet
10 and Under	35 Feet	60 Feet
12 and Under	40 Feet	60 Feet
14 and Under	43 Feet	60 Feet
Upper Division	43 Feet	60 Feet

- B. If illegal pitching distances or baseline distances are discovered during the game, the umpire shall be informed of the illegal distance and is to be corrected at the top of the inning. Once corrected the game will continue from that point.
- C. The home team is responsible for providing the official scorekeeper. Each team is required to provide the final score and recorded pitcher's outs within 24 hours to the Head Scorekeeper or designated League Agent. After the Grace Period has ended, failure to comply shall result in a one game suspension for the coach to be served during the next regularly scheduled played game for that team as well as a forfeit for the game in which they failed to report score for. Repeated violations shall result in discipline in accordance with the FVBSA Disciplinary Policy.
Exception: 24 hours in tournament play

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- D. All teams shall be responsible for picking up all trash in the dugouts, stands and vicinity after the games. Home team is responsible for field prep prior to the start of the game.

Section 2 - Equipment

- A. A full set of equipment will be distributed to each team coach after the formation of teams. All equipment remains the property of FVBSA and is to be returned to the League Equipment Manager upon close of season. Equipment will vary per division.
- B. Each team may elect to play with additional or coordinated equipment. This is optional for each team. The teams shall be responsible to provide any optional or additional equipment. If additional equipment is purchased with team sponsor funds, the equipment must be either given back to the league at the end of the season or raffled off to a team member. Under no circumstance shall a coach keep equipment purchased with team sponsor funds. Additionally, no mandatory requests shall be made to the players or family to purchase additional equipment. No financial burden shall be imposed on any player or their family. This applies to the spring, fall and All Star seasons.
- C. Full coverage running helmets, with face mask (chin straps optional), must be worn by the batter, base runner(s) and on-deck batter. As a matter of hygiene, we strongly recommend, but not mandatory, that parents provide helmets for their girls. All batting helmets and face masks MUST be USA Softball of Southern California (NOCSAE) approved.
- D. Game balls provided by the league shall comply with current USA Softball of Southern California certification requirements. They will be stored in the snack bar and retrieved by the umpire prior to the game.
- E. The 4U/6U home team shall be responsible for supplying the batting tee to be used in the game.
- F. We highly recommend face masks to be worn for all defensive players.

Section 3 - Uniforms

- A. The uniforms for each player on a given team shall be similar in color, style and trim. Each player must wear identification numbers. Uniforms will vary by division.
- B. The league will furnish a basic uniform. Uniform components will vary by season (i.e. spring season uniforms will contain different components than Fall season).
 - 1. Any non-standard modifications or additions to the league-furnished uniform must be approved by the League Executive Board prior to modification or addition.

Section 4 - Players and Substitutes

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- A. Players should be on the playing field no later than 30 minutes before game-time to enable the coach to prepare the line-up and conduct a pre-game warm-up.
- B. Lineup cards must be submitted to the Umpire at the pre-game meeting. Line-up cards shall include only players present at game time (player's numbers) and designated starting pitcher.
- C. Copies must be given to the opposing coach, official scorekeeper and the Umpire. This will be the official batting order for the game.
- D. Every player shall be listed in the scorebook and shall become a batter in order in which their name appears in the scorebook.
- E. Player substitution is MANDATORY. No player shall sit a second inning until all players have sat one inning over a period of three games in 8U, 10U and 12U divisions. *Exception: 4U and 6U Divisions, every player shall play every inning defensively).*
- F. Once the batting order is established, it shall remain the same throughout the game.
- G. If a player is removed from the game, an out will be recorded each time the removed player's turn comes up in the batting order. *Exception: If the player is removed due to an injury, illness, or emergency, an out will be recorded for that batter for the first time only that the batter's name is reached, unless it causes the line-up to drop below nine players (shorthand rule).*
- H. If a player is injured during the game, but reaches a base safely, the last recorded out will be allowed to pinch run for the injured player and an out will be recorded for the injured player's next at bat. The injured player may not return to the game (The coach has the option of taking the one-time out at the time of the injury).
- I. Any player who is not present at the playing field at least 15 minutes prior to game time may be ruled absent at the team coach's option.
- J. Any player who is not present at the official start of the game may be placed at the end of the batting order. If the order has batted through completely and the first batter has hit twice, it will be the coach's discretion whether to add that player or not. **Exception:** 4U and 6U teams may be added regardless of arrival time
- K. Team coaches shall report all pitching changes to the umpire.
- L. Courtesy runners will be allowed for the catcher with two outs and injured players only. The courtesy runner must be the last previous out.
- M. A team coach may bench a player for a game for reason of their attitude, manner of dress, tardiness, and/or other conduct not becoming a member of league during practices and games. This must be reported to the League Player Agent within 24 hours.
- N. Minimum play requirements shall be observed as appropriate in each division.
 - 1. 4U/6U: Every player shall play the entire game offensively and defensively.
 - 2. 8 and under, 10 and under, 12 and under, 14 and under and Upper Division: Every player plays the entire game offensively and may not spend two consecutive innings on the bench defensively. Player rotation is highly important in our league. See the individual divisional play rules for specific rules by division. **PENALTY:** *Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game. Additionally, the game will be ruled a forfeit.*

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3. Minimum play rules will change for the End of Season tournament. Refer to End of Season tournament section in the sections below.
- O. **A team must finish with a minimum of eight (8) players except in the event of an injury during the game**, and the team may finish the game with seven. If a team uses less than nine players, that team must take an out each time the batting order passes the missing ninth player's at bat. If a team falls below the required number of players, the game shall be declared a forfeit.
- P. Pool Players
1. A team may use a pool player only when they have **less than nine (9) players at game time**.
 2. A pool player is one who has volunteered to play on a team other than her own and they may only play for a team no more than one division higher. A pool player cannot play in their own division. The Player Agent shall establish a pool player list per division.
 3. A coach that is in need of a pool player will need to contact the following board members in order:
 - a. Divisional Coordinator
 - b. Player Agent
 - c. Vice President
 4. A pool player is only a temporary player for a team. Pool players will be assigned upon request by the Divisional Coordinator
 5. A pool player may only play in the outfield, may not pitch or play in the infield.
 6. All pool players must be placed last in the batting order.
 7. If a regular player for the team arrives after the start of the game, the manager must immediately decide whether or not to insert the player into the game. If the player is allowed to play they must be added to the bottom of the line up prior to batting through the order. The manager must immediately notify the official scorekeeper.
 8. The manager may decide at the start of the game not to use a player arriving late and tell the scorekeeper at that time the player will be ineligible.
 9. Managers may not recruit their own pool players. Pool player requests will be fulfilled in the order they were received there the online form. Pool payers are not guaranteed.
 10. If the manager violates any of these rules, the game can be ruled a forfeit. This ruling can only be made as a result of a protest and decided upon by the Umpire in Chief. The game will not be stopped for an alleged violation. The Official scorekeeper should mark in the official scorebook at the time and place of the alleged violation.

Section 5 - The Game

- A. The home team shall be as designated by the established league schedule. The home team shall

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occupy the 3rd base dugout and the visiting team shall occupy the 1st base dugout. (Exception: Playoffs see playoff rules)

- B. Unless the league provides a designated scorekeeper, the home team shall be responsible for the official scorebook and shall furnish a scorekeeper who will secure the signatures of the umpire(s) and both managers on the scorebook.
- C. Scheduled game time is forfeit time.
- D. With the exception of tied games, a game shall consist of seven innings. Tied games shall be continued until time limit is reached. (Exception: 8 and under = 6 innings)
- E. In 8 and under Division, no new inning shall start after 1 hour and 20 minutes, and a drop dead time of 1 hour 30 minutes regardless of the score. In 10 and under, 12 and under, 14 and under and Upper Division, no new inning shall start after 1 hour and 30 minutes and a drop dead of 1 hour 45 minutes regardless of the score.
- F. A game must be at least one hour in length or 4 innings (3 and a half if the home team is ahead) to be deemed official.
- G. At the umpire's discretion, an official game may be delayed, called, or canceled due to inclement weather, darkness or unsafe conditions.
 - 1. If such a game has completed at least one hour, the game shall revert to the last completed inning and be considered official.
 - 2. No team shall intentionally delay a game in order to take advantage of the reversion rule stated above. If, in the Umpire's discretion, a team is calling excessive time outs, or employing other dallying tactics to delay a game's conclusion, the umpire can award a forfeit after one warning.
 - 3. Due to the limited season length and shortage of fields, make-up games may be scheduled at the last minute on Sundays, holiday weekends, early afternoon, and late evenings or on practice fields. Games that need to be made up are not guaranteed to be rescheduled if the league has a non-availability of fields or season length.
 - 4. If games are canceled due to inclement weather, the VP and/or Field Manager will attempt to contact all coaches. Teams that are not contacted must show for their scheduled game or risk a forfeit. The League Board of Directors will not take responsibility for teams that are not informed of cancellations.
 - 5. It is the team manager's responsibility to report cancelled games to the VP and/or Field Manager.

Section 6- Pitching Regulations

- A. See individual divisional rules below for pitching regulations.

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Section 7 - Standings

- A. Standings will be kept in all Divisions except 4 and 6U. The Manager of both teams is responsible for reporting the score and pitcher's outs within 24 hours after each game by emailing the League Head Scorekeeper. (Exception: 24 hours for playoffs.) A failure to report game scores and outs within the required time period will result in a forfeit of the non reporting team, unless it's a loss then a suspension of the manager will be adequate. The Head Scorekeeper will notify the UIC of any violations of this rule. The UIC (with assistance of the FVGSA VP) will notify the head coach of his/her penalty.
- B. Standings will not be kept for fall. Managers will get their seeding at the draft.

Section 8 - Conduct at the Playing Field

- A. Any player, manager, coach or parent who makes un-sportsmanlike remarks towards team members, fans or umpires will be subject to ejection. If the problem persists, the umpire will eject the offender from the premises. If the offender refuses to desist or to leave the premises, the umpire will forfeit the game in favor of the team not causing the disturbance.
- B. Coaches and team parents may not use tobacco products or drink alcoholic beverages during games or practices.
- C. Scorekeepers will not be interfered with during the game unless they are asked for assistance by the umpire or coaches.
- D. Any conduct issues will be addressed as defined by FVBSA Code of Conduct and disciplinary policies.

Section 9 - Protests

- A. Intent to protest must be indicated to the plate umpire in accordance with USA softball of Southern California rules. The official scorekeeper will note the time of the protest in the scorebook. Protests may be made on rule interpretation calls only, not judgment calls by the Umpire.
- B. A written protest must be submitted to the League Umpire in Chief within 48 hours after scheduled time of the game being protested. If the Umpire in Chief is not reachable, the written protest may also be given to the League President within the same 48 hours. If neither is reachable, the written protest may lastly be given to the Vice-President within the same 48 hours. No other Board Members may accept a written protest.
- C. Protests shall be recorded on a League protest form and contain all pertinent information relating to the protested situation.
- D. Protests shall be accompanied by a \$75.00 protest fee, which is refundable if upheld.

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- E. The League Umpire in Chief will convene a Protest Committee and handle the protest in accordance with the League Bylaws. If the protest is denied by the Protest Committee, the game will stand as played. If the protest is upheld, the game will be replayed from the spot of the protest.

Section 10 - Tie breakers

- A. Division tie breakers will be determined by the following in order that they appear:
- Head to head
 - Runs allowed
 - Runs scored
 - Coin toss

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Article III. Special Rules for 4U Division.

- A. All sections of Article I shall apply to the 4 Year Old division.
- B. All sections of Article II shall apply to the 4 Year Old division.
- C. The 4U Division may be combined with the 6U Division if divisional adequate registration counts are not received for this division.
- D. The primary purpose of the 4 Year Old Division for instruction and fun. All players will play at all times. FVGS purposely limits the number of players per team to 6 or 8. If player are absent do not use an outfield.
- E. Goals to be obtained for 4 Year Old payers are as follows:
 - 1. To learn where to stand in relation to the tee, to hold a bat and hit a ball.
 - 2. To learn how to run the bases.
 - 3. To learn the basic rules of the game.
 - 4. The emphasis will be on learning not winning.
- F. Players to start game: no requirements
- G. Coaches: Three (3) offensives outside base paths, three defensive inside base paths.
- H. Game time/Innings: One hour or four full innings, whichever comes first.
- I. Game Balls: 10” softie approved ball will be supplied by the League.
- J. Batting Order: Bat once through lineup each inning and reverse the order in the next inning. (Example inning 1 would be 1-12 and inning 2 would be 12-1) Announce the last batter. The last player to bat in the inning will be permitted to run the bases in their entirety for a home run. Managers are encouraged to rotate their batting lineup throughout the season to give all batters the opportunity to hit a home run.
- K. Position Rotation: Player rotations through all positions throughout season are mandatory.
- L. Player Participation: All players play the field each inning.
- M. There will be no catcher position played in this division.
- N. There will not be any putouts in this age division.
- O. For the first half of the season all batters MUST hit from a batting tee. At the second half of the season a batting tee or coach-pitch will be used at the manager's discretion and the player's ability. Coach-pitch has to be done in an under hand motion. If the ball hits the coach it is considered a live ball and should be played by the defensive team.
- P. When the coach is pitching, the batter will receive five pitches to hit the ball into play. If after the fifth pitch the ball has not yet been put into play, the tee MUST be used until the ball is put into play.
- Q. Putouts: A player who is out on the base paths returns to the dugout. However, since there is no score keeping in this division runners are permitted to stay on base at the coach's discretion.
- R. No bunting, no stealing, no leadoffs, no infield fly, no courtesy runner.

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S. Runners may advance only on a hit ball. All runners may advance home when last batter puts ball in play.

T. Base lines shall be 45 feet in length. If the field being used is only equipped with 60 foot base pads, coaches may use temporary throw down bases if they would like to shorten the base lines to 45 feet in length.

U. Coaches shall umpire the game.

V. No score or standings shall be kept in this division.

W. Position Rotation: Player rotations through all positions throughout season are mandatory.

X. Player Participation: All players play the field each inning.

Y. No Bunting.

Z. No Stealing

AA. No sliding

AB. No leadoffs

AC. No Infield Fly

AD. No Protests.

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Article IV. Special Rules for 6U Division Only

- A. All section of Article I shall apply to the 6U Division
- B. All sections of Article II shall apply to the 6U.
- C. Goals to be obtained for 6U players are as follows:
 - 1. To learn the nine positions, i.e. catcher, pitcher, etc.
 - 2. To learn where to stand in relation to the tee, to hold a bat and hit a ball.
 - 3. To learn how to run the bases
 - 4. To learn the basic rules of the game.
 - 5. The emphasis will be on learning not winning.
- D. Players to start game: no requirements. E. Coaches: Three offensives outside base paths, three defensive inside base paths.
- F. Game time/Innings: One hour or four full innings, whichever comes first.
- G. Game Balls: 10” softie approved ball will be supplied by the League.
- H. Batting Order: Bat once through lineup each inning and reverse the order in the next inning. (Example inning 1 would be 1-12 and inning 2 would be 12-1) Announce last batter.
- I. Position Rotation: Player rotations through all positions throughout season are mandatory.
- J. Player Participation: All players play the field each inning.
- K. Coach shall throw five pitches to each batter. If batter is unable to hit after five pitches the tee will be brought out at that time. Balls hit from tee must travel outside of 4’ circle to be fair.
- L. Putouts: A player who is out on the base paths returns to the dugout.
- M. No Bunting.
- N. No Stealing
- O. No sliding
- P. No leadoffs
- Q. Base lines shall be 45 feet in length. If the field being used is only equipped with 60 foot base pads, coaches may use temporary throw down bases if they would like to shorten the base line to 45 feet in length.
- R. Runners may advance only on a hit ball. All runners may advance home when last batter puts ball in play.
- S. No Infield Fly
- T. No Courtesy runner

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.U. No Protests.

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Article V. Special Rules for 8 and Under Division Only

Section 1 - Applications of League Rules and Regulations

- A. All sections of Article I shall apply to the 8 and Under Division.
- B. All sections of Article II shall apply to the 8 and Under Division except the following:

Section 2 - Playing Field Dimensions

- A. Distance between bases is 60 feet.
- B. Pitching is 30 feet from home plate.

Section 3 - Game Duration

- A. Games will be six innings. Now new innings may start after one hour and 20 minutes. Drop dead one hour and 30 minutes. (If home team is ahead and batting when time expires, the score will stand. If the home team is behind and up at bat the score will revert to the last inning.)
- B. Run Ahead Rule applies, if a team is ahead 12 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings, the Umpire shall call the game over.

Section 4 - Special Playing Rules for 8U Division

A. Run Max Rule

- 1. No more than four (4) runs are allowed in one half inning.
- 2. Open inning will begin in the 4th inning and beyond.

B. Pitching and Batting

- 1. **First Half of the Season:** There will be no “Coach Pitch” when a batter gets four balls. Once a batter gets four balls they are awarded first base with one exception: **A pitcher may not walk in a run.** If a batter is walked or is hit by pitch with the bases loaded the coach will come in to pitch assuming the strike count unless the batter was hit by the pitch. The coach will get a maximum of three (3) pitches to the batter. A hit ball will only be ruled a double at most for the batter.
- 2. **Second Half of Season-** USA softball of Southern California rules will apply

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3. A pitcher is limited to hitting three (3) batters per inning. Upon reaching her limit, a pitching change needs to be made. The pitcher will be allowed to return if their max amount of innings has not been reached.
4. A defensive player will be positioned in the pitcher's position when the coach pitches the ball. (Pitcher must have one foot in the circle.)
5. **First Half of Season** - When the pitcher has possession of the ball within the eight foot circle, the ball is dead and all play will cease. If the pitcher fails to catch the ball while she is within the circle, she is considered to have possession if she has made an attempt to catch it. **Second Half of season** - USA Softball of Southern California rules apply.
6. A pitcher who has the ball outside the pitching circle is not considered to have possession to force stoppage of play.
7. Illegal pitches will be called during the game. If an illegal pitch is made during the **1st half of the season**, the Umpire will give a warning to the player and advise the coach, with no penalty to the pitcher or team. During the **2nd half of the season**, illegal pitches will be called by the Umpire, with all the appropriate effects. (Awarding a ball to the batter (if ball four award first base) and advancing all runners one base). A runner on third base may score on an illegal pitch.
8. Pitchers may not pitch more than 2 innings per game. If pitcher is noticed by the Umpire, he or she will advise the Coach after the inning is over with no penalty to the team or the pitcher.
9. The manager/coach may call one time out to talk to the pitcher. If during the same inning the manager/coach calls a second time out to talk with the pitcher the pitcher must be removed from pitching
10. The number of warm-up pitches between innings will be limited to five. New pitchers entering the game will be allowed five pitches.
11. Any player warming up a pitcher must wear a mask. Coaches are encouraged to warm-up their pitcher in between innings if the catcher is not immediately available.

C. Base Running

1. When a ball is hit in play, base runners may advance until the ball is returned to the pitcher. (Exception rule Sect. 4B second half batters with bases loaded and coach pitching may only advance as far as a double).
2. Base runners may lead after the ball is released from the pitcher's hand.
3. Base stealing will be allowed. However, if the base runner leaves the base early, the runner will be called out.
4. There will be one stolen base allowed per pitch. Runners can not steal home.
5. If the defensive team happens to overthrow the base that the base runner is attempting to steal, that runner may not advance to the next base.
6. Thrown balls that are over thrown into out-of-play territory are dead and Umpire shall award bases as appropriate.

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7. Players must slide feet first. **Exception:** Unless diving back to a bag on a thrown down ball.
8. Courtesy runners will be allowed for the catcher with two outs and injured players only. The courtesy runner must be the last previous out.

D. Defensive Positioning

1. There will be ten (10) defensive players allowed. A maximum of six (6) players may be positioned in the infield. Remaining players shall be positioned in the outfield on the edge of the grass. Outfielders must be on the outfield grass when the ball is pitched. Field positions are as follows:

Infield

Pitcher

Catcher

First Baseman

Second Baseman

Third Baseman

Shortstop

Outfield

Left Fielder

Center Fielder

Right Fielder

Left Center Fielder (between left and center field)

2. All field position designations above except for the basic nine (1-9) are alternate positions, and the coach may adjust their positions as required by game situation and number of players available. The above positions are only suggested positions and are not mandatory.

E. Minimum Play Requirements

1. Players' rotation is highly important in our league. Each player must play at least one inning in the infield within the first three innings of the game. It is acknowledged that some children are unprepared to protect themselves at various defensive positions (i.e. pitcher, first base and our utmost concern must be the safety and doing our best to make sure no child gets hurt. The manager should use their best judgment in placing players in defensive positions, but at no time can the manager limit a player to the outfield only. **PENALTY:** *Protest of this violation needs to be addressed to the umpire and logged in the scorebook. Once the protest is upheld a forfeit of that game in question to the coach that violated the rule.*

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2. Every player plays the entire game offensively and No player shall sit a second inning until all players have sat one inning over a period of three games. **PENALTY:** *Protest of this violation needs to be addressed to the umpire and logged in the scorebook. Once the protest is upheld a forfeit of that game in question to the coach that violated the rule.*
 3. Any player, positioned in the infield, which is moved to the outfield or the bench in the middle of an inning, will not be considered as having played in the infield. Conversely, a player positioned in the outfield, which is moved to the infield in the middle of an inning, will not be considered as having played in the infield.
 4. Any bench player, that enters the game in the middle of an inning, will not be considered as having sat one inning and must sit out another inning before any other player sits a second inning.
 5. Both teams are responsible for annotating the bench-players in their scorebooks to ensure that this rule is followed.
 6. A manager, in violation of the minimum play time, may be subject to immediate disciplinary action from the league and be subject to the following penalty:
 - a. Forfeit of the game under protest.
 - b. The player, impacted by the violation of the ruling, shall play in its entirety, the next two scheduled games.
 - c. The Board of Directors may further sanction repeat offenders.
 7. The manager has the authority prior to a game to decrease a player's playing time if he or she feels that is warranted for disciplinary reasons. The manager must contact the league Player Agent prior to limiting a player's time and explain the circumstances. In instances, which may occurring during a game, the opposing manager shall be informed immediately and the Player Agent shall be notified in writing within 24 hours to explain the circumstances.
 8. A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.
 9. Minimum play rules will change for the End of Season tournament. Refer to End of Season tournament section in the sections below.
- F. No Infield rule is in effect
- G. Dropped third strike does not apply.
- H. **No stealing home.**

Section 5 - General Rules

- A. A maximum of two offensive coaches (one in each coach's box) and three defensive (only on the grass) coaches are allowed on the field during play. Midway through the season the VP of

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Softball will notify all managers and coaches that no coaches will be allowed on the field defensively.

- B. A 10” ball will be supplied by the League.
- C. No metal cleats will be allowed in the division.
- D. The league supplies all teams with batting helmet facemasks. It is required that all batters wear a helmet with a facemask when batting.
- E. No more than four badged volunteers allowed in each dugout. **ONE ADULT FEMALE MUST BE PRESENT AT ALL TEAM EVENTS (i.e. practice, games, team party, etc)**

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Article VI. Special Rules for 10 and Under Division Only

Section 1 - Application of League Rules and Regulations

- A. All sections of Article I shall apply to the 10 and Under Division.
- B. All sections of Article II shall apply to the 10 and Under Division except the following.

Section 2 - Playing Field Dimensions

- A. Distance between bases is 60 feet.
- B. Pitching distance is 35 feet from home plate.

Section 3 - Game Duration

- A. Games will be no more than 7 innings. No new innings may start after one hour and 30 minutes. Drop dead at one hour and 45 minutes.
- B. Run Ahead Rule applies, if a team is ahead 12 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings, the Umpire shall call the game over.

Section 4 - Special Playing Rules for 10U Division

- A. **Run Max Rule -**
 - 1. No more than four (4) runs are allowed in one half inning.
 - 2. Open inning will begin in the 4th inning and beyond.
- B. **Pitching and Batting**
 - 1. Pitchers are allowed to pitch a maximum of eighteen outs in two consecutive games played. If time has expired, both teams will record the pitchers outs for their current inning pitching. **(ONLY SCORES WILL REVERT TO THE LAST INNING, NOT PITCHING OUTS)**
 - 2. A pitcher is limited to hitting three (3) batters per inning. Upon reaching her limit, a pitching change needs to be made. The pitcher will be allowed to return if their max amount of outs has not been reached.
 - 3. If a pitcher has 1 or 2 outs of eligibility remaining and a double or triple play causes her to exceed her out limit, there shall be no penalty. Once a pitcher has reached the maximum number of outs for the division of play they must be removed from the pitching position and will not be allowed to pitch further. Any pitch after reaching the limit is a violation of the pitching outs. Example: If a pitcher reaches the maximum outs and continues to stay in position, then pitches one more strike or ball - this is a violation...pitcher should have stopped when they reached the maximum outs. ***Penalty for allowing a pitcher to go over max number of outs:***

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First offense - a forfeit of the game once the protest is overturned.

Second offense - will be a forfeit of the game and Manager suspension

4. It shall be the coach's responsibility to verify the number of outs recorded against their pitcher(s) in the official scorebook. Once verified and in agreement with what's in the official scorebook, both managers/coaches will place their initials in the official scorebook. It shall also be the responsibility of the coach to report the number of outs recorded against the pitcher(s) to the League Head Scorekeeper along with the score.
5. Each team is required to report the final score and recorded pitcher's outs to the League Head Scorekeeper or designated league agent within 24 hours of the official end time for each game.
6. In the event of a forfeit, (**non-played game**), the pitcher's outs for both teams (provided they were on the roster and ready to play) shall revert back to the previous game's numbers.
7. The forfeiting team (**non-played game**) shall take the loss. Both teams shall report the score to the Head Scorekeeper within 24 hours of the scheduled game time. The score shall be entered by both teams as 7-0. Pitching outs shall be entered as zero for both teams.
8. If a Coach knows in advance that he is unable to field a team that Coach must immediately contact the Division Coordinator, and the Vice President of softball.
9. If the game is called while the home team is at bat and after the winning run comes in, only the outs actually pitched shall be charged to the pitcher of record.
10. In the process of a pitching change, any pitcher may be returned to the pitching position one (1) time. If a coach returns the same player in the game to the pitching position more than once, this is an illegal substitution.
11. Violations shall be valid grounds for protest. Protest may be entered as soon as the violation is discovered, but must be entered within 48 hours of the games' end. Penalty if protest is upheld is forfeiture of the game.
12. Illegal pitches will be called during the game. Illegal pitches will be called by the Umpire, with all the appropriate effects.
13. The manager or coach will get three defensive time outs per game. If a pitching change is made it will not count as a time out. On the fourth time out time the umpire will remove the pitcher from pitching.
14. The number of warm-up pitches between innings will be limited to five. New pitchers entering the game will be allowed five pitches. (five pitches in one minute)
15. Any player warming up a pitcher must wear a mask. Coaches are encouraged to warm-up their pitcher in between innings if the catcher is not immediately available.
16. Bunting is allowed.

C. Base Running

1. Base runners leaving early will be called out by the Umpire.
2. Stealing home is allowed.

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3. Dropped third strike applies. The batter may run to first base if the catcher drops a ball on a called or swinging third strike. Note: USA Softball of Southern California rules apply on Dropped Third Strike.
4. Courtesy runners will be allowed for the catcher with two outs and injured players only. The courtesy runner must be the last previous out.

D. Minimum Play Requirements

1. A continuous batting order will be used. All girls will play offensively, regardless of whether they are playing defensively.
2. Player rotation is highly important in our league. Each player must play at least one inning in the infield within the first four innings of the game. It is acknowledged that some children are unprepared to protect themselves at various defensive positions (i.e. pitcher, first base) and our utmost concern must be the safety and doing our best to make sure no child gets hurt. The manager should use their best judgment in placing players in defensive positions, but at no time can the manager limit a player to the outfield only. **PENALTY:** *Protest of this violation needs to be addressed to the umpire and logged in the scorebook. Once the protest is upheld a forfeit of that game in question to the coach that violated the rule.*
3. Every player plays the entire game offensively and No player shall sit a second inning until all players have sat one inning over a period of three games. **PENALTY:** *Protest of this violation needs to be addressed to the umpire and logged in the scorebook. Once the protest is upheld a forfeit of that game in question to the coach that violated the rule*
4. Any player, positioned in the infield, which is moved to the outfield or the bench in the middle of an inning, will not be considered as having played in the infield. Conversely, a player positioned in the outfield, which is moved to the infield in the middle of an inning, will not be considered as having played in the infield. Therefore, such player must play an “entire” inning in the infield.
5. Any bench player, that enters the game in the middle of an inning, will not be considered as having sat one inning and must sit out another inning before any other player sits a second inning.
6. Both teams are responsible for annotating the bench-players in their scorebooks to ensure that this rule is followed.
7. A manager, in violation of the minimum play time, may be subject to immediate disciplinary action from the league and be subject to the following penalty:
 - a. A forfeit of the game in protest
 - b. The player, impacted by the violation of the ruling, shall play in its entirety, the next two scheduled games.
 - c. The Board of Directors may further sanction repeat offenders.
8. The manager has the authority prior to a game to decrease a player’s playing time if he or she feels that it is warranted for disciplinary reasons. The manager must contact the league Player Agent prior to limiting a player’s time and explain the circumstances. In instances, which may occur during a game, the opposing manager shall be informed immediately and the Player Agent shall be notified in writing with 24 hours to explain the circumstances.
9. A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.

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10. Minimum play rules will change for the end of season tournament. Refer to End of Season tournament section in the sections below.

Section 5 - General Rules

- A. An 11" approved ball will be supplied by the league.
- B. Infield fly rule is in effect.
- C. No metal cleats will be allowed in the division.
- D. No more than four badged volunteers allowed in each dugout.
- E. A 10th defensive player may be used if both coaches agree. The extra player can only be played in the outfield.
- F. **ONE ADULT FEMALE MUST BE PRESENT AT ALL TEAM EVENTS (i.e. practice, games, team party, etc)**

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Article VII. Special Rules for 12 & Under and Upper Division Only

Section 1 - Application of League Rules and Regulations

- A. All sections of Article I shall apply to the 12U, 14U, and 16U Divisions.
- B. All sections of Article II shall apply to the 12U, 14U, and 16U Divisions except the following:

Section 2 - Playing Field Dimensions

- A. Distance between bases are 60 feet
- B. Pitching distance is 40 feet from home plate (14U and 16U are at 43 feet)

Section 3 - Game Duration

- A. Games will be no more than 7 innings. No new innings may start after one hour and 30 minutes, drop dead at one hour and 45 minutes
- B. Run Ahead Rule applies, if a team is ahead by 12 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings, the umpire shall call the game to be over by mercy of runs.

Section 4 - Special Playing Rules for 12U, 14U and 16U Divisions

A. Run Max Rule:

- 1. **12U Division** - A "Continuation" RULE is in effect. On a play where the run-per-inning limit is reached, that play will continue with additional runs counting, until the umpire had determined it to be over. This may result in up to 3 additional runs being scored.
 - a. No more than five (5) runs (plus continuation) in an inning will be scored in the first four (4) innings of play.
 - b. Open inning will begin in the 5th inning and beyond.

- 2. **14U and 16U Divisions** - There are no max run rule

B. Pitching and Hitting

- 1. 12U Division pitchers are allowed to pitch a maximum of 24 outs in two consecutive games played. **Exception:** *In the Upper divisions (14-U, 16-U and 18-U), there is no pitching out limitations*
- 2. A pitcher is limited to hitting three (3) batters per inning. Upon reaching her limit, a pitching change needs to be made. The pitcher will be allowed to return if their max amount of outs has not been reached.
- 3. If a pitcher has 1 or 2 outs of eligibility remaining and a double or triple play causes her to exceed her out limit, there shall be no penalty. Once a pitcher has reached the maximum number of outs for the division of play they must be removed from the pitching position and will not be allowed to pitch further. Any pitch after reaching the limit is a violation of the pitching outs. Example: If a pitcher reaches the maximum outs and continues to stay in position, then pitches one more strike or ball - this is a violation...pitcher should have stopped when they reached the maximum outs.
Penalty for allowing a pitcher to go over max number of outs:
First offense - a forfeit of the game once the protest is overturned.

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Second offense - will be a forfeit of the game and Manager suspension

4. It shall be the coach's responsibility to verify the number of outs recorded against their pitcher(s) in the official scorebook. Once verified and in agreement with what's in the official scorebook, both managers/coaches will place their initials in the official scorebook. It shall also be the responsibility of the coach to report the number of outs recorded against the pitcher(s) to the League Head Scorekeeper along with the score.
5. Each team is required to report the final score and recorded pitcher's outs to the League Head Scorekeeper or designated league agent within 24 hours of the official end time for each game.
6. In the event of a forfeit, (**non-played game**) the pitcher's outs for both teams (provided they were on the roster and ready to play) shall revert back to the previous game's numbers.
7. The forfeiting team (**non-played game**) shall take the loss. Both teams shall report the score to the Head Scorekeeper within 24 hours of the scheduled game time. The score shall be entered by both teams as 7-0. Pitching outs shall be entered as zero for both teams.
8. If a Coach knows in advance that he is unable to field a team that Coach must immediately contact their Divisional Coordinator and the Vice President of Softball.
9. If the game is called while the home team is at bat and after the winning run comes in, only the outs actually pitched shall be charged to the pitcher of record.
10. In the process of a pitching change, any pitcher may be returned to the pitching position one (1) time. If a coach returns the same player in the game to the pitching position more than once, this is an illegal substitution.
11. Violations shall be valid grounds for protest. Protest may be entered as soon as the violation is discovered, but must be entered within 48 hours of the games' end. Penalty if protest is upheld is forfeiture of the game.
12. If an illegal pitch is made, the penalty is a ball on the batter and if runners are on base, all runners are moved up a base.
13. The manager or coach will get three defensive time outs per game. If a pitching change is made it will not count as a time out. On the fourth time out time the umpire will remove the pitcher from pitching.
14. The number of warm-up pitches between innings will be limited to five. New pitchers entering the game will be allowed five pitches.
15. Any player warming up a pitcher must wear a mask. Coaches are encouraged to warm-up their pitcher in between innings if the catcher is not immediately available.
16. Bunting is allowed.

C. Base Running

1. Dropped third strike applies. The batter may run to first base if the catcher drops a ball on a called or swinging third strike. Note: USA Softball of Southern California rules apply on Dropped Third Strike.
2. Stealing home is allowed.

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3. Courtesy runners will be allowed for the catcher with two outs and injured players only. The courtesy runner must be the last previous out.

D. Minimum Play Requirements

1. A continuous batting order will be used. All girls will play offensively, regardless of whether they are playing defensively.
2. Player rotation is highly important in our league. Each player must play at least one inning in the infield within the first four innings of the game. It is acknowledged that some children are unprepared to protect themselves at various defensive positions (i.e. pitcher, first base) and our utmost concern must be the safety and doing our best to make sure no child gets hurt. The manager should use their best judgment in placing players in defensive positions, but at no time can the manager limit a player to the outfield only. **PENALTY:** *Protest of this violation needs to be addressed to the umpire and logged in the scorebook. Once the protest is upheld a forfeit of that game in question to the coach that violated the rule.*
3. A team with 11 or more available players will be required to sit no player more than two innings in an official 7- inning game and they cannot be consecutive.
4. A team with 10 or less available players will be required to sit no player more than one innings in an official 7-inning game.
5. Teams are responsible for annotating the bench-players in their scorebooks to ensure that this rule is followed.
6. A manager, in violation of the minimum play time, may be subject to immediate disciplinary action from the league and be subject to the following penalty:
 - a. A forfeit of the game in protest.
 - b. The player, impacted by the violation of the ruling, shall play in its entirety, the next two scheduled games.
 - c. The Board of Directors may further sanction repeat offenders.
7. The manager has the authority prior to a game to decrease a player's playing time if he or she feels that it is warranted for disciplinary reasons. The manager must contact league Player Agent prior to limiting a player's time and explain the circumstances. In instances, which may occur during a game, the opposing manager shall be informed immediately and Player Agent shall be notified in writing with 24 hours to explain the circumstances.
8. A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.
9. Minimum play rules will change for the end of season tournament. Refer to end of season tournament section in the sections below.

Section 5 - General Rules

- A. 12" approved USA softball will be supplied by the league.

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- B. Metal cleats will be allowed in the 14U and 16U division.
- C. No more than four badged volunteers in each dugout.
- D. **ONE ADULT FEMALE MUST BE PRESENT AT ALL TEAM EVENTS (i.e. practice, games, team party, etc)**

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Article VIII. Special Rules for End of Season Tournaments

Section 1 - Seeding

- A. The teams will be seeded in the Spring as follows:
 - 1. Higher seeded teams will play lower seeded teams. (1 being highest seed)
 - 2. Higher seeded teams may have a first round bye depending upon the number of teams in the division.
 - 3. The team with the higher seed will be the home team and take the 3rd Base dugout.
 - 4. Should a team with a lower seed advance to the championship game; the team advancing from the winner's bracket will be home team.
 - 5. In the event, there is a championship game 2; a coin flip will determine the home team. The teams do not need to switch dugouts for game 2.
- B. The teams will be seeded in the Fall as follows:
 - 1. Standings will not be kept for fall. Managers will get their seeding at the draft.

Section 2 - Special Rules for All Divisions except 6U Division

A. Changes to Regular Season Rules - the End of Season Tournament are intended to be competitive competition; as such the following special rules apply only to French Valley Girls Softball End of Season Tournaments.

- 1. Player rotation into the infield is not mandatory. However, no player shall sit two consecutive innings defensively.
- 2. There will be no tie games. Should a tie occur at the end of regular play(as dictated by regular season game rules), the international tie breaker rule will be employed.
- 3. There will be no drop dead rule in EOS. The no new inning time will remain the same for all divisions and the inning will be allowed to be completed once the no new time is reached.
- 4. Regular season pitching rules are in effect. All pitching outs will be reset for EOS.
- 5. No field practice allowed once EOS begins.
- 6. The format will be double elimination. FVBSA reserves the right to go to a single elimination schedule for the EOS tournament for 8U/10U/12U/14U & Upper divisions when extenuating circumstances dictate (weather, field availability, etc).

Section 3 - Special Rules for 6U Allstar game in the Spring and Fall

- A. Changes to Regular Season Rules - the End of Season Tournament are intended to be competitive competition; as such the following special rules apply only to the FVGSA end of

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Season 6U Division Tournament. Regular season 6U Division rules are not in effect. Coaches will nominate top players on each team.

B. Defensive Positioning

1. A catcher will be used in tournament play.
2. There will be free defensive substitutions.
3. Player Participation: All players play the field each inning and must bat.
4. Position Rotation: Player rotation into the infield is mandatory. However, coaches may leave advanced skill players at key positions such as pitcher, catcher and first base.

C. Pitching and Batting

1. All players will bat. Once a batting order is submitted to the scorekeeper it will not be changed, except for an injury.
2. A "Coach Pitch" style of play will be in effect. The Coach shall throw six pitches to each batter from 30 feet away from home plate. This is approximately 5 feet in front of the 8U pitching mound.
3. The coach of the team at bat will pitch to their batters. The batter may still strike out swinging only. The coach must stay in or around the pitching circle after the ball is hit, leaving the field as soon as he or she can without causing interference.
4. The coaches will not call strikes, the batter can strike out swinging, not swinging at the last available pitch or hit the ball into play. (Exception: Foul balls, a batter cannot foul out.) If the coach, while pitching, is hit by a batted ball, the ball is dead, the pitch counts as a strike and no runners shall advance.
5. A defensive player will be positioned in the pitcher's position when the coach pitches the ball. (Pitcher must have one foot in the circle and be level with or behind the pitcher's mound.)
6. When the pitcher has possession of the ball within the eight foot circle, the ball is dead and all play will cease. If the pitcher fails to catch the ball while she is within the circle, she is considered to have possession if she has made an attempt to catch it.
7. A pitcher who has the ball outside the pitching circle is not considered to have possession to force stoppage of play.
8. The batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball, foul strike, and/or foul tip unless it is the sixth pitch.
9. No dropped third strike rule.
10. There will be no bunting in this division.
11. The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine and be on the left or right side of the coach utilizing the pitching machine.
12. When the pitcher has possession of the ball within five feet of the pitching mound, the ball is dead and all play will cease. If the pitcher fails to catch the ball while he is within five

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feet, he is considered to have possession if he made an attempt to catch it and play will stop.

B. Base Running

1. When a ball is hit in play, base runners may advance until the ball is returned to the pitcher. If they players continue to “chase” the runner by throwing the ball, the runner can continue to advance. The runner does not need to stop at 3rd. If a runner is less than half way to the next base when the ball is thrown back to the vicinity of the pitcher (within the pitching circle), she must return to the last base touched.
2. Once the ball becomes dead, a judgment must be made whether the runner has gone beyond the halfway point between the bases. If not, the runner will be required to return to the base in which they are coming from.
3. Scoring from third: Runners may only score from third on a batted ball.
4. Base stealing will not be allowed.
5. Thrown balls that are over thrown into out-of-play territory (i.e., dugout, out of field) are dead and coaches shall award bases as noted below.
6. Base runners who are not past the mid-point between bases shall return to the base they left without liability to be put out.
7. Base runners that are past mid-point between bases shall advance to the next base without liability to be put out unless a preceding runner occupies that base.
8. No hesitation rule will apply to base runners.

Article IX. Special Rules for All Star Teams

Section 1 - All Stars Overview

The All Star program offers competitive softball to girls who have participated in the League's Recreational program. FVGSA will field All Star teams in each division, except 6U, as seen appropriate. The League does not require or make definite that teams will be fielded in all divisions, nor does it make definite the number of teams in each division.

The goal for this program is to prepare and field the most competitive teams the league can produce to succeed in the USA Softball of Southern California Championship series, starting with the Eastern District Tournament. An equal goal is the selection of managers, coaches, and players who will be good ambassadors for the league, demonstrating the quality of our organization. To accomplish this goal, the managers and players will be selected as follows:

Section 2 - Player Eligibility

A. Recreation League All-Star Eligibility

Player eligibility for the All Star program is based upon participation in the League's Recreational program. Player who have participated in 75% of their recreational team's regular season practices and games.

A player who participated on a team other than a team in their recreation league after March 31st of the current season is NOT eligible. For example, a player shall not participate on any non-USA Softball team, All Star Team, or travel type team after **March 31**.

NOTE: "Participate", above, is defined as a player or team taking part in a tryout, practice, and practice game, scheduled game, friendly or tournament.

Any player who has played in a higher age division during the Recreational Spring season must play within that division for All Stars.

- A. Each 6U through 14U player participating in recreation league play shall be individually registers with USAS SoCal before April 1 of the current season.
- B. Each team adult staff member, e.g. manager/coach/team parent and all Board of Directors members, shall be individually registered and have proof that a background check has been conducted throughout the USA softball registration system, before the league's opening day. Additionally, all Board of Directors member and at least two (2) adults on each team shall be Concussion Certified.
- C. Each All-Star manager shall be ACE Certified and Concussion Certified, and have proof of such.
- D. Two (2) additional adult members of the coaching staff shall be Concussion Certified and show proof of such.

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- E. A league shall use only the Age Classifications approved by the USA Softball Code and USAS SoCal. The approved Age Classifications are 8U, 10U, 12U, 14U, 16U and 18U.
- F. Pick-Up player is not permitted at District Championships. Roster addition prior to the District Championship is permitted only in case of injury or other unexpected situation, and must be approved by the District Commissioner.

Section 3 - Applications and Participation

Players on the All Star team will be playing against teams from other leagues and communities and thus are representatives of the French Valley Girls Softball Association. Participation should be considered a privilege by the parents and players, not a right, and those abusing that privilege or engaging in any behavior that in any way reflects poorly upon the League may be removed from the team.

There are no minimum participation requirements or guarantee of playing time in the All Star Program. Coaches are encouraged to make the best use of the players on their roster but there is no guarantee that players will play for a specified amount of time or in a specified position.

Prospective players and parents should carefully read the All Star rules and the Application Form to determine the level of commitment required and what is expected from them to participate in the All Star Program.

Once again, because of the competitive nature of tournament team play. Managers are under no obligation to guarantee a minimum amount of playing time to any player.

Player participation is **imperative** during All Stars. Parents should be prepared to practice anywhere from three (3) to five (5) days per week and play every weekend (Friday through Sunday) through the end of July.

Section 3 - Fees and Associated Costs

There is a fee (determined by the Board) payable to French Valley Girls Softball for participation in the All Star program. The fee will cover the cost for a complete All Star uniform (jersey(s), shorts, socks, and hat) and cover the costs for a set amount of tournaments (determined by the All Star Coordinator and approved by the Board of Directors) that FVGSA will participate in. The fee may also, at the committee's discretion, cover the cost of other equipment (e.g., helmets, bags, etc.)

FV Girls Softball will provide each All Star team a paid entry into a designated number of pre-district tournaments (the number will be determined by the All Star Committee), our own hosted tournament (if an FV tournament is held) and the District tournament. If any All Star teams qualify for the USA Softball of Southern California state tournaments, those fees will be covered by the league.

Any additional tournaments the team(s) wishes to participate in will be the team's responsibility and will not be paid for by the League.

Any additional equipment and/or accessories, such as matching helmets and bat bags for the team will be the team's responsibility and will not be paid for by the League. These items are optional and are

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not required to participate in tournament play, the team as a whole must be in agreement to purchase these items.

There is minimum sponsorship requirement per team. The minimum sponsorship fee is intended to offset player registration fees and will assist in covering the costs for uniforms and All Star tournaments. The minimum is determined by the All Star Committee. Any Team not meeting the minimum sponsorship amount will be required to reimburse the league for the amount they are short. The minimum sponsorship fee must be turned in to the league Sponsorship Coordinator no later than the second Sunday in June. Sponsorships exceeding the minimum sponsorship requirements may be used by the team for team expenses.

Teams are highly encouraged to plan and participate in fundraisers and are free to solicit to the team members' families, friends and associates for funds to be applied towards that team's expenses not covered by the League.

If a team solicits sponsorship or fundraising revenue on behalf of FV Girls Softball, any funds derived from those sources must be turned over to FVBSA prior to disbursement back to the team. This is to ensure that all revenue donated to the team is appropriately reported by the league.

Section 4 - Uniforms

Uniform design will be determined by the All Star Coordinator and the All Star Committee. Any deviation from the approved design is not permitted.

Jackets can be ordered and purchased at the time All Star fees are collected. We will only make this available one time prior to the All Star season starting.

Section 5 - Player Selection

To ensure that All Star players are selected for their ability and talent, FVGSA utilizes a four phased selection process.

- Head Coach Player Nominations
- Player Evaluations (40% of score)
- Head Coach Ranking (40% of score)
- Board Ranking (20% of score)
- All Star Committee Review and Approval. Only All Star Committee Board Members can vote on ranking.

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A. Head Coach Player Nominations

1. All Star candidates will be nominated by their regular season coaches. The number of candidates selected from each team will be determined by the Board of Directors and will be based upon the number of teams in each division, the quality of the participants and availability of qualified coaches.
2. Coach nominations should be based upon skill level and contribution to the team. Where available the coach should also utilize statistics when making his/her selections.
3. Coaches will forward their All Star candidates list to the All Star Coordinator.
4. The Board reserves the right to add additional players to the nominations list should it appear a player was over looked. All additional player nominations will be reviewed and approved by the All Star Committee before being allowed to participate in evaluations.
5. Upon approval by the All Star Committee, the Nominations List will be posted on the FVGSA web site. Candidates should respond back to the All Star Coordinator indicating whether they will attend evaluations.

B. Player Evaluations

1. FV Girls Softball will conduct an All Star Evaluation for each age division. The Evaluation could be conducted over a one to two day period as designated by the All Star Committee. The All Star Committee will determine the length of the evaluation. The All Star Committee reserves the right to cancel an evaluation should the number of All Star nominees equal the amount of available players needed to field a team. (This is most likely to occur in the lower divisions.)
2. The Evaluation Clinic will be held no sooner than the first weekend in the month of May.
3. It is mandatory that all players attend the Evaluation Clinic, in order to be selected for the All Star team. Exception: the coach's pick may be used to award a slot to an All Star Nominee that could not attend Player Evaluations.
4. All Star nominees will be assessed on several skills such as hitting, fielding ground ball, catching fly balls, etc. All Star nominees will be given a raw score for each skill assessed. For example, the player will be hit 10 ground balls. If the player correctly fields 6 of the 10 ground balls they will receive a score of 6 out of 10 for ground balls. The player will receive 5 pitches; if the player hits 4 out five pitches they will receive a score of 4 out of 5. All players should receive the same number of attempts for each skill. Should a player receive a wild pitch or wild hit during the assessment, an additional attempt may be given upon approval from an All Star Committee member.
5. Assessment ratings will be recorded by coaches, parents or league personnel as designated by the All Star Committee.
6. At the conclusion of the All Star Evaluation, the assessment rating sheets will be given to the All Star Coordinator.
7. The All Star Committee will tabulate the assessment score.
8. The Evaluation Clinic counts towards 40% of the selection criteria.

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C. Head Coach Player Rankings

1. In addition to evaluations, head coaches will also provide player rankings of their respective nominations. Coaches should be objective as possible. Coaches should rank players based upon their playing abilities as it is the goal to select the most competitive team possible to represent FV Girls Softball.
2. Upon receipt of all the individual team lists, a compiled master list of all players will be made. The complete lists will be sent back to the coaches so they can rank all the nominated players within their division. These rankings should be based on what the coach has seen from the players throughout the season.
3. Head coaches will meet to discuss and revise (if necessary) the master listing. Only head coaches will be allowed to attend this meeting. Should a head coach be unable to attend, they may send one assistant coach to represent them. Coaches are required to bring their scorebooks (and any statistics they may have) to this meeting for reference.
4. Each coach will discuss their players with the other coaches and the All Star Committee. The coach should objectively explain each player's strengths and weaknesses.
5. At the conclusion of the discussion, each coach will provide a ranking of players within their division. The number of players ranked will be determined by the Board of Directors and will be based upon the number teams, the number and quality of the participants and availability of qualified coaches (e.g., 15 top players ranked for 8U).
6. The coaches' rankings will then be summarized and totaled to come up with a divisional ranking.
7. At the conclusion of the All Star Evaluation, the assessment rating sheets will be given to the All Star Coordinator.
8. The All Star Committee will review and certify the coaches' rankings, Should any extreme variances exist between the coach rankings (e.g., four coach give a player a number one ranking (resulting in 12 points) and the last coach ranks that same player last (resulting in 0 points), the All Star Committee will perform the necessary due diligence to determine the reason for the variance. This could include additional discussion with coaches, a review of evaluation results and/or review of score books. If it is determined that a coach has unfairly rated a player; the All Star Committee reserves the right to add a supplemental score to the coaches' ratings. Should the All Star Committee need to add a supplemental score to a player, the reason for the addition must be clearly documented in writing and maintained with the All Star rating information.
9. The Head Coach assessment counts towards 40% of the selection criteria.

D. All Star Committee Assessment

1. The All Star Committee will attend player Evaluations.

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2. The All Star Committee will review the data provided from evaluations and the head coaches.
3. Upon review of all data the All Star Committee will tabulate the results and certify the All Star team.
4. The All Star team head coach will name one additional player to the team. These player pick is based upon the coach's subjective assessment. This player does not necessarily have to be the 12th ranked player, but must come from the list of nominated players. The coach pick could be a player they may not have been able to attend assessments.
5. Coaches application needs to be in by deadline. Please review website for date.

E. All Star Player Notification

1. Upon All Star Committee approval, the approved list of All Star Players will be posted on the FVGSA web site.
2. Players will be contacted by their coaches immediately after player rosters have been posted on the FVGSA web site.
3. All players and parents must attend a mandatory All Star meeting which will be scheduled immediately after All Star selections have been announced.

F. Manager Selection

1. Any FV Girls Softball coach who is interested in managing an All Star team may apply for the All Star Manager Position. The applicant must be background checked and be on a coaching staff of any FVPBA team during the current recreational Season. **Exception:** if no coaches apply to coach the team, the board will consider non coach candidates to serve as head coach.
2. Coaches may submit their application of interest to the All Star Coordinator "at a date determined by the Board of Directors". The All Star Committee will then review the applications and select the managers for the All Star teams. The Board shall consider the following before approving the manager selections:
 - A. The leadership and competence the manager/coach has demonstrated during the season. The coach must be in good standing with FVGSA (if applicant has previously coached in the league).
 - B. End of Season coach evaluations.
 - C. Coaching experience. The committee will consider candidates past coaching experience. Past All Star, travel ball and REC ball coaching experience will be considered.
 - D. The sportsmanship the manager/coach has displayed on and off the field during the current and past seasons.
 - E. The ability of the manager/coach to hold frequent and quality practices.

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- F. The ability of the manager/coach to effectively teach players and treat them with respect.
- G. Other factors that the Board feels are relevant.
- H. In the event that there are more qualified managers than needed, the All Star Committee shall pick those that they deem best qualified

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Revisions Log

Date	Version	Revision Description
2/20/2013	2013.1	Removed admin rules that apply to both leagues. Re formatted document.
4/22/13	2013.3	Added back all-star rules
1/15/2016	2016.1	Changed the lead off rules for 8U
2/16/2017	2017.1	Added time limit to EOS rules
1/21/2018	2018.1	Changed the "Assessing Up" score to be increased; changed player substitution rule for 8U, & 10U, along with penalty; Added pool player procedures; changed the scorekeeping reporting time & penalty; Increased protest fee; Changed run rule limit for 8U, 10U, & 12U divisions; Changed pitching rules for 8U, 10U, & 12U divisions; Penalty change for minimum player substitution violation
1/18/2019	2019.1	Added USA softball rules update for All Stars. Adjusted ranking for All Star assessments. Added standings will not be kept in fall. Managers MUST rotate players. Updated rules on recording pitching count. Added face masks are highly recommended. Updated rules on pool players.