



## SPRING BRANCH-MEMORIAL SPORTS ASSOCIATION Softball Playing Rules

### PREFACE:

The Board of Directors of the Spring Branch-Memorial Sports Association hereby empowers the Board of Girls Softball Commissioners to administer all phases of this program (that are not specifically reserved for the Board of Directors action) as outlined in these rules, or that are not in direct violation of said Association's by-laws. Within these limits the decisions of the majority of the Board of Girls Softball Commissioners will be official with twelve (12) voting members of the Board present, one of which must be either the Director of Softball, or Assistant Director of Softball.

### **I. GENERAL RULES**

**A. TEAM DIVISIONS.** Divisions of teams, as approved by the Board of Softball Commissioners, shall be based on one or all of the following criteria:

1. Area skills draft and pitcher draft. (10 and under and 15 and under).
2. American and National league concept area skills draft and pitcher draft. ( if board determines enough participation will justify the split).

### **B. 10 & UNDER DRAFT**

1. Once the skill evaluation has been completed, the coaches from a draft pool will meet with the age-level commissioner to conduct the draft. The blind drawing of numbers will determine the drafting order. Before beginning the draft, the commissioner will go over any special circumstances, requests, etc. involving specific players.
2. The daughter of each coach is automatically placed on her father's (mother's) team.
3. No assistant coaches will be protected in the draft.
4. The coaches will take turns drafting until all players have been selected.
5. The coaches will then draft all players not present at skills evaluations.
6. Once a player with a sibling or twin is drafted, the remaining sibling will be drafted in a mutually agreed upon round based on talent level.

7. At the appropriate points (based on numbers), the commissioner will halt the draft so that each coach can determine the number of players he (she) has from each school involved in the pool. The intent here is to avoid isolating one girl on a team with no other schoolmates.
8. NO trades will be allowed.

### **C. 12 & UNDER DRAFT**

1. The draft will be split into (3) separate parts.
  - a. Pitchers Draft
  - b. Catchers Draft
  - c. General Draft

The pitchers and catchers draft will be an AREA WIDE DRAFT and will be held prior to the general draft.

2. Pitchers Draft (One Round)
  - a. All players who either pitched last season or wish to pitch as evidenced by participation in the pitcher skills evaluation session will be eligible for the pitcher draft and placed in the pitcher pool.
  - b. Each coach must select (1) pitcher.
  - c. The drafting order will be decided by a blind lottery drawing.
  - d. A coach who has a daughter that pitches will not participate in the pitcher draft unless the daughter has decided not to pitch during the upcoming season and the coach will sign a statement to that fact.
3. Catchers Draft (One Round)
  - a. Same rules and procedures as the pitchers draft.
4. General Draft
  - a. The General Draft will follow the Pitcher and Catcher drafts and will include all the remaining players.
  - b. Drafting order for the general draft will be decided by a blind draw, and then follow in order as per the attached sheet.
  - c. Siblings must be drafted together. If a coach selects a player who has a sibling that is also in the draft, then that sibling is automatically placed on the same team, and the coach must use the next draft pick to select that player.
  - d. There will be NO trading of players.
  - e. There will be NO pre-selected assistant coaches.
  - f. The commissioners will rule on any draft selection disputes and their decision is final.
5. National/American League Drafting (if applicable)
  - a. Coaches should practice 2-3 times and have their American League selected within 7 days of the draft.
  - b. National League teams will be formed by area and the American League coaches should be prepared to assist in identifying coaches during the American/National evaluation process.

National League teams should be formed with coaches immediately after the American league teams are selected.

- c. If American/National concept is not used then the 10U drafting rules shall apply.

#### **D. 15 & UNDER DRAFT**

1. The draft will be held as soon as possible, following the completion of a skills evaluation sessions.
  - a. No player will be eligible for the draft pool unless she first attends a skills evaluation session.
  - b. Players who did not attend skills evaluations will be drafted blind.
  - c. The draft itself will be split into two (2) separate parts; a Pitchers Draft, followed by the General Draft.
2. Pitchers Draft
  - a. All girls who either pitched last season or wish to pitch this season will be evaluated in a separate part of the skills evaluation session, in order to allow each coach an opportunity to evaluate the girl's pitching ability. If a girl pitched last year she is automatically in the pitchers pool, and must tryout.

The Pitchers draft will be held first on draft night. Each team will take ONE TURN at drafting from the Pitchers Pool. Once every team has a pitcher, the remaining players in the Pitchers Pool will fall into the general draft pool, and can be selected there.

- b. The drafting order will be decided by a blind lottery drawing.
  - c. No coach's daughter will go into the Pitchers Pool. No coach with a daughter who pitches will be allowed to draft from the Pitchers Pool.
  - d. A coach, who has a daughter that pitches, and consequently is behind on the number of players after the first round, will be allowed an additional selection at the end of the 2nd round.
3. General Draft
    - a. The General Draft will follow the Pitchers Draft, and include all remaining players, including those not taken in the Pitchers Draft.
    - b. The drafting order will be decided by a blind lottery drawing for the First Round. The remaining subsequent rounds will be drafted in reverse order.
    - c. Siblings must be drafted together. If a coach selects a player who has a sibling that is also in the draft, then that sibling is automatically placed on the same team, and the coach will lose a subsequent draft pick. It will be up to all the coaches and commissioner (of that age group) to mutually agree upon the difference in athletic ability of the two siblings, and make a decision before the draft commences, as to how many rounds a coach should be allowed to continue to draft in order, before a "skip" in the order is imposed.
    - d. There will be NO trading of players. Coaches will look at requests for girls in the later draft rounds and try not to have a player who would be the only girl from her school.

- e. There will be NO pre-selected Assistant Coaches. (If you have a partner who has committed to assisting you with the team, then that person's daughter should be drafted by the coach in the first round to guarantee them to be on your team!).
- f. The commissioner will sit in on all drafts, and his rulings are FINAL on any draft selection disputes!

#### **E. PLAYER ELIGIBILITY**

1. Players shall be duly registered girls whose playing age is determined on July 31st of the current playing season. (Refer to the Registration Form for age groups).
2. Girls playing in the SBMSA softball league may participate on church or school sponsored teams, and may at the discretion of their managers, participate during the season with other organized softball leagues.
3. Players must reside within the Spring Branch Independent School District, attend a SBISD school or attend a private school within the school district in order to participate in any of the programs. Bordering area players may, with program director approval, participate in SBMSA softball.
4. If a team uses an ineligible player, it should be reported to one of the commissioners. A committee of three commissioners shall be appointed by the Director of Softball to investigate, to hold a hearing at which all interested parties are afforded the opportunity to be present, and to render a decision. If the committee determines that an ineligible players was used, it may declare a forfeit, suspend the Manager, or take other appropriate action. Players Proof of age must be on file with SBMSA to be eligible.

#### **F. FEES**

1. Fees as set by the Spring Branch-Memorial Sports Association are as follows. The fees as set apply to participation in girls' softball only. Registration fees are determined by cost of running the SBMSA softball program.
2. No girl shall be deprived of participation solely due to finances. If the age level Commissioner is satisfied that a hardship exists, the girl will be allowed to play at no cost provided all necessary forms are completed and approved by the Director of Softball.

#### **G. SCHEDULES**

1. Schedules will be prepared by the Scheduling Commissioner for distribution to all teams.
2. It shall be the duty of the Manager of the home team to inform the Division Commissioner of the final score within 24 hours of completion of the game.

#### **H. POSTPONED GAMES**

1. If, in the opinion of the Duty Commissioner, or appropriate level Commissioner, a game cannot be played because of rain, wet fields, etc., the game will be postponed.
2. If a game is postponed, the manager shall notify the Division Commissioner of the postponement.

3. No manager can postpone any game for any reason without the consent of the Division Commissioner. If a manager postpones a game without the appropriate approval, it will be considered a forfeit.

## **I. PRACTICE GAMES**

1. Team managers may schedule practice games with other teams if so desired. If the other team is not in our program, approval of the League Commissioner must be obtained. Protective headgear must be worn in practice games and at practice.

## **J. EQUIPMENT**

1. Equipment consisting of catcher's mask, shin guards, body protector and at least 4 balls will be furnished each team by the Sports Association. Managers may also add to their equipment any approved ASA gear. Little League bats are not approved by ASA.
2. Managers should request replacement of broken or worn out equipment through their Division Commissioner. Equipment being replaced shall be turned in to the Equipment Commissioner when new equipment is received.
3. Uniforms shall include a shirt and a cap/visor. At least a four inch number is required on the back center in a visible position on the shirt. Shorts or full length pants, tennis or rubber cleat shoes, and high top socks are the responsibility of the player and having them all match is optional.
4. Only official softball bats and balls, ASA approved, may be used in league games. All bat handles must be taped. All ages must use chin strap on batting helmet. 15U must use batting helmets with face guard as required by ASA as of 2005.
5. At the end of the season, it will be the responsibility of each team Manager to return all provided equipment. The cost of any equipment (which was signed for when received) not turned in at the end of the season may be charged to the team manager.

**K. THE SPRING BRANCH-MEMORIAL SPORTS ASSOCIATION HAS NO INJURY INSURANCE.** SBMSA recommends that each player have some type of hospitalization or medical insurance coverage of their own. If the player's parents choose not to have insurance coverage, it is assumed the parents do not consider it necessary or advisable to do so.

## **II. PLAYING RULES**

All games shall be played according the Official ASA Softball Rule Book unless exceptions are noted in this book. If Spring Branch-Memorial Sports Association teams are permitted to play in a Co-op with other associations, the Co-op rules will have precedence over the following playing rules where a conflict exists.

### **A. PLAYING FIELDS**

1. Distance between bases will be 60 feet.

2. The distance between the point of home plate and the front edge of the pitcher's plate shall be 40 feet for 15U & 12U games, and 35 feet for 10U games.
3. It is the Manager's responsibility to verify the proper marking of the distance between bases and the pitching distance prior to the start of any game. If a field is improperly marked and this is discovered while the game is in progress, the game shall be halted, the field properly marked, and the game shall continue from that point without loss of playing time. However, it is strongly recommended that these distances be verified prior to the game.
4. No field adjustments such as adding dirt to the pitching area from the dirt pile shall be allowed once the game has started except in the case of rain.

#### **B. FAILURE TO APPEAR**

1. Games will be forfeited if a team fails to appear on the field within 15 minutes of scheduled game time. If neither team appear a double forfeit shall be declared.

#### **C. PLAYERS AND SUBSTITUTES**

1. A team shall consist of nine (9) players, except for 10U teams where a tenth player is played as a short fielder.
2. Unlimited substitution in the field is allowed except as limited by other rules.

#### **D. LENGTH OF GAME**

1. Regulation games shall be seven innings in length (15U), six innings (12U) and five innings (10U) or when:
  - a. The home team has scored more runs in six innings than the visiting team has scored in seven innings (15U), more runs in five innings than the visiting team has in six innings (12U) or more runs in four innings than the visiting team has in five innings (10U).
  - b. The home team scores the winning run in the seventh inning (15U), the sixth inning (12U) or the fifth inning (10U) before the inning is complete.
  - c. The score is tied at the end of seven innings, and one hour and fifteen minutes of playing time has elapsed (15U), or if the score is tied at the end of six innings and one hour and fifteen minutes of playing time has elapsed (12U). If the time limit has not been reached in a tie game after the maximum innings noted above, the teams may play until the time limit has elapsed at which time the game is over.
  - d. The score is tied at the end of five innings in a 10U game, the game is terminated and no extra innings shall be played. Tie games count as 1/2 game won and 1/2 game lost.
  - e. Terminated by umpire on account of weather, darkness, or other causes which make further play impossible or dangerous provided three or more innings have been played, (four for 15U games) or the home team has scored more runs before the completion of the 3<sup>rd</sup> inning than the visiting team has scored in 3 innings (4th inning for 15U).
  - f. If a game is terminated by the umpire after three completed innings, the score of the game shall be the score at the end of the last complete inning. If, however, the home team shall

have scored as many or more runs as the visiting team when the game is terminated while the home team is at bat, the score of such game shall be the total runs scored by each team. Also, when a game is terminated after three complete innings with the visiting team at bat and the home team ahead, the score shall be the total number of runs scored by each team at the time the game is terminated.

## 2. RUN RULE

- a. A regulation game will be called when any team is ahead of their opponents by fifteen runs after three innings or ten runs after five innings. However, the game may continue as a "fun" game if time permits (regulation time minus 5 minutes) and the coaches agree, up to within 15 minutes of the next regular game's starting time, not to exceed 10:00 p.m.

## 3. RUNS PER INNING (all teams except when Co-op rules take precedence)

- a. In addition to any other rules affecting the game, a team's turn at bat, in any inning, shall terminate when such team scores a total of six (6) runs.
- b. Where the regulation time limit for a game expires during an inning, the inning shall continue only if the outcome of the game can be affected when applying this rule.

## 4. REGULATION TIME LIMIT

- a. No inning shall start after one hour and fifteen minutes of playing time has elapsed from the start of the game. Loss of playing time due to injury, delay on account of rain, etc. shall not count in this noted time limit.
- b. If a game has continued for the regulation time limit from the start, it shall be a regulation game regardless of the number of innings played.
- c. In the event a game is terminated at any other time by an umpire other than as specified in **II.D.** above, it shall not count as a regulation game and must be replayed. The determination of the point in which the game will be replayed from will be made by the Director and Age Level Commissioner.
- d.

## **E. PITCHING REGULATIONS**

1. There shall be only one conference between the manager or any other representative of the manager and the pitcher in an inning. The second conference shall result in the removal of the pitcher from the pitching position for the remainder of the inning. **EXCEPTION:** Freshman teams are allowed two visits, with the third conference resulting in the removal of the pitcher from the pitching position for the remainder of the inning.
2. Illegal pitches will be called.
3. Positioning of the pitcher's feet on the pitching rubber or any other regulation concerning pitching shall be determined according to the Official ASA Softball Rule Book.

## **F. COACHES**

The offensive team shall be allowed two coaches on the field, and they must remain in the coaches' boxes at all times.

1. Coaches must be Managers, Coaches, parents or players.
2. Defensive Manager and his assistants are to remain in the dugout at all times unless the Manager is conferencing with the pitcher.
3. No more than four adults for each team may be within the playing field area at any time.
4. All adults other than the two coaches must remain within the confines of the dugout area.
5. Only the manager or the manager designate will be permitted a conference with the umpire. The manager must be designated at the beginning of the game. However, in the event, for whatever reason, that a manager change is required during the game, the change must be reported to the umpire immediately.

#### **G. MANDATORY PLAYING**

It is the aim of the Association for each girl to participate in each game. An exception will be made in case a girl is ill or injured and unable to play, or being disciplined by her manager. In such case the opposing manager and official scorekeeper shall be notified prior to the start of the game, and the reason for the discipline stated in writing on the lineup sheet.

1. Batting - A team must bat its entire roster of all girls present consecutively in the order appearing on the lineup sheet submitted at the start of the game. Players arriving late must be added at the end of the lineup. If a player is unable to finish the game, her position in the batting order is passed over.
2. Playing in the Field - A player shall be played at least every other inning in the field at all age levels.
3. Penalty for Violation - It shall be the duty of the Division Commissioner to see that the Mandatory Playing Rule is complied with. Periodic checks should be made to assure that this occurs.

This rule will be enforced by a standing Committee of three Commissioners - the League Commissioner, The Head Commissioner of Softball (who shall be Chairman) and one other Commissioner appointed by the Director of Softball (or by the Chairman in his/her absence).

Violation of this rule shall result in the suspension of the manager for one or more games, and may result in a forfeit of the game against the offending team, at the discretion of the Committee. If the Committee determines that a Manager or person in charge willfully violated this Rule, the penalty shall be automatic suspension for the remainder of the season, including playoff and post season games, in addition to other penalties, including forfeiture.

Any violation should be reported to the Division Commissioner or Director of Softball by any interested person aware of such immediately.

#### **H. PLAYER LIMITS**

1. To start a regulation game, a team must field at least 8 players (9 for 10U), not fewer than 6 (7 for 10U) of whom must be players on the team roster. No more than two players can be borrowed. Borrowed players must play in the outfield and bat last.
2. If a team cannot field at least 6 of its own players (7 for 10U) at the start of the game, a forfeit game shall be declared.
3. If necessary to borrow players, they will be borrowed as follows:
  - a. If a team needs to borrow payers, they should be borrowed first from some other team in their age division, second, from a younger division, and third, from the opposing team. If a player is borrowed from the opposing team, the opposing Manager shall have the right to disapprove the players borrowed, but shall be limited to two such challenges. In reference to the American League only, if a team needs to borrow players, they should be borrowed first from a National League team in their age division, second from a younger division. Players shall not be borrowed from the opposing team.
  - b. Any borrowed player must meet the participation rule the same as other players on the team.
  - c. The borrowed player and her parents must agree to the conditions under which the player is borrowed.
  - d. If additional team members become available after the game starts, they must be added to the end of the batting order and the borrowed players may continue to play to the end of the game if they so desire.
  - e. If a forfeit game is declared because a team cannot field the required number of players at the outset, team members should be divided or borrowed in any manner possible to form two teams and a "fun" game played in lieu of a regulation game. Players must be registered girls.
  - f. Borrowed players must wear their own team's uniform or regular clothing. Borrowed players cannot wear the uniform of the team they are being borrowed for.
  - g. Opposing Managers must be informed of the borrowed player(s) prior to the start of the game.
  - h. If any of the above rules concerning borrowed players are not followed, it will result in forfeiture.

## **I. BATTING**

1. Batter shall be declared out for a thrown bat.
  - a. Whether a bat was thrown or not shall be solely a decision of the umpire, and is not subject to protest. The ball is dead. All baserunners must return to the base they originally occupied.
  - b. This rule is inserted to protect the players.
  - c. The player is out whether the bat was thrown on purpose or not.
2. Protective headgear must be worn when batting and running. 15U must wear face guard with batting helmet and 12U, 10U and 8U must have chin straps. ASA requires face guards with batting helmets as of 2005.

3. A batter can run on the 3rd strike when the catcher drops the ball as provided in ASA rules.  
EXCEPTION: 10U batters may not run after dropped 3rd strike.
4. The batter shall not hinder the catcher from fielding or throwing the ball by stepping out of the batter's box or intentionally hinder the catcher while standing in the batter's box.
5. The infield fly rule will be enforced except in 10U games.
6. A batter must bat at the position her number appears on the lineup and not by name. If a batter bats out of order, and the opposing manager calls it to the attention of the umpire and scorekeeper prior to the first pitch of the next batter, the out of order batter is out.
7. Bunting is allowed per ASA rules except for when the coach pitcher is pitching (10U).

#### **J. BASERUNNING (10U only)**

1. STEALING - Runners attempting to steal do so at the risk of being put out.
2. Base stealing is allowed to third base. A runner may not advance from third base except:
  - a. On an illegal pitch,
  - b. On a hit ball,
  - c. On a forced walk (where the batter is hit by a pitch and the bases are loaded)
3. 12U National League only: STEALING OF HOME: Runners should make an effort to slide when stealing home. Defensive players may not block home plate if they do not have possession of the ball.
4. The runners can and should be taught to lead off and be aggressive doing so.
5. 10U batters get one base awarded on an overthrow.

#### **K. THE "NO WALK" RULE (Applies to 10U only)**

1. The pitcher will pitch until a legal walk is performed. This means the batter has 4 balls thrown to her.
2. A designated pitching coach from the hitting team will enter the game and pitch no more than two pitches to the batter. If the batter does not put the ball in play, the batter will be declared out.
3. Two situations occur:
  - a. If there are zero or one strike on the batter:

The batter may receive up to and no more than two pitches from her coach. If she does not put the first pitch into play, she will get one more pitch. This pitch must be put in play. If not, the batter is declared out. If she fouls off the second pitch, she is still declared out.
  - b. If there are two strikes on the batter:

The batter will receive one pitch from her coach. If the ball is fouled off, the batter will receive one more pitch from the coach. This pitch must be put in play. If the second pitch is fouled off, the batter is declared out. The pitching coach can pitch only a maximum of two pitches to a single batter.
4. The pitching coach must leave the playing field as soon as the ball is put in play without interfering with the defending team. Any interference by the pitching coach will be ruled obstruction and the batter runner will be declared out.

5. If a pitched ball hits the pitching coach, the batter will not be declared out. Foul ball will be called and the batter will receive one more pitch.
6. The pitcher may not play any other position on the field when the pitching coach is pitching. The pitcher must remain in the pitching circle.
7. No one in the stand may enter the game as a pitching coach. Only a team coach may act as a pitcher. A pitching coach that starts an inning must pitch the entire inning. The coach can only be replaced in an inning due to injury.
8. No base stealing will occur when the pitching coach is pitching.
9. The pitching coach must pitch from the pitching rubber.
10. In order to speed up play, the catcher's Coach may back-up the catcher when there are no runners on base.

#### **L. INSTRUCTIONS FOR PLAYERS**

1. Instruct girls to run across home plate but not over the catcher.
2. Instruct catcher not to block home plate.
3. The Catcher must wear a mask, shin guards, and a body protector at all times while catching.
4. Instruct the Manager, Coaches and others to wear a mask while catching or umpiring behind the plate.
5. Instruct all players that league rules prohibit the wearing of any jewelry including pierced earrings during a game.

#### **M. APPEAL PLAY**

ASA Rules will apply for all appeal plays.

#### **N. PROTESTS**

1. Protests shall not be received or considered if they are based on a decision involving the accuracy of judgment on the part of an umpire.
2. Protests shall be received and considered if they concern:
  - a. Misinterpretation of playing rules,
  - b. Failure of an umpire to apply the correct rule to a given situation.
  - c. Failure to impose the correct penalty for a given violation.
3. Notification on intent to protest must be made prior to the next pitch.
  - a. The manager or responsible person of the protesting team must immediately notify the umpires, the opposing manager and the scorekeeper that the game is being continued under protest.
  - b. All interested parties, including the scorekeeper, shall take notice of the conditions surrounding the making of the decisions that will aid in the correct determination of the issue.

- c. The scorekeeper must note on the official score sheet that a protest was made and the score sheet must be given to the Director of Softball or their Age Level Commissioner immediately.
4. A protest in writing must be filed with the Division Commissioner within twenty-four hours after termination of play, and a copy mailed to the Director of Softball within twenty-four hours. The protest must contain the following information:
  - a. The decisions and conditions surrounding the making of the decision(s),
  - b. All essential facts involved in the matter protested, including the inning, which team was at bat, the score, what player was batting, the count on the batter, what runners (if any) were on base and on which base, and the time elapsed since the start of the game,
  - c. The date, time and place of the game and names of the teams involved,
  - d. The names of the Umpires and Scorekeeper,
  - e. The Rule and Section of the Official Rules, or of these Playing Rules under which the protest is being made.
5. The Division Commissioner shall deliver one copy of the protest to the opposing manager and two copies to the Age Level Commissioner without delay.
  - a. The Director of Softball shall appoint a Committee of three Commissioners to hear the protest, two of whom shall be the Director of Softball (committee Chairman) and the Age Level Commissioner (providing there is not conflict of interest). The Chairman shall contact the opposing manager and request a written report, and also a report from the scorekeeper and the umpires.
  - b. The Committee shall set a time and place for the hearing of the protest within two weeks of its filing, with both Managers being given the opportunity to be heard and to present their case. At the conclusion of the hearing, the Committee shall render a decision.
  - c. The Chairman shall notify both Managers of the decision within twenty-four hours if possible, and forward a copy of the ruling to each in writing. Either Manager may appeal from the Committee to the Board of Commissioners by notifying the Chairman of his or her desire to appeal within twenty-four hours of receipt of the notice of the decision, stating the reason(s) for the appeal.
  - d. If no appeal is made within twenty-four hours, the decision of the Committee becomes final.
  - e. A copy of the protest, of the reply of the opposing Manager, the decision of the Committee on the protest, and of the appeal, if there be one, shall be filed with the Director of Softball.

## **O. DIVISION WINNERS**

Most wins for the season determines championship. If a tie should occur, each team involved in the tie is declared to be co-champion.

## **III. CODE OF ETHICS**

### **A. GENERAL**

It shall be considered improper and inconsistent with honorable and dignified bearing on any commissioner, manager, umpire, coach, parent or player:

1. To conduct himself or herself in any unsportsman-like manner on or near any practice or playing field.
  2. To enter a practice or playing field while intoxicated, or to indulge in the use of intoxicating beverages or tobacco products on or near practice or playing fields, or to be under the influence of intoxicating beverages or drugs while on the field.
  3. To use obscene or abusive language at practice or during games.
  4. To conduct himself or herself in any other manner that could be considered detrimental to the Softball Program and not in the best interests of the Sports Association.
  5. To harass, insult or downgrade any opposing players, team, coaches, umpires, etc.
  6. To start fights or participate in fights amongst managers, coaches, parents, umpires, or players.
- Anyone violating any of the above rules of ethics shall be subject to expulsion and removal from the practice or playing field and/or his or her position in the program.**

#### **B. FIELD DECORUM**

1. The team manager will be solely responsible for the conduct of his/her team and its followers. In his/her absence the designated team manager shall assume that responsibility. Only the responsible person shall question or protest any ruling by the umpire.
  2. At no time shall any team manager, coach, parent or player harass or make disparaging or insulting remarks to or about any players, officials or spectators.
  3. Each team is responsible for placing water and cups in their own dugout. The team manager is responsible for policing the dugout for trash, etc. after each game.
  4. After the last game is played for the day on the field, the team manager is responsible not only for policing the dugout area, but also depositing trash from his/her dugout or on the field in the trash receptacles or dumpster.
  5. The use of any tobacco products is not allowed in the dugout or on the playing field.
  6. Steel cleats are prohibited for managers, coaches or players. Penalty for violation of rule 2 above is prompt removal of the offender from the game and grounds. For the first offense, managers or coaches may be warned, but for a second offense, they are removed from the game, and shall leave the grounds immediately. Failure to do so will warrant forfeiture of the game.
- C. Any violations of the Code of Ethics shall subject the offender to possible expulsion and removal from his or her position in the program.

#### **IV. POST SEASON REPRESENTATION**

Any person or persons who wish to coach/manage a team associated with SBMSA must submit to the Softball Board an application, resume, or letter of intent by December 1. A team registration fee will be assessed and all players must complete a registration form. The fee will be determined each year by the Softball Board of Directors.

All tournament teams are formed for the time period January through August. Teams/players may play in the Fall without the team formats/roster restriction as outlined in these rules. Commitments by team/and or players in the fall do not carry over to the following year.

A try-out at the coach/coaches specified time will determine team selection. Proper written notice of tryouts via local newspapers, or SBMSA flyer will be given prior to tryouts. Selection of players will not be limited to those attending tryouts. Tryouts will be held contemporaneously with league tryouts in early February.

If two (2) or more teams are formed in a specific age group, players may try out for either or both teams. Team tryouts should be schedule at different times to enable potential players access to tryouts.

For ages 10U, 12U and 14U, team rosters must comprise of at least 50% SBMSA area players.

SBMSA suggest that the optimum numbers of players is (12) and may not be more than (15), or less than (10).

Monies collected and assessed from each team may vary from team to team depending on the individual coaches, sponsors, etc. These monies should be kept in a separate account by the coaches and the Association reserves the right to audit any team's account.

Each coach is responsible for submitting a preliminary roster to the Softball Board by March 1 and a final roster by May 15, of each year.

If players need to be added, they should be done following ASA guidelines and maintaining the intent and purposes of the goals of SBMSA softball program. The SBMSA softball tournament team code of ethics should be adhered to. Any impropriety can lead to revoking of coaching duties and new leadership appointed.

All registered teams will be allowed access to SBMSA equipment, batting cages, and fields.

#### INTENT AND PURPOSE OF SBMSA TOURNAMENT TEAMS

To provide a higher level of competition in softball for ladies playing in SBMSA.

To promote the love of the game of softball.

To have fun and be competitive at every level.

**VIOLATION OF ANY OF THE ABOVE RULES MAY LEAD TO SUSPENSION OR REVOCATION OF COACHING DUTIES.**

#### **REMEMBER!**

**PLAY HARD BUT PLAY FAIR, AND REMEMBER IT IS A FUN PROGRAM. IF YOU TAKE THE FUN OUT OF PLAYING, THERE IS NOTHING ELSE LEFT.**

Sportsmanship is mandatory at all times.

Rainout number for SBMSA is 281-583-3600

Coaches must make sure dug outs are clear of trash and litter after each game. Make sure your team and fans know they should clean up after themselves.

Home teams put out bases first game and put away bases last game. Make sure equipment room is locked at all times. Visiting teams turn on lights first game and turn off lights last game. Lock up gate to light switch cage. Coaches rake fields before/after games as needed.

Home teams report scores to age division commissioners.

updated March 2005

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