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I. GENERAL RULES

A. GROUND RULES

1. Imperial Park is owned by the City of Sugar Land and has entrusted SLGSA as the approved organization designated to oversee all operations of this facility. League activities are monitored by designated Directors on Duty (DOD) and assigned Tournament Directors. Should you have any questions, need assistance, or clarification of these rules please address:
 - a) *The Director on Duty (DOD)*
 - b) *Tournament Director*
 - c) *Randy Smaltz, Maintenance Chairperson (smaltzr@bakerconcrete.com)*
2. If anyone is injured in the park, please call 911. Let them know where you are in the park in relation to a field number so they know the quickest way to get to you. The fire department EMS is less than 1,000' away. There are AEDs available at both concession stands. Do not transport any injured player in the bed of a Gator (they must be able to sit in one of the seats for safety purposes).
3. No alcoholic beverages are permitted at the park or at any meeting locations.
4. No firearms are permitted within the fences of the fields or in the dugouts.
5. Tobacco in any form and E-cigarettes will not be allowed on the fields or in the dugouts at any time. Coaches will not be allowed to leave the field to use these products during the game. The umpire will eject anyone violating this rule. No smoking anywhere inside Imperial Park by City Ordinance.
6. Littering and glass containers are strictly prohibited.
7. No pets are allowed on the field.
8. Anyone utilizing a field for any purpose is required to put away any equipment used, and pick up any trash on the field, in the dugouts, or in the bleachers. We ask that you respect our facilities and always leave them in a better condition than you found them.
9. No hitting into fences (no matter the type of ball). Sock nets are available around the complex.
10. Remove nets from the infield dirt after use.
11. Pitching pens on either side of the field are to be used for pitching warmup only. No hitting in pitching pens.
12. Field Care:
 - a) *Avoid rutting or digging on the infield whenever possible. Pitching practice with cleats should not occur on the infield unless associated with throwing live batting practice or a scrimmage.*
 - b) *If a field has received any amount of rain prior to scheduled use:*
 - (1) Ask the Director on Duty if the field can be used.
 - (2) If there is any amount of standing water on the infield – DO NOT USE / STAY OFF OF THE INFIELD (do not use field dry on our fields just to get practice in)
 - (3) If there is no standing water but the infield looks wet, walk the infield to see if your footsteps leave an indentation of greater than ¼". If there are no areas of the infield that indent more than ¼", then the infield is safe to use. If there are any areas where the indentation is greater than ¼" or if it is completely muddy – DO NOT USE / STAY OFF THE INFIELD
13. Field Equipment:
 - a) *Safety is our #1 priority when it comes to operating ANY equipment. Therefore, approval to operate SLGSA equipment must be attained from either Randy Smaltz (Maintenance Chairperson) or Brian Benefiel (Executive Vice President) in order to ensure training on safe and proper use.*
 - b) *In addition to safety, this approval to utilize equipment is to ensure that damage is not done to the fields based on improper use of the equipment. Simple incorrect dragging or getting on a wet field too soon can cause thousands of dollars in damages (i.e. – regrading and removing the lips from a field can cost up to \$15,000)*

- c) Do not drive any equipment around the concession stands. Equipment should go no closer than the end of the dugouts / tips of the flower beds.*
14. The home team will occupy the third base dugout, unless a back to back game is in effect.
15. Coaches are responsible for ensuring that the area on their side of the field is clean before leaving after the completion of the game. This includes the dugout, inside and outside of the fences, and the bleacher area.
16. All players must wear a batting helmet whenever they have a bat in their hand.
17. All player batting helmets must have facemask protection.
18. Wearing a facemask while on defense is optional. We encourage the pitcher and corner position players (1st and 3rd) to wear facemask protection while on defense.
19. All catchers must wear a helmet during any warmup activities (for pitchers, coaches, or parents).
20. The use of pitching machines for League activities must be approved by the respective age division Commissioner and communicated to the Director on Duty. There is a great potential for injury with these machines and only qualified coaches should be allowed to operate this equipment. If approved to use a pitching machine on the infield:
- a) place a net behind the batter to "catch" the pitched balls in order to protect the fences from damage.*
- b) place electrical cords in a manner that no player or coach will be injured by its placement (i.e. – do not lay across the first base line if players are expected to run to first; creating a tripping hazard).*
21. Only girls registered with SLGSA for the season of league play being played may participate in the current season.
22. League Practice and Instructor Schedule Slots:
- a) League teams may only utilize their scheduled field for their scheduled amount of time. Open areas outside of the field fences may be utilized. Do not occupy an empty field if not scheduled to use it without approval. Our fields get a lot of use, and these unoccupied slots allow SLGSA to maintain, repair, and rest our fields.*
- b) Do not move onto a field occupied by another team until your assigned time. There is plenty of space in the park to warm up prior to your scheduled practice slot.*
- c) If another team is occupying a field for which you are scheduled to use:*
- (1) Contact the Director on Duty
- (2) If it is a parent or instructor, politely ask them to move to another field and explain/show them that this is your assigned practice time/field slot.
- (3) If there is a scheduling conflict, please reach out to Kelli Jacoby (Scheduling Chairperson) or Randy Smaltz (Maintenance Chairperson) for a resolution.
- (4) If the occupants are not affiliated with SLGSA and they will not vacate the field, please contact the City of Sugar Land Park Ambassador (281.382.4229).
- d) Only SLGSA approved instructors may utilize Imperial Park for lessons. Instructors may only utilize facilities per your scheduled time/field slot. Batting instructors may be assigned to the batting cages or a field at SLGSA's discretion. All pitching lessons must be located at the pitching lanes.*
- e) Any scrimmages must be approved by the respective age division Commissioner. Scrimmages can only involve SLGSA teams and can only be played during assigned practice time/field slots.*
- f) Lights will be turned on approximately 30 minutes prior to sundown for the fields that are scheduled to be occupied. Lights will be turned off when fields are scheduled to be unoccupied.*

23. Coaches are to exhibit proper softball etiquette on the softball fields. Coaches are also responsible for the parents in the stands and their demeanor towards the game. Inappropriate behavior on the fields is subject to a verbal warning, at a minimum by the umpire and/or Director on Duty. It is at the umpire and/or Director on Duty's discretion if further immediate action is required including, but not limited to, ejection from the game. Any inappropriate behavior may result in the further investigation and/or action by the Board of Directors.
24. Coaches must wear issued coach shirt. Coaches shall not alter the uniform. Coaches must wear caps and visors correctly and are not allowed to wear them backwards.
25. SLGSA provided uniform (Spring – jersey/socks; All-Star – jerseys/pant/socks; Fall – jersey) will be the mandatory attire. No uniform alterations are allowed.
26. SLGSA background check and certification requirements. Please note levels of SLGSA volunteers and mandatory requirement to participate. Please visit www.registerusasoftball.com to complete your certifications. All denials shall be resolved with USA/USSSA before SLGSA allows access onto the complex facility to interact with participants.

| SLGSA Volunteer | Background Check | ACE |
|---|------------------|----------|
| Board Member / Manager / Head Coach / 1 st Asst. | YES | YES |
| Approved Instructor / Asst. Coach / Team Parent | YES | Optional |

B. SLGSA GENERAL PLAYING RULES AND EXCEPTIONS

1. The USA Softball Guide and Rule Book shall be the official rules and guidelines. The specific USA "B" division guidelines to the 8u and 10u groups have also been attached. The following SLGSA Rules & Exceptions apply only to SLGSA and set forth by league officials per specific situations.
2. Regulation Game (Fall Season):
 - a) *Official start time for the game is at the first warm up pitch of the game. There will be no drop dead time. When time expires, no matter the conditions of the game, the game will end after the completion of the current at bat ("finish the batter"). Since no score is kept, there is NO finish the inning NOR international tiebreaker.*
 - (1) All Division games shall be 70 minutes.
 - b) *In all age divisions there will be a maximum of 5 runs per half inning.*
3. Regulation Game (Spring Season):
 - a) *Official start time for the game is at the first warm up pitch of the game. There will be no drop dead time. When time expires the game shall finish the inning, except if the home team is mathematically unable to at least tie the game, then the game shall finish the current at bat ("finish the batter").*
 - (1) All Division games shall be 70 minutes.
 - (2) Tiebreakers:
 - (a) 6U & 8U – There will be NO international tiebreaker innings. If after game time has expired the game is tied, then the game will end in a tie.
 - (b) 10U & Higher – If the game remains tied after finishing the inning, then there will be one (1) inning of international tiebreaker (last completed at bat starts on second base). If after one inning of international tiebreaker the game remains tied, then the game will end in a tie.
 - b) *In all age divisions there will be a maximum of 5 runs per half inning.*
 - c) *The home team is responsible for keeping the scorebook and turning in the final score of the game to their respective age commissioner.*
4. Regulation Game (End of Season Tournaments):
 - a) *Official start time for the game is at the first warm up pitch of the game. There will be no drop dead time. When time expires the game shall finish the inning, except if the home team is mathematically unable to at least tie the game, then the game shall finish the current at bat ("finish the batter").*
 - (1) All Division games shall be 70 minutes.
 - (2) Tiebreaker (All Age Divisions): If the game remains tied after finishing the inning, then there will be one (1) inning of international tiebreaker (last completed at bat starts on second base). If the game remains tied after one inning of international tiebreaker, then the game will be played to completion under "progressive" international tiebreaker (last completed at bat starts on second base and second to last completed at bat starts on third base).
 - b) *In all age divisions there will be a maximum of 5 runs per half inning.*
 - c) *The home team is responsible for keeping the scorebook and turning in the final score of the game to their respective age commissioner.*

C. SPECIAL RULES

1. League teams are limited to three (3) meetings per week. Any gathering of 3 or more players and a coach is considered a meeting. Teams will be allowed no more than 3 meetings or games within a one week period (i.e. - if you have one game in a week you may only have 2 other meetings during that week period). A week is considered to start on Sunday and end on Saturday. There will be NO meetings on Sundays or on legal holidays. A doubleheader is to be considered as one meeting. Coaches and teams who do not comply may face single or multiple game forfeitures, coaches may be considered for removal, and/or the team may be suspended from participation per SLGSA Board final ruling.
2. Score will be kept in all age divisions during the Spring season and End of Season Tournaments.
3. Coaches will be allowed one (1) minute between innings to change positions in the field. Pitchers will only be allowed a maximum of five (5) warm up pitches in between innings. If the catcher is not immediately available a coach should catch for the pitcher until the catcher is ready. This is designated to help speed up the game and allow girls more playing time instead of wasting time waiting.
4. A pitcher will be allowed five (5) warm up pitches when coming into the game as part of a pitching change.
5. Player Move Up Rule: Players seeking to move up in age division play must score during evaluations within the top 25% of the sought age division overall scores. Should the player meet the qualification, the player shall be provided the opportunity to move up to the higher age division. Playing down in an age division that a player is not age eligible for is not allowed.
6. If a manager protests a game, they must file the protest with the Director on Duty immediately after the play in question. The protesting manager must leave a \$25 deposit with the Director in Duty immediately after the game (this will be refunded if the protest is upheld). The Director on Duty will notify the appropriate age commissioner as soon as possible and the protest will be handled per the SLGSA By-Laws.

D. FIELDING A REGULAR SEASON TEAM

1. If a team is short of players, the team may "pick-up" players (must be SLGSA registered) from the same age group or an age division below the team's age division. You may pick up no more than three (3) players. The team may only pick up players to the point where they are able to field a team of nine (9) players. Pick up players MUST play the outfield and bat last in the batting order.
2. You may start and or finish a game with only eight (8) players.
3. Any player arriving more than twenty (20) minutes after the start of the game may NOT enter the game.
4. In the event that a team has picked up players in order to start a game and a player on that team arrives late, but prior to the 20 minute limit stated above, the original team's player will replace the pick up player's spot in the lineup.
5. Pick up pitchers and catchers are allowed with approval of the age division Commissioner or assigned Director on Duty.

E. WHEN ON OFFENSE

1. A continuous batting order will be used in all age groups. All players must bat.
2. Base Stealing:
 - a) 6U & 8U – Base stealing is NOT allowed.
 - b) 10U & Higher – Base stealing is allowed per USA Rules.

F. OFFICIAL FIELD DIMENSIONS

| Division | Bases | Pitching |
|-----------------|--------------|-----------------|
| 6U | 60 feet | 35 feet |
| 8U | 60 feet | 35 feet |
| 10U | 60 feet | 35 feet |
| 12U | 60 feet | 40 feet |
| 14U & Higher | 60 feet | 43 feet |

Pitching Circle: 16 foot diameter or a 8 foot radius (All Divisions)

II. SPECIAL GAME RULE EXCEPTIONS

A. 6U Division

1. No player may sit out more than one (1) inning per game on defense. If it is discovered that a player has sat out more than 1 inning, that player shall be inserted in the defensive line up and shall play the remainder of that game and the entire next official game. This penalty will be noted and made to the attention of a Director on Duty.
2. No player may play the position of pitcher, 1st base, or 3rd base more than a combined total of three (3) innings per game or more than 2 innings at any one of these positions. (Example – A player may play pitcher for 2 innings and first base 1 inning, thereafter, she may either sit out or play another position except pitcher, 1st base, or 3rd base.) Violation of this rule shall result in the manager's suspension for the rest of the current game, and the next official game.
3. Each player MUST play at least one (1) inning in the infield by the end of the 3rd inning. To ensure the compliance with these rules, the manager will submit an inning-by-inning game sheet to the opposing coach at the plate meeting. Exception to the rule requires a letter from the parent of the player violating this requirement.
4. A continuous batting order will be used. All players will be in the batting order. If a player arrives late, she will be placed at the bottom of the batting order.
5. There is no infield fly rule in effect.
6. There will be no unassisted put outs at 1st base by the pitcher. (i.e. – the pitcher must throw the ball to 1st base)
7. Coaching Staff – A coaching staff may consist of a Head Coach and not more than five (5) assistants. The Head Coach shall be responsible for the actions of his/her staff. The following coaching positions will be allowed:
 - a) *One (1) Offensive coach Pitcher*
 - b) *Two (2) Offensive coaches – one (1) First Base and one (1) Third Base*
 - c) *Two (2) Defensive coaches outside of dugouts in foul territory – one (1) First Base side and one (1) Third Base side*
8. Offensive Play:
 - a) *Each batter will get three (3) pitches from the coach pitcher. The coach pitcher must have one foot inside the circle before they start to pitch. If the batter does not hit any of the three pitches from the coach pitcher, then they will get 2 swings off the tee. If after the 2 swings off the Tee the batter does not hit the ball the batter will be considered out. The batter if she so chooses may hit 4 or 5 pitches off the coach pitcher and waive either one or both swings off the tee. Therefore if she DOES NOT hit any of the five pitches off the coach pitcher she WILL be considered out. If the player chooses to hit all 5 pitches and fouls off the fifth pitch, she will receive another pitch until she either strikes out or puts the ball in play.*
 - b) *There will be no balls or strikes called by the umpire.*
 - c) *When positioning the tee for the batter to hit, the tee will be placed in front of home plate and NOT on top of home plate for safety purposes. The batting coach must remove the tee after the batter hits the ball or the runner coming home will be called out.*
 - d) *There will be a restraining line drawn in an arc from home plate. This line will be 10 feet from the back of home plate. A ball hit from the batter must pass beyond the line for the ball to be considered a fair ball.*
 - e) *No stealing. If a runner fails to maintain foot contact with a base while the pitcher has the ball, a dead ball will be called and the umpires will issue a warning to the offensive coach for the first offense. Second offense – the runner failing to maintain foot contact with the base will result in the runner being called out. Only one warning will be issued per team per game.*

- f) Hash marks ("Restraining Lines") will be marked on the fields half way between first and second, second and third, and third and home. The sole purpose of these lines is to position runners when play is stopped. If a runner has crossed the line when the ball has crossed the plane of the pitcher's circle or the ball is called dead, the runner is entitled to the next base. If the runner has not crossed the restraining line, then the runner must return to the last base touched.*
 - g) Two runners may not occupy a base. If two runners are touching the base, while the ball is live, the following runner is out when tagged. The lead runner is entitled to the base.*
 - h) Pitching coach must avoid interfering with defensive play by moving away from the direction of a batted ball. After the coach pitches the ball and the ball is hit that coach must get out of the way of the hit ball. If the hit ball accidentally strikes the coach pitcher in the circle the ball shall be declared dead and the play will be considered a "no pitch". The base runners are to return to the base they occupied prior to the pitch and the at-bat will continue. If in the judgment of the umpire the coach pitcher interferes with any play the batter shall be declared out and the runners on base will return to the base she occupied when the ball was hit.*
9. Defensive Play:
- a) Ten (10) defensive players will be used. The tenth player will be in the outfield. The four outfielders are to be positioned in the outfield (on the grass) at the beginning of each play.*
 - b) Teams are allowed to have defensive coaches on the field in foul territory to position players when the ball is dead. During play they are not allowed to speak. Any violation will result in the spotter being removed from the field without a replacement.*
 - c) Play will be declared dead when the ball passes through the plane of the pitcher's circle, unless in the umpires judgment a play is being made.*
 - d) The pitcher throwing a ball to an unoccupied pitcher's circle will not constitute the end of play. However, another position player throwing the ball to or through the circle will be a dead ball whether the pitcher occupies the circle or not.*
 - e) An overthrown ball that travels outside either foul line shall be considered a dead ball. All runners on base shall be awarded the next base not yet reached and may not advance beyond that base. The batter-runner however remains at risk and a play made be made on her until she reaches 1st base safely. A ball that is thrown outside the foul line not in the process of making a play and deemed to be intentional or a ball kicked outside of the foul line by a defensive player will not be considered dead. A ball dropped by a defensive player who in the umpire's judgment clearly possessed the ball in hand or glove prior to dropping the ball that subsequently rolls beyond the foul line shall not constitute a dead ball. Purpose is to avoid intentional dropped, kicked or thrown balls in attempt to stop plays.*
 - f) With the exception of the catcher, no defensive player may be closer than thirty (30) feet from the batter until the ball has been hit. This is for player safety.*

B. 8U Division

1. No player may sit out more than one (1) inning per game on defense. If it is discovered that a player has sat out more than 1 inning, that player shall be inserted in the defensive line up and shall play the remainder of that game and the entire next official game. This penalty will be noted and made to the attention of a Director on Duty.
2. If a player has to leave the game due to illness or injury it will not be counted as an out when she comes up to bat, UNLESS you only have nine (9) players. If the batter that leaves the game due to illness or injury is your ninth player, the next time she comes up in the order she will be counted out. If the player is able to return to the game, she may be reinserted into her original spot.
3. No player may play the position of pitcher, 1st base, or 3rd base more than a combined total of three (3) innings per game or more than 2 innings at any one of these positions. (Example – A player may play pitcher for 2 innings and 1st base for 1 inning, thereafter, she may either sit out or play another position except pitcher, 1st or 3rd base). Violation of this rule shall result in the Head Coach's suspension for the rest of the current game and the next official game. All players MUST play the infield one inning per game by the end of the 3rd inning. NEITHER THE CATCHER POSITION NOR THE ROVER POSITION IS CONSIDERED AN INFIELD POSITION. To ensure the compliance with these rules, the manager will submit an inning-by-inning game sheet to the opposing coach at the plate meeting. Exception to the rule requires a letter from the parent of the player violating this requirement.
4. Offensive Play:
 - a) *A batter will be thrown a maximum of seven (7) pitches. If after seven total pitches the batter has not put the ball in play, then the batter will be declared out.*
 - b) *No stealing. The catcher may attempt to throw behind a runner. If a pick-off is attempted, runners may advance at their own risk but may only advance one base.*
 - c) *Hash marks will be marked on the fields halfway between first and second, second and third, and third and home. The sole purpose of these lines is to position runners when play is stopped. If a runner has crossed the line when the play is called dead, the runner is entitled to the next base. If she has not crossed the restraining line, the runner must return to the last base touched.*
 - d) *The Coach Pitcher may only coach from the pitching circle after the ball is declared dead.*
 - e) *The Coach Pitcher must fully execute their pitching motion within confines of the pitching circle (both feet inside the circle).*
 - f) *Pitching coach must avoid interfering with defensive play by moving away from the direction of a batted ball. After the coach pitcher pitches the ball and the ball is hit that coach must get out of the way of the hit ball. If the hit ball accidentally strikes the coach pitcher in the circle the ball shall be declared dead and the play will be considered a "no pitch". The base runners are to return to the base they occupied prior to the pitch and the at-bat will continue. If in the judgment of the umpire the coach pitcher interferes with any play the batter shall be declared out and the runners on base will return to the base she occupied when the ball was hit.*
5. Defensive Play:
 - a) *The outfielders are to be positioned in the outfield (on the grass) at the beginning of each play. The tenth defender (rover) must play behind the baseline.*
 - b) *There will be no unassisted put outs at 1st base by the pitcher. (i.e. – the pitcher must throw the ball to 1st base) unless, in the umpire's opinion, a batted live ball takes the pitcher towards the first base line and outside the limits of the pitcher's circle to field the ball. At that point the pitcher can field the ball and use her momentum towards the first base line to either tag the batter-runner or proceed to the first base bag to complete the out.*
 - c) *A play will be called dead when either*
 - (1) The ball is returned to the pitcher, she establishes position in the pitcher's circle, and holds the ball above her head (this is considered control of the ball), OR

- (2) When any infielder has possession and control of the ball in front of the lead runner, it is clear that the lead runner is not attempting to advance (i.e. – lead runner is either at or heading back to the last established base), and time is awarded by the umpire, OR
- (3) An overthrow to first base with no runners on base shall be called dead and the runner advanced one additional base (batter-runner goes to second base).
- d) *The catcher must be in a squatting or kneeling stance at the start of the pitching motion in order to be eligible to catch a pop up or foul tip for an out.*
- e) *With the exception of the catcher, no defensive player may be closer than thirty (30) feet from the batter until the ball has been hit. This is for player safety.*

C. 10U Division

1. No player may sit out more than one (1) inning per game on defense until all players have sat out 1 inning. No player may sit out two consecutive innings. The only exceptions to this rule apply to the starting catcher, who plays that position for the entire game. If it is discovered that a player sat out two innings without all players sitting out one inning (except the starting catcher), that player will be inserted into the defensive lineup and shall play the remainder of that game and the entire next official game. [NOTE: If the starting catcher is removed during the game all players will be subjected to sit out one inning before a player sits a second inning.] The head coach will at that time be ejected from the remainder of that game and the entire next game.
2. If a player has to leave the game due to illness or injury it will not be counted as an out when she comes up to bat, UNLESS you only have nine (9) players. If the batter that leaves the game due to illness or injury is your ninth player, the next time she comes up in the order she will be counted out. If the player is able to return to the game, she may be reinserted into her original spot.
3. We are here for every girl to learn the game of softball and have fun. We strongly recommend that you give every girl the opportunity to learn how to play infield as well as outfield. Every player will play 1 inning play in the infield by the end of the 3rd inning. Catcher position is an infield position. To ensure the compliance with these rules, the manager will submit an inning-by-inning game sheet to the opposing coach at the plate meeting. Exception to the rule requires a letter from the parent of the player violating this requirement.
4. Stealing home is allowed. Please refer to the USA rules regarding stealing home, continuation and dropped third strike.
5. We will not tolerate coaches who encourage their players not to swing, bunt or slap hit off the pitcher. If an offensive coach encourages their players to not swing, except in a possible walk situation (batter with 3 balls), the coach will be ejected. Coaches are responsible for parents who do the same.
6. A pitcher may pitch no more than two (2) consecutive innings and no more than three (3) total innings during a 6 inning game. In post season games, any pitcher may pitch after the 6th inning, with no limit.
7. A team may only play nine (9) players on defense.

D. 12U Division

1. No player may sit out more than one (1) inning per game on defense until all players have sat out 1 inning. No player may sit out two consecutive innings. The only exception to this rule pertains to the starting pitcher and catcher who play those positions for the entire game. If it is discovered that a player sat out two innings without all players sitting out one inning, that player will be inserted into the defensive lineup and shall play the remainder of that game and the entire next official game. [NOTE: If the starting pitcher and catcher are removed during the game all players will be subjected to sit out one inning before a player sits out a second inning.] The head coach will at that time be ejected from the remainder of that game and the entire next game. Coaches are encouraged not to sit the same girl for two innings every game. Please rotate your players!
2. If a player has to leave the game due to illness or injury it will not be counted as an out when she comes up to bat, UNLESS you only have nine (9) players. If the batter that leaves the game due to illness or injury is your ninth player, the next time she comes up in the order she will be counted out. If the player is able to return to the game she may be reinserted into her original spot.
3. We are here for every girl to learn the game of softball and have fun. We strongly recommend that you give every girl the opportunity to learn how to play infield as well as outfield.
4. Stealing home is allowed. Please refer to the USA rules regarding stealing home, continuation and dropped third strike.
5. We will not tolerate coaches who encourage their players not to swing, bunt or slap hit off the pitcher. If an offensive coach encourages their players to not swing, except in a possible walk situation (batter with 3 balls), the coach will be ejected. Coaches are responsible for parents who do the same.
6. A team may only play nine (9) players on defense.

E. 14U DIVISION AND HIGHER

1. No player may sit out more than one (1) inning per game on defense until all players have sat out 1 inning. No player may sit out two consecutive innings. The only exception to this rule pertains to the starting pitcher and catcher who play those positions for the entire game. If it is discovered that a player sat out two innings without all players sitting out one inning, that player will be inserted into the defensive lineup and shall play the remainder of that game and the entire next official game. [NOTE: If the starting pitcher and catcher are removed during the game all players will be subjected to sit out one inning before a player sits out a second inning.] The head coach will at that time be ejected from the remainder of that game and the entire next game. Coaches are encouraged not to sit the same girl for two innings every game. Please rotate your players!
2. If a player has to leave the game due to illness or injury it will not be counted as an out when she comes up to bat, UNLESS you only have nine (9) players. If the batter that leaves the game due to illness or injury is your ninth player, the next time she comes up in the order she will be counted out. If the player is able to return to the game she may be reinserted into her original spot.
3. A team may only play nine (9) players on defense.

III. ALL-STAR RULES

A. GENERAL ALL-STAR RULES

1. The All-Star program is separate from our League season and is meant to reward the best players in our League with the opportunity to strengthen and further their skills through a more competitive format.
2. All-Stars shall be governed by Article XII of the SLGSA By-Laws.
3. All-Star tryouts will be held between April 1st – April 15th. Players who did not attend Spring League evaluations are not eligible to tryout for All-Stars unless they received a special exemption approved by the Board to miss evaluations. No player will be considered for All-Stars if they do not attend All-Star tryouts.
4. Players are only eligible to attend All-Star tryouts for the age division in which they played the Spring season in. If a player has decided to “play up” in the Spring season, they cannot move back down to their eligible age division for All-Stars.
5. When in conflict League Regular Season commitments and responsibilities shall take priority over All-Star issues.
6. Practices – All-Star teams will be scheduled a Friday night practice slot until the League season is completed. Once the League season is finished practice slots will be scheduled through the All-Star Commissioner in coordination with the Scheduling Chairperson.
7. Begin of Play – All-Star teams are allowed to play in tournaments starting May 1st, provided that tournament play does not interfere with any players’ ability to attend their League team’s games which take priority. The All-Star team’s schedule is to conclude by July 31st, unless playing in a National tournament.
8. Since our All-Star Teams are outward representatives of SLGSA, any conduct by players, coaches, parents, family and/or friends which is deemed detrimental to the League and/or its image will be addressed and may result in player and/or coach dismissal.
9. Since our All-Star teams play in a much more competitive format, equal playing time is not guaranteed and should not be expected. All-Star Team Managers are strongly encouraged to play any player who may not get to see much playing time in bracket games in non-seeding pool games as much as possible.
10. Any concerns, questions or discussions that parents would like to have with an All-Star Team Manager should not be expressed on game days. Please discuss any issues with Team Managers outside of game days or at least 24 hours after the incident which caused the concern or question has occurred.
11. The All-Star program will require a separate financial responsibility from League play.
 - a) *Each player will require a registration fee. This fee covers a uniform package, insurance, and administration of the program.*
 - b) *Each player may be required to participate in fundraisers, sponsorship acquisition, and other payments in order to cover team expenses such as:*
 - (1) Tournament entry fees.
 - (2) Umpire fees.
 - (3) Additional team equipment/supplies. (i.e. softballs, nets, water, etc.)
 - (4) Additional player equipment. (i.e. bat bags, visors, practice shirts, etc.)
 - c) *All-Star team funds are governed by our 501(c)(3) designation and those restrictions will be communicated to each All-Star Team Manager.*

B. ALL-STAR TEAM SELECTION AND FORMATION

1. Each player that wishes to be considered as an All-Star candidate must attend All-Star tryouts. The age group Commissioner can only grant excused absences with the approval from the V.P. Sports Commissioner. Excused absences must be a (1) doctor’s written excuse, or (2) a note from the parent due to a death in the family and submitted to the age group Commissioner 24 hours prior to the tryout date.

2. Judging
 - a) *All age division head coaches are asked to participate as an evaluator. A list of the judges that will be present is to be compiled by the age group Commissioner and submitted to the V.P. Sports Commissioner prior to the tryout date for approval.*
 - b) *Judges will rank the girls based on their opinion of the player's skill level on a scale of 1 to 10 with 10 being the highest and 1 being the lowest.*
 - c) *In conjunction with tryouts, all age division head coaches are required to submit prior to All-Star tryouts a ranked roster of their team. Players are to be ranked from 1 to 10, 11 or 12 (depending on the number of players on their team) to establish a per team player baseline comparison.*
3. Player Selection
 - a) *Each age group Commissioner will compile and average each player's score and sort the evaluation sheet from highest average score to lowest.*
 - b) *Each age group Commissioner in conjunction with the V.P. Sports Commissioner shall identify:*
 - (1) 6U & 8U
 - (a) The top ten (10) players
 - (2) 10U and up
 - (a) The top two (2) scoring Pitchers.
 - (b) The top two (2) scoring Catchers.
 - (c) The remaining top six (6) players.
 - (3) The players above receive automatic invitations to be on the All-Star team.
 - c) *A team roster will consist of 12 players.*
 - d) *The approved All-Star Team Manager will choose 2 more players from either the remaining ranked order from tryouts (must take the next available highest scores in order) or from the V.P. Sports Commissioner's list of approved excused absences.*
 - e) *The All-Star Team Manager will now have compiled an invitation roster which is to be approved by the age group Commissioner and the V.P. Sports Commissioner.*
 - f) *If an invitation to be on the All-Star team is refused, that player cannot be selected for any subsequent team and the All-Star Team Manager may invite the next available highest scoring player once the age group Commissioner and V.P. Sports Commissioner have been notified.*
 - g) *The goal of this process is to field the best All-Star team we can compile from the League Spring Season. Any subsequent All-Star teams shall be formed from the remaining players once the All-Star team has secured all twelve (12) of its roster spots. Subsequent All-Star teams would be selected via the same process in order to field additional teams as talent and coaching allows.*
4. Team Manager Selection
 - a) *Any League Head Coach must submit to their age group Commissioner their desire to be All-Star manager along with written qualifications prior to All-Star tryouts.*
 - b) *An All-Star Team Manager nominee will be put forward for Board approval by the age group Commissioner in conjunction with V.P. Sports Commissioner approval.*
 - c) *All-Star Team Managers are to comply to the SLGSA Code of Conduct and be ACE Certified.*