



SAN PATRICIO GIRLS SOFTBALL ASSOCIATION

POLICIES AND PLAYING RULES

LAST AMENDED: MARCH 4, 2019

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I. SAN PATRICIO GIRLS SOFTBALL ASSOCIATION TEAM/PLAYER ELIGIBILITY AND SELECTION POLICY

A. League Definition:

1. SPGSA hosts three leagues; recreational, select, and high school (fall ball only).
2. **Recreational League**
 - a) Comprised of drafted teams with participants interested in competing in recreational softball.
 - b) Recreational league is core charter of the association. The board reserves the right to address and resolve conflicts between the three leagues on a case by case basis by majority vote of the executive board.
 - c) The Recreational League divisions consists of the following divisions: 6 & under, 8 & under, 10 & under, 12 & under, and 16 & under.
 - d) If a recreational league division fails to have more than 20 registrants one week prior to try outs it may be collapse/merged into another Recreational League division or divisions or it may be eliminated. A majority vote by the board can also trigger a merger or elimination.
3. **Select League** is comprised of teams selected by coaches and enrolled as a team for participants interested in competing in competitive softball.
 - a) Admission of select teams to the league will be accomplished as they register each season.
 - b) Under no circumstances will a select team be allowed to transfer, enter, or otherwise compete in the recreational league as a whole team, EXCEPT as provided in the SPGSA By-Laws.
 - c) If a Select league division has less than 2 select teams enter prior to a deadline set by the board each season, the division will be eliminated. and the teams therein can choose to play in the next Select League division, dissolve as a team and play as individuals in the corresponding recreation league division, or receive a refund of the registration fee.
 - d) The Select League consists of the following divisions: 8 & under, 10 & under, 12 & under, 14 & under, and 16 & under.
4. **High School League** (Fall Ball only) is comprised of teams affiliated with local area high schools interested in competing in competitive softball to prepare for their spring seasons.
 - a) Admission of high school teams to the league will be accomplished as they register each season.
 - b) Under no circumstances will a High School team be allowed to transfer, enter, or otherwise compete in the recreational league as a whole team , EXCEPT as provided in the SPGSA By-Laws.
 - c) If the High School league has less than 2 select teams enter prior to a deadline set by the board each fall season, the league will be eliminated for that season and the teams will receive a refund of the registration fee.
 - d) 16 & Under Select teams may petition the Board to enter the high school division. A majority board vote is required to allow a 16 & under select team enter the High School league.

B. Recreational League Player Eligibility

1. Players will be placed in age divisions as outlined in the rules of the softball governing body with which SPGSA is currently affiliated (e.g. ASA, Pony, Little League, etc...)
 - a) Players may be moved up a division at parental request.
 - b) Birth certificate required prior to draft/team assignment.
2. Players must meet the minimum age requirements as outline in the SPGSA By-Laws or receive an exemption via the process outline therein. The age of a player is judged by the method outlined in the SPGSA By-Laws.
3. Players may register individually and will be placed into draft pool or on prior team as per team selection policy. Whole team or partial team entry into the recreational divisions may only be accomplished via the application process outlined in the SPGSA By-Laws
4. Only registered players will be allowed to participate within the SPGSA.

C. Select league player / team eligibility

1. Teams will be registered as a team by team manager or designated representative.
2. All players must meet age and eligibility guidelines of the association with which SPGSA is currently affiliated (e.g. ASA, Pony, Little League, etc...).
3. The select division registration must be completed and submitted to SPGSA prior to admission.
 - a) Each player on team roster must provide copy of birth certificate.
 - b) Each player must provide “headshot” photo attached to the birth certificate.
 - c) Each player on team must provide address and emergency contact information.
4. Only registered players may participate in league games. Limited player pick-up, less than twice, from recreational division is allowed with prior SPGSA board approval and if it does not interfere with players scheduled recreational season.
5. Signed coaches code of conduct must be signed and provided to league prior to the beginning of the season. Teams of coaches whose code of conduct has not been submitted will not be allowed to participate.
6. Teams whose coaches and managers are not in compliance with signed code of conduct will not be allowed to participate in SPGSA activity.
7. SPGSA will sponsor select league teams whose players are currently participating in recreational league as well as select league if the team petitions the Board for sponsorship and receives a majority vote by the Board.

D. GENERAL DRAFT RULES

1. In spring seasons, all recreational players must participate in tryouts unless good cause is shown to the Board why that player cannot tryout, unless that player played in the same division the preceding spring season and wishes to return to the team from the preceding spring season.
2. In fall seasons, all recreational players must participate in tryouts unless good cause is shown to the Board why that player cannot tryout.
3. The draft will be conducted following player tryouts (evaluations).

4. If two attempts by the league to conduct tryouts are cancelled due to weather, the Executive Board will meet and vote on proceeding with the draft, without player tryouts.
5. The League President and the Commissioner for the age level drafting will supervise the draft. In the event one or more of those Board members are managing or coaching at the age level presently conducting their draft, another Executive board member will supervise.
6. Each team will be allowed one manager and one assistant coach to be present for the draft, with one being selected as the spokesperson.
7. If at the time of the draft a team does not have a manager or coach appointed, a board member will be appointed to represent that team at tryouts and draft, including returning players, family members etc...
8. No other persons will be allowed to be present during the draft, including returning players, family members etc....
9. If the Board approves a whole team entry or partial team entry into a recreational division the approved team will participate in the draft to the extent necessary to achieve fully numerically balanced teams. The approved team's or partial team's players will count as their draft picks for each round until they reach the round in which they have no pre-existing players.
10. All girls who have registered prior to the completion of the established registration period will be placed on a team. That is:
 - a) Returning to the same team.
 - b) Through the general draft pool.
 - c) Through the re-entry draft pool.
 - d) Through the blind draft pool. Tournament/Select team players will not be allowed into the blind draft pool.

E. DRAFT POOLS

1. General draft pool players are players entering an SPGSA age division for the first time, who participate in tryouts.
2. Re-entry draft pool players are players returning to the same age division that have indicated during registration that they would like to play on a different team. Player must have participated in tryouts to be eligible for re-entry draft.
3. Blind draft pool players are players who were unable to participate in the tryouts. These players may be new to division, SPGSA, or returning in the division from the previous year.

***Managers selecting a returning player not wishing to play for that team should re-select if pool has enough players to complete draft pick. In the event the last player drawn is by a Manager/team the player has requested not to be on, the last round of blind drafts must be re-done.

4. Returning players
 - a) Girls returning from the previous year will automatically be placed on the same team they were on unless they indicate their desire to change teams at the time of registration or are required to move up due to age.

- b) Girls expressing a desire to change teams will be placed into the re-entry draft pool or the blind draft pool. All efforts will be made to have the player placed another team, but this cannot be guaranteed.
 - c) Any player returning to the draft may not be drafted by the team she was a member of in the previous year, until all other teams have had an opportunity to draft her.
5. Manager's daughters
- a) The daughter(s) of a team manager are protected players and will automatically be placed on the manager's team unless otherwise stated at the time of registration. This selection will count as the managers third draft choice regardless of what round it falls in.
6. Sisters
- a) Sisters in the same age division will be placed on the same team unless other requested by their parents.
 - b) If one sister is already on a team, the second sister will count as the third draft choice regardless of what round it falls in.
 - c) If both sisters are entering an age division or one has expressed option to change teams, they must be drafted as the third and fourth choices of that Manager/team.

F. THE DRAFT

1. Returning teams will draft in reverse order based on last year's season win/loss record, coin toss to determine teams with identical record.
2. A returning team is defined as one containing at least one returning player, with or without a returning manager.
3. New teams will be placed first in drafting order. If there is more than one new team, managers will draw for draft position.
4. Bonus draft rounds – managers with new teams and teams with four or less returning girls will be awarded bonus draft rounds. The first bonus draft round will precede the second regular draft round and so on up to a maximum of five bonus draft rounds. If more than one manager has a bonus selection during the same bonus round, they will select in the same order as the regular draft order.
 - a) 1st bonus round – New teams only
 - b) 2nd bonus round – New teams and teams with one returning girl.
 - c) 3rd bonus round - New teams and teams with two or less returning girls.
 - d) 4th bonus round – New teams and teams with three or less returning girls.
 - e) 5th bonus round – New teams and teams with four or less returning girls.
5. The formula provides managers with the following number of bonus selections:
 - a) Manager with new team – 5
 - b) Manager with one returning player – 4
 - c) Manager with two returning players – 3
 - d) Manager with three returning players – 2
 - e) Manager with four returning players – 1

f) Manager with five returning players – 0

6. EXAMPLE DRAFT ORDER

	TEAM 1 (NEW TEAM)	TEAM 2 (3 OR LESS RETURNING)	TEAM 3 (2 OR LESS RETURNING)	TEAM 4 (5 OR LESS RETURNING)	TEAM 5 (4 OR LESS RETURNING)
ROUND 1	1	2	3	4	5
BONUS 1	6	NP	NP	NP	NP
ROUND 2	7-S	8	9	10	11
BONUS 2	12-S	NP	NP	NP	NP
ROUND 3	13	14 –D	15-SR	16-D	17
BONUS 3	18	NP	19	NP	NP
ROUND 4	20	21	22	23-D	24
BONUS 4	25	26	27	XXXXX	XXXXX
ROUND 5	28	29	30	31	32
BONUS 5	33	34	35	XXXXX	36
ROUND 6	37	38	39	40	41-S
ROUND 7	42	43	44	45	46-S

D=managers daughter SR=sister of returning player S=sister NP=No Pick

7. Teams will draft in their turn until selection of players is complete in each pool of the draft.
8. Draft pool order as follows:
 - a) General draft pool
 - b) Re-entry draft pool
 - c) Blind draft pool
9. Players not registered by draft date shall be released from the team before draft begins.

G. TEAMS

Teams should consist of 10-12 players for divisions except 6 & under and 8 & under which should consist of 11 – 13 players.

1. Typically there are a small percentage of players who register after draft. The number of teams and players per team will be evaluated by the Board to determine if addition of another team is warranted. Teams may have fewer players than minimum at draft as result. Positions will be filled no later than two weeks before season start.
2. If the number of players registered does not meet the required number of players to maintain the teams from previous year, a reduction of teams will be required. The board will evaluate the number of returning players on each team to determine which team must be disbanded.

H. TRADES

Trading players to benefit the player or to accommodate player(s) request must be agreed upon by both managers and completed prior to either coach leaving the draft area.

I. PLAYERS WISHING TO REGISTER LATE

Late Registration is defined as anyone wishing to register after the established registration period has past. Late registrations will be accepted from Class C players only.

1. Recreation ball players wishing to register after the established registration period but prior to tryouts may register with the Registration Committee Chairperson.
2. Recreation ball players wishing to register after tryouts but prior to draft may register with the Registration Committee Chairperson only, and will then be automatically placed on the blind draft list. Only Class C players will be allowed to register after the official draft has taken place.
3. The Registration Committee's decision on award of a player to a team is final.
 - a) Preseason – The first two weeks after draft, registering players will be selected in a blind draft and will be placed on a team according to draw. This will take place only after there are two or more players on the waiting list for a certain age division. Number of teams in drawing for players will be determined by number of players on waiting list and currently rostered players on teams in same age group.
 - a) If a team is next to receive a player and has not yet reached the maximum number of players, that team cannot refuse to accept the player.
 - b) If a permanent vacancy on a team exists and the team is below the minimum number of players required to continue the season, a player may be awarded to that team without meeting the two or more player requirement per waiting list as stated above (4.a.). This decision will be made by the Registration Committee and communicated to all E-board members prior to execution.
4. The Registration Committee shall maintain the confidentiality of the players in the pool from Board members, Managers, Assistant Managers, Players, etc. except for the league President and Vice-President.
5. The absolute cut-off for registration will be two weeks before opening day. Any player interested after that date may provide their name and contact number to the Registration Committee and will be contacted if team falls below the minimum number of players and is at risk of not having enough players to complete their season.

II. MANAGER SELECTION PROCESS

A. RECREATIONAL LEAGUE MANAGER SELECTION PROCESS

Teams will be awarded to manager applicants in the following order of preference.

- 1) Returning manager who has a child on that team from the previous year.
- 2) Returning coach who has a child on that team from the previous year.
- 3) Serving SPGSA board member.
- 4) Person with coaching experience.
- 5) Returning parent.

An applicant may be disqualified for any reason by a majority vote of the executive board.

Manager vacancies should be identified by the registration. Solicitation for manager applicants will begin at registration. The board will review the applicants and make their selections based on the number of available teams. Persons selected will draw for teams.

If, for any reason, a manager resigns after being awarded a team, they should notify the board in writing. A new manager will be assigned to that team at the discretion of the board. If there is just cause to believe that there was collusion between the original manager and an applicant, the applicant will be denied that team.

***A manager may be removed for any reason at any point throughout the season by a majority vote of the executive board.

B. SELECT LEAGUE MANAGER SELECTION PROCESS

- 1) SPGSA Sponsored team manager shall be approved by majority vote of the board.
- 2) SPGSA Sponsored Teams will be awarded to manager applicants in the following order of preference.
 - a) Returning manager who has a child on that team from the previous year.
 - b) Returning coach who has a child on that team from the previous year.
 - c) Serving SPGSA board member.
 - d) Person with coaching experience.
 - e) Returning parent.
- 3) SPGSA will not manage selection process for select teams outside of the SPSGA sponsored teams.
- 4) A manager may be removed for any reason at any point throughout the season by a majority vote of the executive board.

III. SAN PATRICIO GIRLS SOFTBALL ASSOCIATION RULES 6 & UNDER DIVISION

The 6 and Under Division shall be played in accordance with the Texas ASA Pixie Division Rules for the year being played. The rules listed below override any rules to the contrary in the pixie league rules.

A. ELIGIBILITY

1. A player's age as of December 31st, of the preceding calendar year determines the age in which the player is eligible to play that year.
2. 6-Under Age Classification: If a player reaches her 6th birthday anytime during the year of championship play, that player is eligible to participate in the 6U classification.
3. 6-Under Age Classification: If a player has not reached her 4th birthday prior to December 31st of the preceding calendar year, that player is NOT eligible to participate in the 6U classification for the spring season, unless she is granted an exception by the Board.
4. 6-Under Age Classification: If a player has not reached her 4th birthday prior to August 31st of the current calendar year, that player is NOT eligible to participate in the 6U classification for the fall season, unless she is granted an exception by the Board.

B. COACHING STAFF

1. A coaching staff will consist of a manager, assistant manager, and not more than 4 assistant coaches. The manager will assume full responsibility for the actions of his/her coaching staff.
2. Teams are allowed to have up to 4 assistant coaches and a manager/head coach and any of those may fill the following needs:
 - A. Hitting coach- will be responsible for positioning the batter in the batter's box and placing the ball on the batting tee.
 - B. Base coaches- first base and third base.
 - C. Defensive coaches- 1 coach may stand in right field and 1 coach may stand in left field during play, but must not interfere with the ball in play in any manner. The remaining coaches may stand outside of their dugout, but not within the field of play.

C. HITTING RULES

1. Hitters will hit off a batting tee.
2. The manager of the team at bat will appoint a member of his/her coaching staff to act as the Hitting Coach, who will place the ball on the tee for the batters and help with initial batter positioning.
3. The coach may position the batter prior to the beginning of the at bat, but once the ball is first placed on the tee, the coach must remain out of the batters box, except as to replace a foul ball.
4. After initial positioning, the hitting coach is allowed to talk to the batter, but cannot enter the batter's box to reposition a player once the ball is first placed on the tee.

D. DEFENSIVE POSITIONS

1. Infield positions will consist of pitcher, 1st base, 2nd base, 3rd base, and short stop.

2. Outfield positions will consist of left fielder, right fielder, centerfielder, rover(s) (all players should play defense, the number of rovers will depend on the number of players on each team. Outfielders must remain behind the grass line before the ball is hit. Violation of this rule will allow the offensive coach to take the resulting play or advance the batter to first base. (Hit ball means fair or foul)

E. BATTER

1. A batter will have up to 5 swings to hit a fair ball, should a batter fail to hit a ball at the end of 5 swings, the batter will then be called out. Should the batter foul off the 5th swing, she will be allowed additional pitches until ball is hit into fair territory or misses the ball again. The ball must travel at least 3 feet in fair territory or it will be considered a foul ball.
2. Teams will switch on offense and defense when 3 outs are recorded, or **4 runs** are scored. (NOTE: Any additional runs scored on the play that the fourth run scores on will not be counted).
3. Each team will bat their entire roster.

F. RUNNERS

1. If the batter hits the ball, and it is not foul, the most each runner, including the batter, is allowed to advance is 1 base, unless the ball reaches the outfield, in which case the runners may continue running until the ball is returned to the infield.
2. The play is dead either when all the runners who are not out as a result of the play have advanced one base or when all of the runners are out.
3. No player will be allowed to play with a cast, splint, sling, etc. unless they have a release from their doctor stating it is safe for them to play softball.
4. Stealing is not allowed.
5. Bunting is not allowed.

G. GAMES

1. Games will be 55 minutes in length and will finish the inning.
2. Games will start on time. There will be a 5 minute grace period if needed for attaining the minimum number of players to start the game.
3. All teams must start with at least 7 players. In the event a team must play with 7 players, an out will be issued for the 8th batter unless it is agreed upon by both managers prior to the start of the game not to count the 8th batter as an out. Teams may not play with six players or less. If for any reason the team with 7 players drops to 6 players or less, the game will be automatically forfeited.
4. If time expires during the final inning and the game ends in a tie score, the game will be declared a tie.
5. Games that are stopped due to darkness, rain, lightning, etc. will revert back to the score of the last completed inning. Three complete innings must have been played for the game to be considered a completed game. Games with less than three innings played will be rescheduled for make up at a later date.

H. THE PLAYING FIELD

1. The only place where a game may be played is on field A, B, C, or D at the Portland Sports Complex.

I. EQUIPMENT

1. Bats must conform to the rules set out for bats by the softball governing body with which SPGSA is currently affiliated (e.g. ASA, Pony, Little League, etc...).
2. Tee ball bats will be allowed.
3. An 11" SOFT-TOUCH ball must be used.
4. All players batting must wear batting helmets. NOTE: All helmets must have safety straps and face guards.

IV. SAN PATRICIO GIRLS SOFTBALL ASSOCIATION RULES 8 & UNDER DIVISION

The 8 and Under Division shall be played in accordance with the Texas ASA Pixie Division Rules for the year being played. The rules listed below are in addition to, a modification of, or a reinforcement of the Pixie Rules for the SPGSA 8U Division.

E. ELIGIBILITY

5. A player's age as of December 31st of the preceding calendar year determines the age in which the player is eligible to play that year.
6. 8-Under Age Classification: If a player reaches her 9th birthday anytime during the year of championship play, that player is eligible to participate in the 8U classification.

F. COACHING STAFF

3. A coaching staff will consist of a manager, assistant manager, and not more than 4 assistant coaches. The manager will assume full responsibility for the actions of his/her coaching staff.
4. The following coaching positions will be allowed:
 - D. Positioning coaches allowed.
 - E. Offensive coach pitcher allowed.
 - F. Offensive coach first base and third base.
 - G. Defensive coach outside of both dugouts toward the playing field.

G. PITCHING

5. The manager of the team at bat will appoint a member of his/her coaching staff to pitch to his/her batters. A team will be allowed to change a coach pitcher once per game during an inning. Changes between innings are unrestricted.
6. The coach pitcher may pitch anywhere within the 16-foot circle as long as his/her foot is on or in front of the halfway line.
7. The coach pitcher must always keep at least one foot within the 16-foot pitching circle when the ball is released. PENALTY: Dead ball, add 1 pitch to count. If after 4th pitch, batter will be declared out.
8. The coach pitcher is allowed to coach or talk to the batter, but must not leave the circle, before the pitch. VIOLATION: One warning and then removal of the coach pitcher.
9. The coach pitcher must pitch in a manner so that there is minimal arch in the delivery. If at any point from the coach pitchers release to crossing home plate the ball travels above

the batter's head, a warning may be issued by the umpire. One warning will be issued per team per game. After a warning has been issued, a strike will then be called for all pitches deemed by the umpire to have excessive arch.

10. The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul ball territory away from the play. If in the judgment of the umpire, the coach pitcher intentionally interferes with the play:
 - a. The ball is declared dead.
 - b. The batter is awarded 1st base.
 - c. All other base runners will advance one base, only if forced by the award of 1st base to the batter.
 - d. The batting team is given an out.
 - e. No teams will be allowed to score because of coach pitchers intentional interference, should a run be forced home, that runner will then be the out mentioned in rule C. 5. d
11. Unintentional interference:
 - a. Dead Ball
 - b. No out will be charged
 - c. Forced run may score
12. The defensive player/pitcher must stand in the back half of the pitching circle. She must be to the side of the coach pitcher and have a clear view of the batter. She may not move from the back half of the pitching circle until the ball has been hit. With the exception of the catcher, no defensive player may be closer than 30 feet from the batter until the ball has been hit. Violation of this rule will allow the offensive coach to take the resulting play or advance the batter to first base. (Hit ball means fair or foul)
13. A play will be considered dead once the **defensive pitcher** has control of the ball within the 16-foot circle, unless making a play. Should the ball be hit directly back to the defensive pitcher on the ground, and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base, or position at time ball goes dead. Or in the judgment of the umpire, all play has come to a complete halt, dead ball will be declared.
14. The defensive pitcher will give the ball to the coach/pitcher at the end of each play.
15. **Player pitch** will be played the second half of the season.
 - a. Umpire will call strikes inside the strike zone.
 - b. There will be no walks.
 - c. Player pitcher will pitch until the count reaches three balls. The coach/pitcher will then come in to pitch the remaining strikes to the batter.

H. DEFENSIVE POSITIONS

3. Infield positions will consist of pitcher, catcher, 1st base, 2nd base, 3rd base, and short stop.
4. Outfield positions will consist of left fielder, right fielder, centerfielder, and rover.
Outfielders must remain behind the grass line before the ball is hit. Violation of this rule will allow the offensive coach to take the resulting play or advance the batter to first base. (Hit ball means fair or foul)

E. BATTER

4. There will be a ball/strike count kept. 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 additional pitches until ball is

hit into fair territory or strikes out swinging. Three swinging pitches is an out if 3rd swing is missed.

5. Teams will switch on offense and defense when 3 outs are recorded, or **4 runs** are scored. (NOTE: Any additional runs scored on the play that the fourth run scores on will not be counted).
6. Each team will bat their entire roster.

F. RUNNERS

6. Should more than one runner be running to the same base, the rear runner will be sent back to the base she was running from.
7. Runners who are already over half way to a base may continue to the next base, if less than half way they must return to the last base occupied, when ball becomes dead.
8. If runner fails to maintain foot contact with a base while the pitcher has the ball, a dead ball will be called and the umpire will issue a warning to the offense coach for the first offense, the second offense will result in the runner being called out. Only one warning will be issued per team per game.
9. On the first play after the ball is hit, if an over thrown ball goes into foul territory; runners may advance 1 base only. This base is not automatically awarded. The runner has to advance on her own with the risk of being thrown/tagged out. After the runner(s) have chosen to either advance (at own risk) 1 base or stay on their current base, the play will be called dead regardless of if the pitcher has possession of the ball or not. Multiple overthrows are prohibited.
10. If an overthrown or missed ball remains in fair territory it is a live ball and runners may continue to advance.
11. There will be free defensive substitution. All players present at the start of the game must play a minimum of 2 innings on defense, if the game completes 4 innings, and a minimum of 1 inning on defense if the game completes 3 innings or less. This does not apply to players who are late, sick, injured, or that have been ejected from the game.
12. If a coach is found in violation of the playing time rule (Rule F #7) the game may be forfeited.
13. No player will be allowed to play with a cast, splint, sling, etc. unless they have a release from their doctor stating it is safe for them to play softball.
14. Stealing is not allowed.
15. Bunting is not allowed.

G. GAMES

6. Games will be 70 minutes in length and will finish the inning.
7. Games will start on time. There will be a 5 minute grace period if needed for attaining the minimum number of players to start the game.
8. All teams must start with at least 8 players. In the event a team must play with 8 players, an out will be issued for the ninth batter unless it is agreed upon by both managers prior to the start of the game not to count the ninth batter as an out. This agreement must be communicated to the umpire prior to the start of the game. Teams may not play with seven players. If for any reason the team with 8 players drops to 7 players, the game will be automatically forfeited.

9. If time expires during the final inning and the game ends in a tie score, the game will be declared a tie. If the game is a tournament game (Intra-league tournament) then the international tie-breaker rule will be used and the game will be played until a winner is declared.
10. Games that are stopped due to darkness, rain, lightning, etc. will revert back to the score of the last completed inning. Three complete innings must have been played for the game to be considered a completed game. Games with less than three innings played will be rescheduled for make up at a later date.

H. THE PLAYING FIELD

2. Pitching distance will be 35 feet.
3. A 16 (sixteen) foot circle will be placed around the pitching mound.
4. Distance of the bases will be 60 ft. (sixty feet).
5. A line bisecting the pitching circle will be drawn starting on the first base side of the circle and ending on the third base side of the circle.
6. A line will be drawn indicating the half way mark between bases for runners.

I. EQUIPMENT

5. Bats will be required to meet all of the requirements of Rule 3, Section 1 (ASA 2004 Rules) and one of the following:
6. Must bear **either** the ASA approved certification mark and must not be listed on an ASA non- approved list.
or
7. Must be included on a list of approved bat models published by the ASA National Office;
or
8. All wooden bats will continue to be approved for ASA Championship Play regardless of whether they bear an ASA approved certification mark or are included on a list of approved bats published by the ASA National Office.
9. Tee ball bats will be allowed.
10. An 11” SOFT-TOUCH ball must be used.
11. Catchers must wear full catchers gear. Soccer type kneepads are allowed, but the knee must be covered completely.
12. All players batting must wear batting helmets. NOTE: All helmets must have safety straps and face guards.

V. **SAN PATRICIO GIRLS SOFTBALL ASSOCIATION SUPPLEMENTARY RULES 10 & UNDER DIVISION**

The 10 and Under Division shall be played in accordance with the ASA Rules for the year being played. The rules listed below are in addition to, a modification of, or a reinforcement of the ASA Rules for the SPGSA 10U League. (**Dropped 3rd Strike Rule will be used.**)

A. ELIGIBILITY

1. A player's age as of December 31st of the preceding calendar year determines the age in which the player is eligible to play that year.
2. 10-Under Age Classification: If a player reaches her 11th birthday anytime during the year of championship play, that player is eligible to participate in the 10U classification.

B. COACHING STAFF

1. A coaching staff will consist of a manager, and not more than 2 assistant coaches. The manager will assume full responsibility for the actions of his/her coaching staff.

C. PITCHING

1. The pitching distance is 35 feet

D. BATTER

1. Throughout the entire game teams will switch on offense and defense when 3 outs are recorded or **4 runs** are scored. (NOTE: Any additional runs scored on the play that the fourth run scores on will not be counted).
2. There will be no "run rule." If a team is behind by more runs than they can make up during their final at bat, they still have the option to bat and will only not bat if their coach chooses not to.

E. RUNNERS

1. Stealing of all bases is allowed.
2. Players may not leave the bag until the ball leaves the pitchers hand. The "LOOK BACK" rule will be in effect.
3. Teams will bat their entire roster and free substitution is allowed.
4. If a player arrives late they will be added to the bottom of the line up.
5. All players present at the start of the game must play a minimum of 2 innings on defense and bat one time if the game completes 4 innings or more, and a minimum of 1 inning on defense if the game completes 3 innings or less. This does not apply to players who are late, sick, injured, or that have been ejected from the game. If a game goes 3 innings or

less and a player only gets to play one inning on defense, or does not get to bat, they must start the next game and play a minimum of 2 innings and get to bat at least one time.

6. If a coach is found in violation of the playing time rule (Rule E #5) the game may be forfeited.
7. No player will be allowed to play with a cast, splint, sling, etc. unless they have a release from their doctor stating it is safe for them to play softball.

F. GAMES

1. Games will be 70 minutes in length and will finish the inning.
2. A team may begin the game with 8 players. Substitutes should be listed on the line up card and if the ninth player shows up she will be placed in the ninth spot in the batting order. Until there is a ninth player available, an out will be automatically given when the ninth spot comes up in the batting order. A team may not play with only 7 players. Should a team that is playing with 8 players lose a player the game will be forfeited.
3. If a team begins with 9 players they may finish with 8 players due to an injury or a player having to leave the park. If they begin with only 9 players available and a player gets ejected from the game the game will be forfeited.
4. A team may use up to two players from a lower age bracket in order to have enough players to play a game. Those players may not be pitchers. A player from a lower age bracket may not be used if there is a rostered player from that team available.
5. Games will start on time. There will be a 5 minute grace period if needed for attaining the minimum number of players to start the game.
6. If time expires during the final inning and the game ends in a tie score, the game will be declared a tie. If the game is a tournament game (pre-season league tournament) or a playoff game, then the international tie-breaker rule will be used and the game will be played until a winner is declared.
7. Games that are stopped due to darkness, rain, lightning, etc. will revert back to the score of the last completed inning. However, three complete innings must have been played for the game to be considered a completed game. Games with less than three innings played will be rescheduled for make up at a later date.

G. THE PLAYING FIELD

1. Pitching distance is 35 feet.
2. A 16 (sixteen) foot circle will be placed around the pitching mound.
3. Distance of the bases will be 60ft.

H. EQUIPMENT

1. Bats will be required to meet all of the requirements of Rule 3, Section 1 and one of the following:
2. Must bear **either** the ASA approved certification mark and must not be listed on an ASA non approved list.
3. Must be included on a list of approved bat models published by the ASA National Office;
4. An 11" ASA approved softball must be used.
5. Catchers must wear full catchers gear.
6. Any player warming up a pitcher must wear a catcher's helmet.

7. All players batting must wear batting helmets while out of the dugout. NOTE: All helmets must have safety straps and face guards.
8. Anyone coaching a base under the age of 18 must wear a batting helmet.

VI. **SAN PATRICIO GIRLS SOFTBALL ASSOCIATION SUPPLEMENTARY RULES 12 & UNDER - 16 & UNDER DIVISIONS**

FINAL REVISION 1/11/2018

The 12U and 16U Divisions shall be played in accordance with the ASA Rules for the year being played. The rules listed below are in addition to, a modification of, or a reinforcement of the ASA Rules for the SPGSA 12U and 16U League.

A. ELIGIBILITY

1. A player's age as of December 31st of the preceding calendar year determines the age in which the player is eligible to play that year.
2. 12-Under Age Classification: If a player reaches her 13th birthday anytime during the year of championship play, that player is eligible to participate in the 12U classification.
3. 16-Under Age Classification: If a player reaches her 17th birthday anytime during the year of championship play, that player is eligible to participate in the 16U classification

B. COACHING STAFF

1. A coaching staff will consist of a manager, and not more than 2 assistant coaches. The manager will assume full responsibility for the actions of his/her coaching staff.

C. PITCHING

1. The pitching distance will be 40 feet for 12U and 43 feet for 16U.

D. BATTERS

1. 12 U - Through the first three innings teams will switch on offense and defense when 3 outs are recorded, or **4 runs** are scored. (NOTE: Any additional runs scored on the play that the fourth run scores on will not be counted). From the fourth inning on, teams will be allowed to score a maximum of **8 runs** per inning (NOTE : Any additional runs scored on the play that the eighth run scores on will not be counted).
2. 12 U - There will be no "run rule." If a team is behind by more runs than they can make up during their final at bat, they still have the option to bat and will only not bat if their coach chooses not to.
3. 16U – no run rule for 16U division

E. RUNNERS

1. Stealing of all bases is allowed.
2. Players may not leave the bag until the ball leaves the pitchers hand. The "LOOK BACK" rule will be in effect.
3. A team may utilize a "courtesy runner" for the pitcher and catcher if they have a legal substitute available. The runner may only run for the pitcher or the catcher but not both in the same inning.
4. All players present at the start of the game must play a minimum of 2 innings on defense and bat one time if the game completes 4 innings or more, and a minimum of 1 inning on defense if the game completes 3 innings or less. This does not apply to players who are late, sick, injured, or that have been ejected from the game. If a game goes 3 innings or

less and a player only gets to play one inning on defense, or does not get to bat, they must start the next game and play a minimum of 2 innings and get to bat at least one time.

5. If a coach is found in violation of the playing time rule (Rule E #4) the game may be forfeited.
6. No player will be allowed to play with a cast, splint, sling, etc. unless they have a release from their doctor stating it is safe for them to play softball.

F. GAMES

1. Games will be 70 minutes in length and will finish the inning.
2. A team may begin the game with 8 players. Substitutes should be listed on the line up card and if the ninth player shows up she will be placed in the ninth spot in the batting order. Until there is a ninth player available, an out will be automatically given when the ninth spot comes up in the batting order. A team may not play with only 7 players. Should a team that is playing with 8 players lose a player the game will be forfeited.
3. If a team begins with 9 players they may finish with 8 players due to an injury or a player having to leave the park. If they begin with only 9 players available and a player gets ejected from the game the game will be forfeited.
4. A team may use up to two players from a lower age bracket in order to have enough players to play a game. Those players may not be pitchers. A player from a lower age bracket may not be used if there is a rostered player from that team available.
5. Games will start on time. There will be a 5 minute grace period if needed for attaining the minimum number of players to start the game.
6. If time expires during the final inning and the game ends in a tie score, the game will be declared a tie. If the game is a tournament game (pre-season league tournament) then the international tie-breaker rule will be used and the game will be played until a winner is declared.
7. Games that are stopped due to darkness, rain, lightning, etc. will revert back to the score of the last completed inning. However, three complete innings must have been played for the game to be considered a completed game. Games with less than three innings played will be rescheduled for make up at a later date.

G. THE PLAYING FIELD

1. Pitching distance will be 40 feet for 12U and 43 feet for 16U.
2. A 16 (sixteen) foot circle will be placed around the pitching mound.
3. Distance of the bases will be 60ft.

H. EQUIPMENT

1. Bats will be required to meet all of the requirements of Rule 3, Section 1 (ASA 2004 Rules) and one of the following:
2. Must bear **either** the ASA approved certification mark and must not be listed on an ASA non approved list,
or
3. Must be included on a list of approved bat models published by the ASA National Office;
or
4. A 12" ASA approved softball must be used.
5. Catchers must wear full catchers gear.
6. Any player warming up a pitcher must wear a catcher's helmet.

7. All players batting must wear batting helmets while out of the dugout. NOTE: All helmets must have safety straps and face guards.
8. Anyone coaching a base under the age of 18 must wear a batting helmet.

VII. SAN PATRICIO GIRLS SOFTBALL ASSOCIATION SUPPLEMENTARY RULES FOR SELECT LEAGUE

1. GAME Rules:
 - a. ASA rules apply to all divisions and all games.
 - b. Games will be 70 minutes in length and will finish the inning.
 - c. Catchers must wear full catchers gear.
 - d. Any player warming up a pitcher must wear a catcher's helmet.
 - e. All players batting must wear batting helmets while out of the dugout. NOTE: All helmets must have safety straps and face guards.
 - f. Anyone coaching a base under the age of 18 must wear a batting helmet.
2. Any game protest must be made to SPGSA executive board in writing within 24 hours to be heard.
3. SPGSA registration must be on file for ALL players competing in games. Non-registered player will not be allowed to participate in games.
4. All coaches and managers on the field or in the dugout must have a signed SPGSA code of conduct agreement on file. Violation of code of conduct will result in removal of coach and/or team from the game and may result in team removal from the league with no fee reimbursement.
5. Coaches and managers will be responsible for players and fans of their team.
6. Teams are responsible to inform SPGSA contact no later than 2:00 PM of game day if they will not be able to field a team for game time.

VIII. SAN PATRICIO GIRLS SOFTBALL ASSOCIATION SUPPLEMENTARY RULES FOR ALL STARS

- 1) See the SPGSA By-Laws on All Stars for all rules and procedures regarding all star selection and all-star coach selection.