



# **West County Softball Association**

## **2015 Season**

League Website-----	4
Board Meetings -----	4
Attitude and Conduct -----	4
School Grounds Rules -----	5
Safety -----	6
The Umpire -----	7
Coach Responsibilities -----	8
Field Preparation -----	10
Equipment -----	11
Spectator Rules -----	11
Skills Assessment -----	11
Drafting -----	12
Player Replacement -----	13
Practices -----	13
Official Game Rules -----	14
General Rules -----	14
Game Time Warm-up Areas-----	15
Protests -----	15
International Tie-Breaker -----	16
Standings -----	16
Playoffs-----	17
6 & Under League Rules Addendum -----	17
8 & Under League Rules Addendum -----	18
10 & Under League Rules Addendum -----	20
12 & Under League Rules Addendum -----	24
14 & Under League Rules Addendum-----	27
All-Star Selection -----	30

Field Locations:

Analy High School-----	31
Brook Haven School -----	31
Ragle Regional Park -----	31
Twin Hills -----	31
Apple Blossom-----	31

## League Hotline

WCSA does NOT has a telephone number to call for anyone to leave a message for the League Board Members. For any matters, email should be utilized- [info@westcountysoftball.com](mailto:info@westcountysoftball.com).

## League Website

WCSA has a website for anyone to receive information pertaining to the league. This includes rained out practices or games, as well as important dates or events scheduled throughout the course of the season. The website address is [www.westcountysoftball.com](http://www.westcountysoftball.com). Our email address is [info@westcountysoftball.com](mailto:info@westcountysoftball.com). Email address for board members is [execboard@westcountysoftball.com](mailto:execboard@westcountysoftball.com)

## Board Meetings

League board meetings are held the first and third Thursday of each month, September-June, or as needed each month. Check the league website calendar or contact a board member for times/location. Coaches, assistant coaches, and parents are encouraged to actively participate in these meetings, as well as other league activities. The success of the league is directly affected by the level of parent participation. Bring your questions, suggestions, and concerns to these meetings and help improve the quality of the league.

If you would like to volunteer for a Board or activity position, please come to a meeting or contact a Board member.

## Attitude and Conduct of Coaches & Staff

At your Parents Meeting and at your first practices, clearly establish the following priorities of our Softball League. Keep these priorities throughout the season:

Winning makes the game more fun, but keep that goal in the proper perspective. Help each player feel that she is an important part of the team. Stress their strengths and help them improve those skills where they are weak. Remind them they are there to learn and that often they can learn more from losing than from winning.

Your attitude and conduct during games and practices will set the tone for our league. Stress to your players and their parents what is expected of them in the way of behavior. It is critical that you police yourself with respect to language, attitude, etc. Encourage a positive attitude among your players, parents and spectators. No negative/offensive cheering by players. **Taunting toward players and or umpires will not be allowed or tolerated.**

**As a coach, you will be expected to understand and sign a copy of WCSA's Code of Conduct each season:**

WCSA takes the selection of managers and coaches very seriously. We are committed to providing every child with a caring, knowledgeable, fair coaching staff to help each of them to learn the important lessons that West County Softball has to offer. As a result, adherence to the following criteria and rules will be considered in selecting coaches and managers, and those selected may be evaluated on an on-going basis during the season by the Board.

1. I am expected to place emphasis on fairness, team play, sportsmanship and learning skills rather than winning.

2. I will not use profanity during practices or games particularly directed toward the children.
3. I will not consume alcohol or use illegal drugs before or during games or practices.
4. I will maintain respect for umpires, opposing teams and coaches at all times.
5. I will never scream at the players, parents, other coaches or umpires.
6. I will never fight or throw objects in anger or disgust.
7. I will know West County Softball rules and skills of the game.
8. I will maintain safety rules at all times.
9. I will maintain control over parents and players on my teams.
10. I will keep my composure even if losing, maintain a good attitude and show good sportsmanship.
11. I will meet field duty obligations and participate in all mandatory work parties and training sessions.
12. I will communicate with children and families regarding fundraising efforts, practice schedules and location, game schedules and special events.
13. I will maintain and return equipment.
14. I will have fun!!

Managers or coaches who demonstrate that they cannot comply with the above rules and/or those who are thrown out of games, or are the subject of repeated parent complaints regarding the above rules, or who fail to give all team members and equal opportunity to learn, play and improve in the sport of softball will face disciplinary action up to and including removal. Violation of any of the aforementioned rules may subject you to discipline or removal.

### **School/Park Grounds Rules**

Please be respectful of all venues used by WCSA and when visiting other league venues.

1. Park in designated areas only, unless you have special permission from a Board member. Illegal parking is not allowed.
2. No smoking or drinking of alcoholic beverages is allowed on school grounds. Coaches and Assistant Coaches may not leave the dugout to smoke.
3. No dogs are allowed on school grounds (this is a school rule). Coaches, you need to inform your parents of these rules.
4. All garbage and equipment must be removed from dugouts and around the fields after every game. Use of the school fields is a privilege that can be revoked if we do not help maintain the grounds. Garbage bags are available in the equipment storage at each field. Please utilize at each practice and game, as well as removing the garbage from the field--DO NOT LEAVE GARBAGE IN THE EQUIPMENT

BOX.

## **Safety**

All uniform shirts must be tucked in during games. This is a safety issue and there are no exceptions!

Be constantly aware of what is going on during any softball-related activity. Make sure your team is following the rules.

Many of these rules are there for the players' protection. These are growing girls and they do not need to take chances with their futures. You are responsible for the safety of your players.

It should be noted that if a player or adult violates a Softball League Rule, such as a catcher or pitcher, who fails to wear the required equipment, and that player is injured, she may not be covered by Softball League insurance and you as Coach may be held personally liable.

A Board Member must be notified, for any of the following (email-[execboard@westcountys softball.com](mailto:execboard@westcountys softball.com)):

1. All accidents that require first aid, head injury and/or medical attention. **In all of these cases, a coach MUST complete the league's incident report, available on our website under the coach's tab. This report must be completed and turned in to the Board's Player Agent within 24 hours of the incident.**
2. Any hazardous conditions at practice or game fields.
3. Any player removed from playing or practice at a doctor's request must submit a doctor's release in writing to team Coach before resuming play or practice.

All umpires and managing personnel must assume the responsibility to check, or police the field prior to starting a practice or game. In addition, managing personnel must make sure the fields are left in a safe condition after each game.

1. Inspect the practice area before starting practice. Look for rocks, broken glass, hazardous debris and sprinkler heads. Never practice in the rain or on any muddy or wet areas.
2. Teach all players to handle bats, balls, and all equipment in a safe manner.
3. Always have the players remove watches, earrings, and any other jewelry. Players must always wear socks that cover the foot and ankle and shoes that cover the entire foot. Players with long hair must have it pulled back off the face and secured by some means.
4. Before practice, always warm up players with a few calisthenics and stretching exercises. Have players warm up their throwing arm slowly and carefully.
5. All catchers must wear protective catchers helmets during pitcher warm up, no exceptions. (This is both an ASA and WCSA league rule.)

## The Umpire

As a Coach, you need to establish with your players and their parents the behavior that is acceptable towards umpires.

Coaches are expected to show a positive attitude towards umpires. Your respect is an important part of the learning process for our players.

The umpire is in control of the game. He/she decides whether a game is to be played, called, etc. Judgment calls, such as whether a pitch is a ball or a strike, whether a runner is safe or out, or whether a ball is fair or foul, are final. No Coach, player or parent may object to a judgment call.

The umpire has the right, and will be encouraged to exercise that right, as needed, to eject from the game (and area) any player, Coach, Assistant Coach, or spectator who continues to criticize his judgment and/or for any other unsportsmanlike conduct. Please note that the Coach may not leave the dugout or coach's box to address the umpire until receiving permission from the umpire. Failure to do so can result in your immediate removal from the game.

At the umpires discretion they may first warn the Coach (for all infractions, including those by spectators) unless the situation is so flagrantly in violation of acceptable behavior (e.g. extreme verbal abuse or violence) that it demands immediate action.

If comments made by Coaches, spectators, or players on the bench, can be heard by the umpire, the umpire may issue a warning (or ejection, if a warning has already been issued). The umpire may act even if it is unclear whom the comment was directed at. The point here is simple; always remember that this is just a game. Let the girls be the focus, and keep it under control.

It is the umpire's responsibility to call "Time" immediately if a player or umpire appears to be seriously injured. This is always a questionable area, but a player's safety is everyone's concern. At the resumption of play, the umpire shall assess any outs and place runners on the bases they would have reached in his/her judgment had "Time" not been called.

One plate umpire will be assigned to each regular season game for 10U-14U league games. The scheduled umpire will be onsite thirty minutes prior to game time and in the event the umpire fails to show it is the coach's responsibility to contact NCOA directly at 538-5190 and the league's Umpire in Chief. (Contact numbers are accessible in each equipment box and coaches folder) In the event an umpire is unavailable it is the responsibility of both team Coaches to find and agree upon one or more parent volunteers to umpire the game. Games will not be rescheduled if an umpire is not available.

(Umpire cancellations due to rainout or other unforeseen circumstances need to be made as soon as possible, prior to umpire beginning travel to the field or WCSA will incur charges for services rendered)

Our goal is to provide quality and professional umpires, feedback positive or negative is encouraged and please report any umpire issues directly to the League's Umpire in Chief. See "Protests" section below for information regarding formal protests for non-judgment calls.

## **Coach Responsibilities**

### **General**

Coaches are expected to accept certain responsibilities when they agree to be a Coach or Assistant Coach. A Coach is responsible for the team members' actions on the field as well as any event at which they are directed to remain together as a team. A Coach represents the team in communications with the umpire and the opposing team, and in the event the Coach shall leave the field during a game, the Coach will designate an Assistant Coach as the substitute and inform the chaperone and the plate umpire. The Coach is to direct playing activities, training, discipline and conduct of all team members.

1. It is the Coach's responsibility to make certain that there is always an adult female at all team activities, including practices, games and any other team event.
2. The Coach will accept total responsibility for the actions of their team on and off the field and at all events which the players are directed to remain together as a team.
3. To enable each player on the team to contribute to the team effort, each Coach shall try to schedule game participation by all players in a fair manner. All players must be entered into the game by the top of the third inning, players may re-enter the game after all players have played two full innings.
4. Coaches shall bring all player problems to the attention of the Player Agent so the Board may be involved in helping to solve player problems. Coaches may never dismiss a player from the team; this type of action is reserved for the Board.
5. Before the season starts, Coaches should use good judgment in establishing valid reasons for allowing excused absences from team activities. There are many legitimate reasons why a player may be unable to attend a practice, or in some cases, possibly a game.
6. Coaches will fill out all paperwork related to the starting lineup. Each Coach will exchange a copy with the opposing team Coach. The scorekeeper will also be given a copy of the lineup before each game. The Coach will inform the scorekeeper at the top of the 3rd inning that all player substitutions have been made. Any time there is a pitching change the Coach must inform the scorekeeper.
7. Coaches will be responsible for obtaining parental help in such activities as field preparation, fundraising, team functions and cheerleading to encourage the team players.
8. Head Coaches may select up to two Assistant Coaches per team. Each Coach is required to go through ASA's ACE Certification and wear their ACE card on a lanyard during all games.

### **Rules**

The first thing you as a Coach should do is read the official regulations and playing rules. Then read it again. Underline those important points for future reference. This is a game with many technical points and there is no way to know or understand all of the rules in one reading or even one season. Coaches and Assistant coaches cannot change the rules of play during the game.

### **Medical Releases**

Each Coach must be in possession of their coach's binder at every practice and game. The coach's binder will contain a report listing medical waiver signed, preferred hospital, medical doctor's name, and any



medical restrictions. This information will be used in the case of an emergency when a parent or guardian cannot be reached. If an injury occurs and the parent or guardian is not present, the Coach must make every attempt to contact the parent or guardian. If the player requires immediate medical treatment, 911 should be utilized.

If an injury requiring first aid or any head injury occurs, the Coach must notify the Board's Player Agent and if s/he can't be reached, any Board member of the injury within 24 hours. In addition, the Coach must complete and submit an incident report, available on WCSA's website under the Coach's tab, within 24 hours via email to [execboard@westcountys softball.com](mailto:execboard@westcountys softball.com). If the injury occurs during a game, have the team scorekeeper document it in the score book. If medical treatment is required, the parents may request accident claim forms to submit to the League insurance company. ASA Accident/Medical Insurance provides supplemental coverage for authorized softball activities only. Until a managing staff member is present, players are not covered by Excess Accident/Medical and League Liability Insurance.

### **Game Personnel**

Teams are allowed only one (1) Coach and one (1) Assistant Coach. All Coaching personnel for the team must be rostered with the league. The team staff members must have on a team shirt during the game. All staff members are subject to a ASA background check and ACE certification. At least 1 staff member must be present at all games and practices.

### **Female Chaperones**

Each team is required to have a female chaperones present at all practices and games. Chaperones are responsible for the players during the game. Players are to stay with their team at all times during the game. If they have to use the restroom, the Chaperone must arrange for another responsible female to escort the player to and from the restroom.

### **Dugouts**

The dugouts are for the team players, Coach, Assistant Coaches & chaperone only. No visitors are allowed during the game. This includes adults or children. Each team is responsible for cleaning the dugout after each practice and game.

### **Parent Meeting**

Each Coach should hold a parent meeting. This will be your opportunity to inform parents of your needs, the needs of the league, and the ways in which they can participate. Since we are a volunteer organization, we need each family to do its part. You will have a better relationship with your team's parents if you inform them of as many details as you can. Set up your practice schedule as far in advance as possible and distribute it to your players. You should have parents volunteer for team parent, scorekeeper, and field prep. Remind your parents that they should only park in designated areas.

### **Team Parent**

They will be the contact person for the communication between your team and the other parents. They could be responsible for notifying parents of practices, games and for getting commitments for field work days and so on. The team parent may also help schedule your other volunteer positions, i.e snack bar and field prep assignments.

### **Field Maintenance Days**

Each year the families in our league are asked to help get the ballparks in top condition before practices begin. Every team in the league is requested to have parents attend each workday. As a volunteer organization, it requires everyone's help to prepare the softball fields for play.

### **Scorekeepers**

Each team is responsible for providing a scorekeeper at each home game. The home team shall be designated as the official scorekeeper. It is usually necessary to have at least two scorekeepers available per team so that all games can be covered with minimum difficulty. Scorekeepers need to ask the plate umpire for the official start time of the game. WCSA offers a scorekeeping clinic every March prior to opening day for any volunteers that need to learn or refresh their knowledge of the process. Electronic scorekeeping is allowed, i.e. Game Changer app, but in these cases, the scorekeeper is required to print out the game's scorebook/stats and place it in the official scorebook kept in the field's equipment box by next game.

### **Scorebooks and Standings**

The scorekeeper for the home team shall fill out the official scorebook, kept in the equipment box at each field. Coaches for both teams shall sign the official sheet. Once the sheet is signed there will be no right to protest. In the event of a protest, the protesting Coach must indicate they signed under protest. All other rules regarding protests shall apply.

### **Sportsmanship**

Make sure your team exhibits good sportsmanship. No Coach, Assistant Coach or player shall at any time use language which will in any manner refer to, or reflect upon opposing players, Coach, Assistant Coach, umpires or spectators, in a negative manner. Profanity is not allowed. Any player, spectator, Coach or Assistant Coach using profanities, or in the view of the umpire, displays objectionable behavior, may be subject to ejection from the game and/or suspension from the league after Board review. **No negative/offensive cheering by players. Taunting will not be allowed.**

### **Field Preparation**

The Home Team is responsible for preparing the field for play. These duties include placing the bags on each base, lining the field, and preparing the pitcher's mound. Chalk the outside lines of the batter's box and the foul lines out to the outfield grass before each game. You may chalk the on-deck circles and the coach's boxes as time and supplies allow. Any other field maintenance for the safety of the players is the responsibility of both Coaches.

Visiting Team for all intra-league games (weeknights or the last game on Saturdays), are responsible for making sure all gear, including bases, hoses, chalk, field drag, and rakes are returned to its proper place & **Equipment Boxes are locked before leaving the Field.** The visiting team shall also be responsible for dragging the field.

Both teams are responsible for helping to maintain the grounds at the field. Litter is always a problem and it is the players, guests and parents who create the litter. Don't just ignore it. Stress to your players and parents that we all must help to pick up the litter. Ask that each player pick up the dugout and around their respective spectator areas.

In addition to games, each team is responsible to drag the field after every practice, leaving the field ready for its next use. On Saturdays or any day when a particular field is being used consecutively by

multiple teams, each team is responsible to drag the field after their team's use.

Fields should always be prepared for its next use. Should a coach find a field NOT left in this condition, please contact the Board at [execboard@westcountys softball.com](mailto:execboard@westcountys softball.com).

### **Equipment**

The only individuals permitted to buy equipment for the league are Board members. This is to ensure that the equipment meets the criteria required by our insurance carrier. Keep track of the equipment assigned to you, as it is expensive and is expected to last more than one season. You will be given all the equipment necessary for your team. There are always cases where you will need to repair, replace or exchange your equipment. Contact the League Rep and arrange to correct the problem. Don't wait until game time to do this. Most of this gear is for the players' safety and it must fit and function properly. Gear should bear an ASA approved certification mark; or be included on a list of approved models published by the ASA National Office.

### **Spectator Rules**

Coaches should review the following rules with their team's parents:

1. Spectators will remain beyond the "Out of Play" lines to prevent possible spectator interference and or injury.
2. Spectators should stay away from the dugouts and not talk to players or managing personnel.
3. No food should be given to players during the game. (Unless for medical reasons)
4. Spectators should never heckle the umpires. If an umpire makes a mistake in a rule interpretation, the Coach has the right to ask the umpire for clarification.
5. Spectators should never belittle the efforts of the players. Spectators are encouraged to support all players with encouraging remarks, etc.
6. **No spectator coaching from behind the backstop or sidelines.**

Spectators who demonstrate that they cannot comply with the above rules and/or are the subject of repeated complaints regarding the above rules will face disciplinary action up to and including suspension from attending future games. Violation of any of the aforementioned rules may subject you to discipline or removal by the Board.

### **Skills Assessment**

All players 8U and up must be present for at least one Skills Assessment to be eligible to be drafted onto a team. Every effort will be made by the league to schedule assessments to provide optional dates and times, and to limit the amount of wait time. If a player is unable to attend all scheduled skills assessments, the Player Agent must be contacted prior to the final skills assessment. If it is the opinion of the Player Agent that the player was unable to attend the assessment for legitimate reasons, the player will be assigned a score of 2.5 and noted as no assessment, and may be made eligible for random placement on a team at the end of the draft. Coaches will be informed of any such player(s) prior to the draft.

The Coach or a representative must attend all scheduled skills assessment for their league. If a Coach is

unable to attend a skills assessment, the League's Player Agent must be notified in advance as to who will be present to represent the Coach. Although it is mandatory for Coaches and/or Assistant Coaches to attend assessments, all player evaluations for the purpose of calculating ratings for the draft will be conducted by a team of no less than three (3) independent and partial individuals.

During skills assessment, each player will be given the opportunity to field, throw and run with a group of players in the same age group. These assessments will be conducted in the presence of all Coaches who shall observe the ability of each player.

A Coach's child must participate in the skills assessment.

Please do not talk to the players regarding their skills assessment. The intent of this is to keep players from getting their hopes too high about playing for a certain team.

**Drafting:** 1. Order of picks will be in the following order: First round, pitchers; second round, catchers; and third round, all remaining non-skilled specific players. Pitchers and catchers rated at a 2.0 or below will be removed from the first and second round picks and placed in the third round pick.

1.1. The order for picks in the first round will be decided by lottery or hat pick.

1.2. The order for the second round shall be in the inverse order from the first round, so that the team that picks last in the first round shall pick first in the second round (a "Snake" Draft).

1.3. Each subsequent round shall be in the inverse order from the preceding round.

2. Coach's Daughter:

2.1. All Coaches' daughters are automatically placed on their parent's team. At the beginning of the draft, Coaches' daughters will be placed in the fifth round, unless their daughter is a rated pitcher and/or catcher, in this case, the coach's daughter would be their first or second round pick .

2.2. If a Coach has two daughters playing on their team, the second daughter will be placed in the sixth round, unless their daughter is a rated pitcher and/or catcher, in this case, the coach's daughter would be their first and second round pick.

3. Coach's Hold Down:

3.1. All coaches will be given the opportunity to "hold" a spot for someone they have planned to have as a coach. The Coach's Hold Down must be declared by the date given by the Board, for review. Before the draft begins each person will be asked, "Do you have a coach's hold down?" If the answer is yes, the coach will need to state the name of the girl whose parent will be their coach. This girl becomes their first round pick. If the answer is no, they will be given a chance to have a 1st round pick, in the draft order, after all hold downs have been announced. You may decide to take your chances and not select your coach's daughter in the first round, but if you do so, there are no guarantees.

3.2. It is the expectation that this rule will be used to build a strong coaching staff, not used to "stack" a team with star players. It also assumes there has been communication with and a commitment received from this coach, with an understanding that they are to be your primary coach for the season. Misuse of this rule will result in action by the board and might include removal of this girl from your team.

4. Sibling options: A sibling option is the right of a Coach to draft the sibling of any member of his/her

team during the draft. All sibling options must be brought to the attention of all Coaches prior to the start of the draft. If both siblings are being drafted, the second child shall be taken in the subsequent round. Coaches are encouraged to draft all siblings, but are not required to do so.

5. Parent requests to hold-down a player are reviewed by the Board on an individual basis, and must be approved and announced prior to the draft.

6. Each child shall play where she is drafted, unless the player agent or president approves a change.

7. Immediately following the draft, Coaches will be given 15 minutes to trade an unlimited amount of players with one or more other Coaches, provided that the number of players on each Coach's roster is the same in the end.

### **Player Replacement**

There are two different situations where you may need a replacement player. The first situation is when you are unable to field a team for a single game. The second situation is a permanent loss of a player due to injury, drop-out, etc. To accommodate these incidences, the league will compile a "Pool Player" list by inviting parents/players to volunteer their availability. Coaches will use the Pool list on a rotational basis. For inter-league play, a pool player may not be used in the pitcher position. For intra-league games, it can be considered when extenuating circumstances exist and it is agreed upon by both coaches.

### **Single Game**

When a team anticipates a shortage of players for a scheduled game, the Coach must contact the Player Agent and request a substitute player or players. If the shortage is determined near game time and the Player Agent is not available, the Coach may contact alternate coaches directly for substitution requests. A player will be assigned from a team at a division lower than the team requesting the draft-up for intra-league play which will not be allowed to pitch (a player from the same division may only be used during interleague events and may pitch if needed). A draft-up player must play an outfield position and must bat last in the batting order. The lower division player's Coach must be notified and give permission for the move up, players from a higher division may not be used.

### **Permanent Loss**

When this occurs, the Coach must notify the Player Agent within 48 hours. If the Player Agent cannot be reached, the Coach shall contact the League President or Vice-President.

### **Practices**

1. No practices shall be held until permission is granted by the league.
2. You must have your coach's binder with medical release information for all players present at all games and practices.
3. All practices must have adult supervision, and must include a member of the rostered staff and at least one adult female. All safety rules must be adhered to.
4. You can only practice on authorized fields. Do not start practicing before your designated practice time. Schools have other activities or day care and we must adhere to their requests. Coaches are

expected to keep their players and equipment off the school grounds until the scheduled practice time.

5. Do not cut the lawn at any of the fields.

### **Official Game Rules**

WCSA players and teams are subject to the rules set down by ASA Official Rules of Softball and are under the jurisdiction of the WCSA Board. Except as amended and/or supplemented in this handbook, the current edition of the ASA Official Rules of Softball shall be the final authority for the conduct of the WCSA. All Coaches and Board members shall have copies of these rules.

#### **General Rules:**

1. The maximum number of events per week (games and practices) is four.
2. The home team shall be responsible for providing the Official Scorekeeper in all leagues.
3. No hitting softballs against the backstops. Wiffle balls are allowed.
4. All changes in the lineup are to be presented in advance to the Official Scorekeeper by the Coach, coach or opposing scorekeeper.
5. As covered in the Field Preparation section above, the Home team is responsible for preparing the field for play. The field preparation should be completed 25 minutes prior to game time, so that both teams get 10 minutes of infield practice. If this is not possible, due to a late finish of the previous game, the Visitor team should help with the field preparation and the available time should be split equally for infield practice.
6. The home team should be off the infield five minutes prior to game time.
7. No automatic out is assessed if a team can only field 8 or 9 players at the start of the game.
8. If a game cannot be played because of the failure of one team to place at least eight players on the field at the scheduled game time, the umpire shall call the game and the Coach of the affected team shall contact the League Rep with all information to be considered by the Board. The Board may declare the game a forfeit, or, if circumstances are found that the players involved were unable to play because of some unavoidable event or circumstance, it is the Board's right to reschedule the game. The game will be rescheduled at a date and time acceptable to the Board. If a game has been rescheduled and the team that caused the re-schedule fails to field at least 8 players, it will be an automatic forfeit.
9. Re-scheduled games must follow the same time rules that were in effect when the game was originally scheduled. Pitching rules follow the eligibility rules for the week and time that the game is actually played.
10. Rain-outs: Unless you have been notified by your League Rep or read it on the website, your team must assume all games will be played as scheduled. All rainout games will be played at the earliest date a field is available, subject to the weather. It will be a forfeit if a team fails to field eight players and the game has not been canceled by the Board.
11. An injured player in uniform may sit in the dugout.
12. The official starting time of a game is determined by the umpire and will be noted in the scorebook.

Coaches must make every attempt to keep their games on time, especially on weekends. Field preparation and warm-ups will only be done when time allows. Umpires are instructed to start games on time.

13. A new inning starts the moment the third out is made completing the preceding inning.

14. There will be a time limit on all games. No new inning may start after the time limit has elapsed. However, if the time limit has not elapsed, a new inning must be started and completed – the only exception to this rule is the Ten Run Rule. For all leagues, the last game of the day will be subject to the same time limit as those played before them.

15. Coaches must keep their players in the dugout at all times during the game, except to visit the drinking fountain or bathroom.

16. Coaches are cautioned to limit the total pitches made by a player to a safe range, irrespective of the number of innings pitched.

17. Any Coach who uses a pitcher illegally in a game may face suspension and review by the Board.

Example: a pitcher that has pitched over the allowable innings in a calendar week.

18. The International Tie-Breaker, as described later in this handbook, shall be put into effect in any game where the score is still tied after 7 complete innings and the time limit has not been reached.

19. The first team listed for each game on the schedule is the Home team.

20. The Home team shall use the dugout on the 3rd base line. Visitors shall use the dugout on the 1st base line.

21. Any situation that is not covered in the ASA Official Rules of Softball or this handbook is subject to Board review. Just because something is not covered in either publication doesn't mean that the situation is open to your interpretation.

The Board reserves the right to make an appropriate decision on the matter and may create new guidelines and/or modifying existing ones.

### **Game Time Warm-Up Areas**

1. Only adults and or players in full catchers gear can warm-up pitchers in designated warm-up locations.

2. There must be an adult spotter with a glove to protect pitcher from foul balls.

3. Do not use outfield fence as a backstop. Stay far enough away to avoid thrown balls from going over the fence.

4. Be respectful of other people in the warm-up area. Do not throw if it is not safe and spectators are reluctant to move.

### **Protests**

1. Protests shall be considered only when based on the violation of, or interpretation of, a playing rule.

No protest will be considered on a decision involving an umpire's judgment.

2. You must file your protest in writing (letter or email) to the league within 24 hours. The opposing Coach will be notified by phone or email.

3. Both the Coach filing the protest and the Coach of the opposing team from the game being protested will be allowed the opportunity to discuss the protest with the Board prior to a ruling being made. If a Coach cannot attend the board meeting to discuss the protest, the Coach may send a representative. However, to do so, the consent to act on the Coach's behalf must be made in writing or by phone to a board member.

4. For any game protested the Voting Board will be members of the board that do not have a family member association to the division in which the game is being protested.

5. Protests will be reviewed and ruled on by the Board. The Board's decision is final and may not be appealed.

### **International Tie-Breaker**

The International Tie-Breaker shall be put into effect in any game where the score is still tied after 7 complete innings and the time limit has not been reached. Starting at the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last, and the player who is scheduled to bat second to last, in that respective half inning, being placed on second and third base respectively (For example: If the number five batter is the lead-off batter in the inning, the number four batter will be placed on 2nd base and the number three batter will be placed on third base). The inning will then begin as usual.

If a team batting has an absent player who is the one who should begin the half inning at second or third base, do not declare an out. Instead, place on second or third base, the player whose name precedes the absent player's name in the lineup.

**\*The use of Standings & Playoffs will be determined each season based on the number of teams formed at each level of play.**

### **\*Standings**

1. A team gets two points for each win and one point for each tie.

2. Inter-league (with other softball organizations) games do not count in the standings.

3. It is the responsibility of both Coaches to report the score and pitching innings on a signed WCSA Game Summary form immediately following each game.

4. Game results and standings should be posted on the league website within 24 hours of the end of each game.

5. In the event of a tie in the final standings, the following tie-breaker sequence will be used:

5.1. Comparison of record against each other (head-to-head)

5.2. One game playoff, if time permits (pitching inning limits for 1 game week will be used)



5.3. Comparison of run differential (runs scored – runs allowed) in games against each other

5.4. Coin toss

**\*Playoffs**

1. Pitching inning limits will start over with the first playoff game.
2. All limits of innings pitched will be the same as a two-game regular season week.
3. All playoff games will be considered to be played in the same week regardless of cancellations due to rain, scheduling or other unforeseen rescheduling.
4. All playoff games will be played using the same time limits as in the regular season. If a game is tied after the time limit is reached, then the International Tie Breaker shall be put into effect.

**League Rules**

**6 & Under Division**

**Local / Interleague**

***Time Limit:*** 1 hour and 15 minutes

***Scoring:*** No score is kept

***Players:*** The maximum number of players on the field is 12 with a maximum of 6 players in the infield. The outfielders must be beyond the dirt infield during each pitch. This rule is designed to ensure that our youngest players are able to learn about the different positions on the field.

***Late Arrivals:*** Players arriving late must show up by the time their respective slot in the batting order comes up. Otherwise, they must be added to the end of the batting order.

***Leaving Early:*** Allowed – no special rules

***Minimum Playing Time:*** All players shall have at least two at bats and play at least two innings on defense.

***Pitching:*** Offensive coach pitches from within the pitching circle. Balls thrown back by the catcher are to be received by the offensive pitching coach. If the catcher misses the ball, the defensive coach behind the catcher shall throw it back to the pitching coach.

***Stealing:*** No stealing is allowed under any circumstances.

***Orange Base:*** Mandatory

***Collisions:*** Must attempt to avoid. Catcher may not block the plate unless they have the ball and are waiting to make the tag.

***Balls/Strikes:*** If the batter fails to hit a fair ball after five pitches total, then they must hit off a tee.

***Substitutions:***

**General: All Players must be on the game defensively.**

**Injured Player: The last batter of the previous inning may replace a batter or runner who is injured during a play.**

**Miscellaneous:**

**Batting Order: Continuous batting order of entire roster, 7 batters per inning unlimited outs for the first half of the season. During the second half of the season, three outs or 7 batters (whichever is reached first) per inning.**

**Last Batter: Does not run around bases**

**Manager/Coach Locations: Offensive coaches are to be located in the pitching circle and 1st and 3rd base coach's box only. Defensively, two coaches are allowed on the field of play. Since it is the defense's responsibility to get the ball back to the offensive pitcher quickly, it is allowable for a parent volunteer be behind the catcher instead of a defensive coach. For safety reasons, it is recommended the defensive coaches are in the playing field to supervise and help keep the distraction minimal.**

**On an official out: (fly ball caught, thrown out, tag out, etc.) the base-runner(s) or hitter returns to the dugout.**

**Infield Fly Rule: Not in effect**

**Outfielders: Shall play no closer than the edge of the grass.**

**Dropped third strike: Not in effect**

**Pitcher's Circle Overthrow: Not in effect**

**Bunts: OK**

**Runs Per Inning: No limit**

**Hit Batter: Not in effect**

**On Deck Batters: Not allowed**

**Bats: Aluminum or Composite, ASA Approved**

**Ball Size: 11 inch "Incrediball"**

**Bases: 55" between bases**

**Uniforms: Black shorts or pants. All players must wear the same uniform (no mixing of shorts and pants)**

**All uniform shirts must be tucked in. This is a safety issue.**

**Jewelry: No jewelry (including metal or plastic hair clips) is allowed. However, earrings may be covered with tape**

**8 & Under Division**

## Local Rules

ASA rules apply except where superseded by local rules.

**Home Team:** Will be the team listed **SECOND** on the game schedule.

**Home Team:** Will supply the official Scorekeeper. The home team will forfeit the game if scorebook is not completed. Scorebook should be signed by each coach at the conclusion of the game.

**Game Time Limit:** No new inning after 60 minutes.

**Substitutions:** All players must be entered into the game by the top of the **Third** inning.

**Re-Entry Rule:** Player may re-enter the game after all girls have played 2 full innings.

**Limited Run Rule:** No team can score more than four runs per inning for the first two innings, and no more than six runs for the third through seventh innings.

**Ten Run Rule:** If one team has a ten run lead at the end of five innings or any completed inning thereafter, the game will be declared over.

**Batting Order:** All players on the team roster will bat. Batting order will not change during the game.

**Batter:** After hitting the ball the batter may advance one additional base if possible / from first to second base on an outfield hit.

**Pitching:** The pitching machine will be used for the entire game. An "at bat" will be 3 swinging strikes or 7 pitches. The coach of the team hitting, will man the pitching machine. The player in the pitcher position must have one foot in contact with the pitching circle until the batter hits the ball. Coach must be in a squatting position, as to not block view of the players. If the ball hits the pitching machine or the coach manning the pitching machine, it is a dead ball.

**Hesitation Rule:** When the ball has broken the cylinder of the pitching circle, all runners will, WITHOUT HESITATION, advance to the next base if past the halfway chalk line, or return to the last base they occupied.

**Courtesy Runner:** A courtesy runner for the catcher is allowed if there are 2 outs and the catcher is on base. The courtesy runner will be the player who made the last out.

**Numbers of Players:** A team may start and play a game with 8 players. No penalty will be assessed for the missing player(s). A team may have 10 players on the field, with the extra player in an outfield position.

**10 Minute Delay of Game:** A team manager may request a 10 MINUTE DELAY OF GAME, if their team is unable to field at least eight players at the original starting time. After 10 minutes, the game will either begin or will be considered a forfeited game and entered into the scorebook as a 10-0 loss. The team that is short players may then borrow players from the other team and a practice game will be played.

**Stealing:** Stealing is not allowed. Sliding is allowed. Players may lead off from the base after the ball has left the pitching machine. A “lead-off” is taking two to three steps from the base, coming to a stop and facing the batter. Running without stopping is “stealing” and would constitute a “no pitch”, which means the pitch is a dead ball and is not counted against the batter.

**Distances:** The pitching machine will be set at 35ft. and the bases set at 55ft.

**Field Prep:** The home team will be responsible for field prep before the game and the visiting team is responsible for dragging the field, putting away the equipment and locking the storage box after the game.

**Clean Up:** It is the responsibility of each team to clean their dugout and spectators area after each game and practice.

**There must always be an adult female at all practices and games. No exceptions**

### **10 & Under Division**

**Local Rules/Inter League**

**ASA rules apply except where superseded by local rules**

**The Field:**

1. Baseline Distance 60 ft.
2. Pitching Distance (35 ft. 10U)
3. Double Base (Orange safety base) at first base REQUIRED
4. Home team: is listed second on game schedule. Home team will occupy the third base dugout and provide official scorekeeper, having both coaches and umpire sign scorebook upon completion of game. Home team will forfeit game if scorebook is not completed.

**Equipment:**

1. Only ASA approved aluminum bats allowed.
2. Ball size (11" for 10U)
3. Catchers must wear ASA and NOCSAE approved helmet/mask with throat guard, shin guards and chest protector. (Equipment must be shared if necessary)
4. Batting helmets must be worn in accordance with ASA Rule 3, Sec. 5 (E) (1)  
Chinstraps and facemasks must be worn on all batting helmets!
5. Uniforms must be alike. No mixing of hats/visors. Headwear must be worn properly (bill forward). Numbers must remain visible and jerseys must be tucked in.
6. NO JEWELRY (including metal/plastic hair clips)

**Rules: Players, Coaches, and Substitutes:**

1. Maximum of 10 players on field (4 outfielders positioned 5 feet beyond base path)
2. Minimum of 8 players to start game. No Out Penalty.
3. Late arrivals: Players arriving late must arrive by their turn in the batting order or they are ineligible to play.
4. Leaving early: Opposing team and Umpire shall be notified prior to game (or, in the event of illness/injury, immediately upon the event. (No Out Penalty)
5. Mandatory Play: All players must enter game by third inning and play a minimum of six defensive outs.

6. Only Managers, Coaches and Players in the dugout.
7. Courtesy runner (player who made last out) for pitcher or catcher, after two outs.
8. Pitcher can return as pitcher if she did not leave the defensive playing field at any time.
9. Only positive cheering allowed (no derogatory, offensive or personal remarks.)  
No pounding on screens or fences.
10. Each player may substitute up one division once per season.

**Game:**

1. TIME LIMIT: 90 minutes or 7 innings. A new inning begins immediately after the final out
2. Run Rule: Maximum of 4 runs per inning except the last inning, as determined by the umpire, will be unlimited runs.
3. Mercy rule: 15 run lead after 4 innings, 12 run lead after 5 innings, 8 run lead after 6 innings.
4. Balls/Strikes: 4 balls/ 3 strikes
5. One umpire will be assigned per game. In the event that an umpire does not show up, both coaches shall work together to find one or more volunteer umpires.
6. 10 Minute Delay Of Game: A Coach may request a 10-minute delay of game if their team is unable to field at least eight players at the original starting time.  
After 10 minutes, the game will either begin or will be considered a forfeited game and entered into the scorebook as a 10-0 loss. The team that is short players may then borrow players from the other team and a practice game will be played.  
The umpire is under no obligation to umpire a practice game.

7. Ties: Allowed

**Pitching: (35 ft.)**

1. 2 feet on pitching rubber, heel-toe. (ASA Rule 6.)
2. No pitching limitations during interleague games.

3. Pitch count rule applies during home league (intra-league) games: Home game pitching eligibility will be determined by the number of outs pitched per week, with the week beginning Sunday and ending on Saturday. Each pitcher will not be allowed to pitch more than 12 outs per week, a six run inning will be counted as 3 outs. Innings pitched have to be recorded in the scorebook with the pitcher's full name and jersey number.

4. Pitchers must wear fielder's mask at all times. (No exceptions!)

**Batting:**

1. Continuous batting order of entire roster.

2. BUNTING: Allowed

3. Players, who throw a bat or helmet in anger/disgust, intentionally or not, will be automatically OUT, the ball is dead, and no runners advance. A second occurrence by the same player will result in player ejection.

**Batter-Runner/ Runner:**

1. Stealing: A base runner cannot leave the base until after the ball leaves the pitcher's hand. (Runner on third can steal home)

2. Stealing: Allowed per ASA Rules except: No Continuation, one base per attempt.

3. Hesitation Rule: When the pitcher has possession of the ball inside the pitching circle, all runners' will, WITHOUT HESITATION, advance to the next base or return to the last base they occupied.

4. Sliding rule: If there is a defensible play to be made at home base, runners must slide. No exceptions!

5. Collisions: Runner must avoid or will be called OUT. Blocking plate or base without possession of the ball (obstruction), runner will be called SAFE.

6. Infield fly rule: NO

7. Pitchers circle overthrow: Runners may not advance when a thrown ball passes through the pitchers circle in an attempt to STOP PLAY.

8. Dropped Third Strike: in effect / runner may advance on a third strike drop

**Field Prep:** The home team will be responsible for field prep before the game and the visiting team is responsible for dragging the field, putting away the equipment and locking the storage box after the game (intra-league only). Games against other associations, the home team will be responsible for field prep and all clean up.

**Clean up:** It is the responsibility of each team to clean their dugout and spectators area after each game and practice. Please work together to care for the facilities!

There must always be an adult female present during all practices and an adult female in the dugout during all games. No exceptions to this rule.

### **12 & Under Division**

**Local Rules / Inter League**

**ASA rules apply except where superceded by local rules**

#### **The Field:**

- 1. Baseline Distance 60 ft.**
- 2. Pitching Distance (40 Ft. 12U)**
- 3. Double Base (Orange safety base) at first base REQUIRED**
- 4. Home team: is listed second on game schedule. Home team will occupy the third base dugout and provide official scorekeeper, having both coaches and umpire sign scorebook upon completion of game. Home team will forfeit game if scorebook is not completed.**

#### **Equipment:**

- 1. Only ASA approved bats allowed.**
- 2. Ball size 12"**
- 3. Catchers must wear ASA and NOCSAE approved helmet/mask with throat guard, shin guards and chest protector. (Equipment must be shared if necessary)**
- 4. Batting helmets must be worn in accordance with ASA Rule 3, Sec. 5 (E) (1)**  
**Chinstraps and facemasks must be worn on all batting helmets!**
- 5. Uniforms must be alike. No mixing of hats/visors. Headwear must be worn**



properly (bill forward). Numbers must remain visible and jerseys must be tucked in.

**6. NO JEWELRY (including metal/plastic hair clips)**

**Rules: Players, Coaches, and Substitutes:**

- 1. Maximum of 10 players on field (4 outfielders positioned 5 feet beyond base path)**
- 2. Minimum of 8 players to start game. No Out Penalty.**
- 3. Late arrivals: Players arriving late must arrive by their turn in the batting order or they are ineligible to play.**
- 4. Leaving early: Opposing team and Umpire shall be notified prior to game (or, in the event of illness/injury, immediately upon the event. (No Out Penalty)**
- 5. Mandatory Play: All players must enter game by third inning and play a minimum of six defensive outs.**
- 6. Only Managers, Coaches and Players in the dugout.**
- 7. Courtesy runner (player who made last out) for pitcher or catcher, after two outs.**
- 8. Pitcher can return as pitcher if she did not leave the defensive playing field at any time.**
- 9. Only positive cheering allowed (no derogatory, offensive or personal remarks.)**  
**No pounding on screens or fences.**
- 10. Each player may substitute up one division once per season.**

**Game:**

- 1. TIME LIMIT: 90 minutes or 7 innings. A new inning begins immediately after the final out**
- 2. Run Rule: Maximum of 5 runs for the first four innings, unlimited runs in the remaining innings.**
- 3. Mercy rule: 15 run lead after 4 innings, 12 run lead after 5 innings, 8 run lead after 6 innings.**
- 4. Balls/Strikes: 4 balls/ 3 strikes**

5. One umpire will be assigned per game. In the event that an umpire does not show up, both coaches shall work together to find one or more volunteer umpires.

6. Ties: Allowed

**Pitching: (40 ft.)**

1. 2 feet on pitching rubber, heel-toe. (ASA Rule 6.)

2. No pitching limitations during interleague games.

3. Pitch count rule applies during home league (intra-league) games: Home game pitching eligibility will be determined by the number of outs pitched per week, with the week beginning Sunday and ending on Saturday. Each pitcher will not be allowed to pitch more than 21 outs per week, a six run inning will be counted as 3 outs. Innings pitched have to be recorded in the scorebook with the pitcher's full name and jersey number.

4. Pitchers must wear fielder's mask at all times. (No exceptions!)

**Batting:**

1. Continuous batting order of entire roster.

2. BUNTING: Allowed

3. Players, who throw a bat or helmet in anger/disgust, intentionally or not, will be automatically OUT, the ball is dead, and no runners advance. A second occurrence by the same player will result in player ejection.

**Batter-Runner/ Runner:**

1. Stealing: A base runner cannot leave the base until after the ball leaves the pitcher's hand.

2. Hesitation Rule: When the pitcher has possession of the ball inside the pitching circle, all runners' will, WITHOUT HESITATION, advance to the next base or return to the last base they occupied.

3. Stealing: Allowed per ASA Rule 8, Sec. 4 Continuation Steal is allowed.

4. Sliding rule: If there is a defensible play to be made at home plate, runners must slide. No exceptions!

5. Collisions: Runner must avoid or will be called OUT. Blocking plate or base without possession of the ball (obstruction), runner will be called SAFE.

6. Infield fly rule: in effect

7. Pitchers circle overthrow: in effect

8. Dropped Third Strike: in effect

Field Prep: The home team will be responsible for field prep before the game and the visiting team is responsible for dragging the field, putting away the equipment and locking the storage box after the game (intra-league only). Games against other associations, the home team will be responsible for field prep and all clean up.

Clean up: It is the responsibility of each team to clean their dugout and spectators area after each game and practice. Please work together to care for the facilities!

There must always be an adult female present during all practices and an adult female in the dugout during all games.

No exceptions to this rule.

#### 14 & Under Division

Local Rules / Inter League

ASA rules apply except where superceded by local rules

#### The Field:

1. Baseline Distance 60 ft.

2. Pitching Distance (43 ft. 14U)

3. Double Base (Orange safety base) at first base REQUIRED

4. Home team: is listed second on game schedule. Home team will occupy the third base dugout and provide official scorekeeper, having both coaches and umpire sign scorebook upon completion of game. Home team will forfeit game if scorebook is not completed.

#### Equipment:

1. Only ASA approved bats allowed.

2. Ball size 12"

3. Catchers must wear ASA and NOCSAE approved helmet/mask with throat guard, shin guards and chest protector. (Equipment must be shared if necessary)

4. Batting helmets must be worn in accordance with ASA Rule 3, Sec. 5 (E) (1)

Chinstraps and facemasks must be worn on all batting helmets!

5. Uniforms must be alike. No mixing of hats/visors. Headwear must be worn properly (bill forward). Numbers must remain visible and jerseys must be tucked in.

6. Softball Shoes: No Steel Cleats allowed

7. NO JEWELRY (including metal/plastic hair clips)

**Rules: Players, Coaches, and Substitutes:**

1. Maximum of 9 players on field (3 outfielders positioned 5 feet beyond base path)

2. Minimum of 8 players to start game. No Out Penalty.

3. Late arrivals: Players arriving late must arrive by their turn in the batting order or they are ineligible to play.

4. Leaving early: Opposing team and Umpire shall be notified prior to game (or, in the event of illness/injury, immediately upon the event. (No Out Penalty)

5. Mandatory Play: All players must enter game by third inning and play a minimum of six defensive outs.

6. Only Managers, Coaches and Players in the dugout.

7. Courtesy runner (player who made last out) for pitcher or catcher, after two outs.

8. Pitcher can return as pitcher if she did not leave the defensive playing field at any time.

9. Only positive cheering allowed (no derogatory, offensive or personal remarks.)

No pounding on screens or fences.

10. Each player may substitute up one division once per season.

**Game:**

1. TIME LIMIT: 90 minutes or 7 innings. A new inning begins immediately after

the final out

2. Run Rule: Maximum of 5 runs for the first four innings, unlimited runs in the remaining innings.

3. Mercy rule: 15 run lead after 4 innings, 12 run lead after 5 innings, 8 run lead after 6 innings.

4. Balls/Strikes: 4 balls/ 3 strikes

5. One umpire will be assigned per game. In the event that an umpire does not show up, both coaches shall work together to find one or more volunteer umpires.

6. 10 Minute Delay Of Game: A Coach may request a 10-minute delay of game if their team is unable to field at least eight players at the original starting time.

After 10 minutes, the game will either begin or will be considered a forfeited game and entered into the scorebook as a 10-0 loss. The team that is short players may then borrow players from the other team and a practice game will be played.

The umpire is under no obligation to umpire a practice game.

7. Ties: Allowed

**Pitching:** (43 ft.)

1. 2 feet on pitching rubber, heel-toe. (ASA Rule 6.)

2. No pitching limitations during interleague games.

3. Pitch count rule applies during home league (intra-league) games: Home game pitching eligibility will be determined by the number of outs pitched per week, with the week beginning Sunday and ending on Saturday. Each pitcher will not be allowed to pitch more than 21 outs per week, a six run inning will be counted as 3 outs. Innings pitched have to be recorded in the scorebook with the pitcher's full name and jersey number.

4. Pitchers must wear fielder's mask at all times. (No exceptions!)

**Batting:**

1. Continuous batting order of entire roster.

2. BUNTING: Allowed

3. Players, who throw a bat or helmet in anger/disgust, intentionally or not, will be automatically OUT, the ball is dead, and no runners advance. A second occurrence by the same player will result in player ejection.

**Batter-Runner/ Runner:**

1. Stealing: A base runner cannot leave the base until after the ball leaves the pitcher's hand.
2. Hesitation Rule: When the pitcher has possession of the ball inside the pitching circle, all runners' will, WITHOUT HESITATION, advance to the next base or return to the last base they occupied.
3. Stealing: Allowed per ASA Rule 8, Sec. 4 Continuation Steal is allowed.
4. Sliding rule: If there is a defensible play to be made at home plate, runners must slide. No exceptions!
5. Collisions: Runner must avoid or will be called OUT. Blocking plate or base without possession of the ball (obstruction), runner will be called SAFE.
6. Infield fly rule: in effect
7. Pitchers circle overthrow: in effect
8. Dropped Third Strike: in effect

**Field Prep:** The home team will be responsible for field prep before the game and the visiting team is responsible for dragging the field, putting away the equipment and locking the storage box after the game (intra-league only). Games against other associations, the home team will be responsible for field prep and all clean up.

**Clean up:** It is the responsibility of each team to clean their dugout and spectators area after each game and practice. Please work together to care for the facilities!

**- There must always be an adult female present during all practices and an adult female in the dugout during all games. No exceptions to this rule.**

**All-Star Selection**

All Star Teams are sometimes formed for all Divisions, except Rookies, to participate in the County-wide Tournament that takes place after the regular season.

Regular season Coaches will provide a list of nominations for up to 10 players from their division base on ability, sportsmanship and attendance. Each Coach present will be able to discuss their nominations and vote on 10 players.

The top 10 votes will be selected. The All-Star Coach will pick the last 2 nominations.

The selection of the All-Star Coach will be determined by the West County Girls Softball League Board Members prior to the All-Star Players selection. The selected Coach will pick his Assistant Coach(s). The Assistant Coach or Coaches must be approved by the League Board Members.

**Analy High School- JV Softball Field**

Morris St, just South of the Sebastopol Community Center

**Brook Haven School**

7905 Valentine Ave

**Ragle Regional Park**

Ragle Road @ Covert Ave

**Twin Hills Middle School**

1685 Watertrough Rd

**Apple Blossom School**

700 Watertrough Rd