



Local Playing Rules and Regulations

**APPROVED BY
FRENCH VALLEY BASEBALL SOFTBALL ASSOCIATION BOARD OF DIRECTORS
1/2026**

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

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



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Article I. Division League Organization

Section 1 – Organization

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

Section 2 – Division Team Composition

- A. FVGS shall consist of a 6 and under division, an 8 and under division, a 10 and under division, a 12 and under division, a 14 and under division and a 16 and under division. Depending upon registration numbers, an Upper Division may be created which combines both the 14U and 16U divisions, and may include up to 18U Division.
- B. Division Composition is determined by the player's age as of January 1 of the playing season.
 - 1. 6 and under Division – shall be comprised of girls 4 to 6 years of age
 - 2. 8 and under Division – shall be comprised of girls no older than 8 years of age
 - 3. 10 and under Division – shall be comprised of girls no older than 10 years of age
 - 4. 12 and under Division – shall be comprised of girls no older than 12 years of age
 - 5. 14 and under Division – shall be comprised of girls no older than 14 years of age
 - 6. Upper Division – shall be comprised of girls no older than 18 years of age

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

- A. Any player who wishes to move up to an older division before the appropriate age, must be at least the even year designation of the appropriate age by January 1st. Example: 6, 8, 10, 12, as of January 1st can play up one age division. Any exceptions would require the Executive Board's approval. Any players requesting to play up in an older division must attend a special Executive Board assessment conducted during their correct divisional tryout/assessment (e.g., an 8 year old player wishing to play in the 10U division must attend the 8U divisional tryout/assessment. If she is deemed eligible to play up in the 10U division by the Executive Board, she will also need to attend the 10U divisional tryout/assessment for draft purposes). If the player is unable to attend the Executive Board assessment, they will automatically be placed in their correct division. (Note: if a player has successfully assessed and played up with the older age group during a previous season(s), they will not need to assess again.) Any late sign up players (registering after assessments) may be granted a private assessment subject to Executive Board availability. However, late sign up special assessments are not guaranteed.
- B. To determine if a player is eligible to play in an older division they have to meet the following criteria:
 - 1. Those who are assessing up must score 80% of the total assessment score. **Example:** A 10U girl assessing up to 12U must score 8 of a possible 10 points. If they achieve a score of 80%, they will be allowed to assess up.
 - 2. If they do not achieve a score of 80%, they will stay in their age appropriate divisions.
 - 3. This safety rule is in effect and may overrule the scoring process if in the unlikely event a player achieves a score > of 80%.



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Section 4 - Playing in a Younger Division

- A. As a general practice playing in a younger division will not be allowed. However, under special circumstances the Executive Board may approve playing down to a younger division. This would typically only be allowed for safety reasons or to accommodate a player that does not have a division to play in. Any player, who wishes to move down to a younger division, can only be one year older than the division they want to play in (i.e., the youngest age of the division they are playing down from) by January 1st. Example: girls ages 7, 9, 11, 13, etc. as of January 1st can play down one (1) age division if their special circumstance is approved by the Executive Board. If a player decides to play down to a younger division and the request is approved, they will not be eligible for All Star play in the younger division or the division they are playing down from. Any players requesting to play in a younger division must attend the tryout/assessment for the division they would like to play in (e.g., a 9 year old desiring to play in the 8U division must attend the 8U assessments). The child will be evaluated during the tryout/assessment. If the player is unable to attend the tryout/assessment, they will automatically be placed in their correct division. If after the tryout /assessment, it is determined that that player is eligible to play in the younger division, the Executive Board will direct the Player Agent to move the player to the younger division. Advanced players will not be allowed to play down to a younger division. Any late sign up players (registering after assessments) may be granted a private assessment subject to Executive Board availability. However, late sign up special assessments are not guaranteed.

Article II. General League Playing Rules

Section 1 – General

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

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

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

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



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Section 2 – Equipment

- A. A full set of equipment will be distributed to each team coach after the formation of teams. All equipment remains the property of FVBSA and is to be returned to the League Equipment Manager upon close of season. Equipment will vary per division.
- B. Each team may elect to play with additional or coordinated equipment. This is optional for each team. The teams shall be responsible to provide any optional or additional equipment. If additional equipment is purchased with team raised funds, the equipment must be either given back to the league at the end of the season or raffled off to a team member. Under no circumstance shall a coach keep equipment purchased with team raised funds. Additionally, no mandatory requests shall be made to the players or family to purchase additional equipment. No financial burden shall be imposed on any player or their family. This applies to the spring, fall and All Star seasons.
- C. Full coverage batting helmets, with face mask (chin straps optional), must be worn by the batter, base runner(s) and on-deck batter. Parents must provide helmets for their players. All batting helmets and face masks MUST be USA Softball of Southern California (NOCSAE) approved.
- D. Game balls provided by the league shall comply with current USA Softball of Southern California certification requirements. They will be stored in the snack bar and retrieved by the umpire prior to the game.
- E. The 6U home team shall be responsible for supplying the batting tee to be used in the game.
- F. We highly recommend face masks to be worn for all defensive players.

Section 3 – Uniforms

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

Section 4 – Players and Substitutes

- A. Players should be on the playing field no later than 30 minutes before game-time to enable the coach to prepare the line-up and conduct a pre-game warm-up.
- B. Lineup cards must be submitted to the Umpire at the pre-game meeting. Line-up cards shall include only players present at game time (player's numbers) and designated starting pitcher.
- C. Copies must be given to the opposing coach, official scorekeeper and the Umpire. This will be the official batting order for the game.
- D. Every player shall be listed in the scorebook and shall become a batter in order in which their name appears in the scorebook.
- E. Player substitution is MANDATORY. No player shall sit a second inning until all players have sat one inning over a period of three games in 8U, 10U and 12U divisions. **EXCEPTION:** *4U and 6U Divisions, every player shall play every inning defensively).*
- F. Once the batting order is established, it shall remain the same throughout the game.
- G. If a player is removed from the game, an out will be recorded each time the removed player's turn comes up in the batting order. **EXCEPTION:** *If the player is removed due to an injury, illness, or emergency, an out will be recorded for that batter for the first time only that the batter's name is reached, unless it causes the line-up to drop below nine players (shorthand rule).*



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- H. If a player is injured during the game, but reaches a base safely, the last recorded out will be allowed to pinch run for the injured player and an out will be recorded for the injured player's next at bat. The injured player may not return to the game (The coach has the option of taking the one-time out at the time of the injury).
- I. Any player who is not present at the playing field at least 15 minutes prior to game time may be ruled absent at the team coach's option.
- J. Any player who is not present at the official start of the game may be placed at the end of the batting order. If the order has batted through completely and the first batter has hit twice, it will be the coach's discretion whether to add that player or not. **EXCEPTION:** 4U and 6U teams may be added regardless of arrival time
- K. Team coaches shall report all pitching changes to the umpire.
- L. Courtesy runners will be allowed for the catcher with two outs and injured players only. The courtesy runner must be the last previous out.
- M. A team coach may bench a player for a game for reason of their attitude, manner of dress, tardiness, and/or other conduct not becoming a member of the league during practices and games. This must be reported to the League Player Agent and VP of Softball within 24 hours.
- N. Minimum play requirements shall be observed as appropriate in each division.
 - 1. 6U: Every player shall play the entire game offensively and defensively.
 - 2. 8 and under, 10 and under, 12 and under, 14 and under and Upper Division: Every player plays the entire game offensively and may not spend two consecutive innings on the bench defensively. Player rotation is highly important in our league. See the individual divisional play rules for specific rules by division. **PENALTY:** Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game. Additionally, the game will be ruled a forfeit.
 - 3. Minimum play rules will change for the End of Season tournament. Refer to the End of Season tournament section in the sections below.
- O. **A team must finish with a minimum of eight (8) players except in the event of an injury during the game,** and the team may finish the game with seven. If a team uses less than nine players, that team must take an out each time the batting order passes the missing ninth player's at bat. If a team falls below the required number of players, the game shall be declared a forfeit.
- P. If a Coach knows in advance that he is unable to field a team that Coach must immediately contact the Division Coordinator, and the Vice President of softball.
- Q. Pool Players
 - 1. A team may use a pool player only when they have **less than nine (9) players at game time.**
 - 2. A pool player is one who has volunteered to play on a team other than her own and they may only play for a team no more than one division higher. A pool player can play in their own division for **Fall**. The Player Agent shall establish a pool player list per division.
 - 3. A coach that is in need of a pool player will need to contact the following board members in order:
 - a. Divisional Coordinator
 - b. Player Agent
 - c. Vice President
 - 4. A pool player is only a temporary player for a team. Pool players will be assigned upon request by the Divisional Coordinator
 - 5. A pool player must bat last and may only play in the outfield, they may not pitch or play in the infield.



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6. If a regular player for the team arrives after the start of the game, the manager must immediately decide whether or not to insert the player into the game. If the player is allowed to play they must be added to the bottom of the line up prior to batting through the order. The manager must immediately notify the official scorekeeper.
7. The manager may decide at the start of the game not to use a player arriving late and tell the scorekeeper at that time the player will be ineligible.
8. Managers may not recruit their own pool players. Pool player requests will be fulfilled in the order they were received there the online form. Pool payers are not guaranteed.
9. If the manager violates any of these rules, the game can be ruled a forfeit. This ruling can only be made as a result of a protest and decided upon by the Umpire in Chief. The game will not be stopped for an alleged violation. The Official scorekeeper should mark in the official scorebook at the time and place of the alleged violation.

Section 5 – The Game

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

Section 6 – Pitching Regulations

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



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Section 7 – Standings

- A. SPRING-standings will be kept in all Divisions except 4 and 6U. The Manager of both teams is responsible for reporting the score and pitcher's outs within 48 hours after each game by emailing the League Head Scorekeeper. (Exception: 24 hours for playoffs.) A failure to report game scores and outs within the required time period will result in a forfeit of the non reporting team, unless it's a loss then a suspension of the manager will be adequate. The Head Scorekeeper will notify the UIC of any violations of this rule. The UIC (with assistance of the FVGSA VP) will notify the head coach of his/her penalty.
- B. FALL-Standings will not be kept for fall. Teams will be seeded by a random draw.

Section 8 – Conduct at the Playing Field

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

Section 9 – Protests

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

Section 10 – Tiebreakers

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



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Article III. Special Rules for 6U Division Only

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



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Article IV. Special Rules for 8 and Under Division Only

Section 1 – Applications of League Rules and Regulations

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

Section 2 – The Game

- The distance between bases is 60 feet.
- Pitching is 30 feet from home plate.
- Games will be six innings. No new innings may start after one hour and twenty minutes. Drop dead 1 hour and thirty minutes. (If the home team is ahead and batting when time expires, the score will stand. If the home team is behind and up at bat the score will revert to the last inning.)
- Run Ahead Rule applies, if a team is ahead 15 runs after 3 innings, 12 runs after 4 innings or 8 runs after 5 innings, the Umpire shall call the game over.
- **Run Max Rule**
 1. No more than four (4) runs are allowed in one half inning unless that team is behind by more than 4 runs; then they may catch up and go one (1) run ahead. If runners are on base and more than four runs scored before the play is completed, play will not be allowed to continue, once the max allowed runs have been scored.
 2. Run max rules will not apply beginning in the 4th inning and beyond. Open inning will begin in the 4th inning and beyond
- **Defensive Positioning**
 1. There will be ten (10) defensive players allowed. A maximum of six (6) players may be positioned in the infield. Remaining players shall be positioned in the outfield on the edge of the grass. Outfielders must be on the outfield grass when the ball is pitched. Field positions are as follows:

<u>Infield</u>	<u>Outfield</u>
Pitcher	Left Fielder
Catcher	Center Fielder
First Baseman	Right Fielder
Second Baseman	Left Center Fielder
Third Baseman	(between left and center field)
Shortstop	

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



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Section 3 – Pitching and Batting

- A. Pitchers may not pitch more than 2 innings per game. If a pitcher is noticed by the Umpire, he or she will advise the Coach after the inning is over with no penalty to the team or the pitcher.
- B. A pitcher is limited to hitting three (3) batters per inning. Upon reaching her limit, a pitching change needs to be made. The pitcher will be allowed to return if their max amount of innings has not been reached.
- C. The number of warm-up pitches between innings will be limited to five. New pitchers entering the game will be allowed five pitches.
- D. Illegal pitches will be called during the game. If an illegal pitch is made during the **1st half of the season**, the Umpire will give a warning to the player and advise the coach, with no penalty to the pitcher or team. During the **2nd half of the season**, illegal pitches will be called by the Umpire, with all the appropriate effects. (Awarding a ball to the batter (if ball four awards first base) and advancing all runners one base). A runner on third base may score on an illegal pitch.
- E. The manager/coach may call one time out to talk to the pitcher. If during the same inning the manager/coach calls a second time out to talk with the pitcher the pitcher must be removed from pitching.
- F. Any player warming up a pitcher must wear a mask. Coaches are encouraged to warm-up their pitcher in between innings if the catcher is not immediately available.
- G. *During the season there shall be no walks issued to any batter.*
 - 1. When the batter reaches a count of four (4) balls, the coach of the team at bat shall pitch to the batter with at least one (1) foot on the pitching mound.
 - 2. The batter shall maintain the strike count in effect, before the coach enters the game to pitch.
 - 3. The umpire shall call a strike if the ball is in the strike zone. For example: If the player has 2 strikes, and the coach pitches a strike down the middle and the umpire calls strike three, the batter is out.
 - 4. The batter may strike out, either looking or swinging. There is no advancement to 1st base on a dropped 3rd strike.
 - 5. There shall be NO MORE than three (3) coach pitches, excluding foul tips and batter being hit by coach pitch, to any batter.
 - 6. Should the coach be hit by a batted ball during coach pitch, a dead ball shall be called and the play will be repeated.
 - 7. There shall be NO BUNTING allowed during coach pitch.
 - 8. During coach pitch, the coach must remain in the circle until the batted ball leaves the infield, then he/she must make an attempt to leave the playing field. The coach must make every attempt to NOT interfere with the ball in play, at any time. Attempts will be determined at the discretion of the umpire.
 - 9. If the Coach, while pitching, is hit by a batted ball, the Umpire shall rule the ball dead and the batter resumes batting with no penalty. (**Exception:** *If, in the Umpire's judgment, the Coach made an insufficient attempt to avoid contact with the ball, the Umpire will rule the ball dead and the batter out*)
 - 10. When a coach pitches the ball, a defensive player shall be positioned in the pitcher's position with one foot in the circle.
 - 11. After the first six (6) games of the regular season, coach pitch may be eliminated or modified which will be decided by the VP and Eboard Approved.



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12. **EOS (End of Season Tournament)**- There will be no "Coach Pitch: with one exception: **A pitcher may not walk in a run.** If a batter is walked or is hit by pitch with the bases loaded the coach will come in to pitch assuming the strike count unless the batter was hit by the pitch. The coach will get a maximum of three (3) pitches to the batter. A hit ball will only be ruled a double at most for the batter.
- H. A batter which is hit by the pitch when bases are not loaded will be awarded first base and all forced runners will advance one base. A run may not be scored when the bases are loaded and a batter is hit by a pitch. The Coach will come out and pitch no more than 3 pitches (excluding foul tips.)
- I. If coach pitch has been eliminated, walks are allowed until bases are loaded (see G above.)
- J. When the pitcher has possession of the ball within the eight foot circle, the ball is dead and all play will cease. If the pitcher fails to catch the ball while she is within the circle, she is considered to have possession if she has made an attempt to catch it.
- K. A pitcher who has the ball outside the pitching circle is not considered to have possession to force stoppage of play.
- L. There will be no bunting in the first half of the season, but will be allowed in the second half of season.

Section 4 – Base running

- A. When a ball is hit in play, base runners may advance until the ball is returned to the pitcher. (Exception rule Sect. 31 batters with bases loaded and coach pitching may only advance as far as a double).
- B. Base runners may lead after the ball is released from the pitcher's hand.
- C. Base stealing will be allowed. However, if the base runner leaves the base early, the runner will be called out.
- D. There will be one stolen base allowed per pitch.
- E. Base stealing will not be allowed during coach pitch.
- F. If the defensive team happens to overthrow the base that the base runner is attempting to steal, that runner may not advance to the next base.
- G. When the pitcher is considered to have possession of the ball all baserunners may only advance to the base they are running to, if they are standing on a base or attempting to return to a base they may not advance.
- H. There will be no stealing of home plate. To score from third base the runner must advance by a batted ball.
- I. Thrown balls that are over thrown into out-of-play territory are dead and Umpire shall award bases as appropriate.
- J. Players must slide feet first. **EXCEPTION:** Unless diving back to a bag on a thrown down ball.
- K. Courtesy runners will be allowed for the catcher with two outs and injured players only. The courtesy runner must be the last previous out.

Section 5 - Minimum Play Requirements

- A. Players' rotation is highly important in our league. Each player must play at least one inning in the infield within the first three innings of the game. It is acknowledged that some children are unprepared to protect themselves at various defensive positions (i.e. pitcher, first base and our utmost concern must be the safety and doing our best to make sure no child gets hurt. The manager should use their best judgment in placing players in defensive positions, but at no time can the manager limit a player to the outfield only. **PENALTY:** Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game.



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- B. Every player plays the entire game offensively. Player substitution is MANDATORY. No player shall sit a second inning until all players have sat one inning over a period of three games in 8U. **PENALTY:** Upon notification to the umpire by the opposing manager, the manager in violation will be ejected for the remainder of this game, PLUS the following game.
- C. Any player, positioned in the infield, which is moved to the outfield or the bench in the middle of an inning, will not be considered as having played in the infield. Conversely, a player positioned in the outfield, which is moved to the infield in the middle of an inning, will not be considered as having played in the infield.
- D. Any bench player that enters the game in the middle of an inning, will not be considered as having sat one inning and must sit out another inning before any other player sits a second inning.
- E. Both teams are responsible for annotating the bench-players in their scorebooks to ensure that this rule is followed.
- F. A manager, in violation of the minimum play time, may be subject to immediate disciplinary action from the league and be subject to the following penalty:
 - 1. The manager is suspended from the next scheduled game and/or games.
 - 2. The player, impacted by the violation of the ruling, shall play in its entirety, the next two scheduled games.
 - 3. The Board of Directors may further sanction repeat offenders.
- G. The manager has the authority prior to a game to decrease a player's playing time if he or she feels that is warranted for disciplinary reasons. The manager must contact the league Player Agent prior to limiting a player's time and explain the circumstances. In instances, which may occur during a game, the opposing manager shall be informed immediately and the Player Agent shall be notified in writing within 24 hours to explain the circumstances.
- H. A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.
- I. Minimum play rules will change for the End of Season tournament. Refer to the End of Season tournament section in the sections below.
- J. The infield fly rule is NOT in effect.
- K. Dropped third strike does not apply.
- L. **No stealing home.**

Section 6 – General Rules

- A. A maximum of two offensive coaches (one in each coach's box) and three defensive (only on the grass) coaches are allowed on the field during play. Midway through the season the VP of Softball will notify all managers and coaches that no coaches will be allowed on the field defensively.
- B. A 10" ball will be supplied by the League.
- C. No metal cleats will be allowed in the division.
- D. It is required that all batters wear a helmet with a facemask when batting.
- E. No more than four badged volunteers allowed in each dugout. **ONE ADULT FEMALE MUST BE PRESENT AT ALL TEAM EVENTS (i.e. practice, games, team party, etc)**



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Article V. Special Rules for 10 and Under Division Only

Section 1 – Application of League Rules and Regulations

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

Section 2 – The Game

- A. The distance between bases is 60 feet.
- B. Pitching distance is 35 feet from home plate.
- C. Games will be no more than 7 innings. No new innings may start after one hour and 30 minutes. Drop dead at one hour and 45 minutes.
- D. Run Ahead Rule applies, if a team is ahead 15 runs after 3 innings, 12 runs after 4 innings or 8 runs after 5 innings, the Umpire shall call the game over.
- E. **Run Max Rule –**
 - 1. No more than four (4) runs are allowed in one half inning unless that team is behind by more than 4 runs; then they may catch up and go one (1) run ahead. If runners are on base and more than four runs score before the play is completed, play will not be allowed to continue, once the max allowed runs have been scored.
 - 2. Open inning will begin in the 4th inning and beyond.

Section 3 – Pitching and Batting

- A. Pitchers are allowed to pitch a maximum of eighteen outs in two consecutive games. If time has expired, both teams will record the pitchers' outs for their current inning pitching. (**ONLY SCORES WILL REVERT TO THE LAST INNING, NOT PITCHING OUTS**)
- B. A pitcher is limited to hitting three (3) batters per inning. Upon reaching her limit, a pitching change needs to be made. The pitcher will be allowed to return if their max amount of outs has not been reached.
- C. If a pitcher has 1 or 2 outs of eligibility remaining and a double or triple play causes her to exceed her out limit, there shall be no penalty. Once a pitcher has reached the maximum number of outs for the division of play they must be removed from the pitching position and will not be allowed to pitch further. Any pitch after reaching the limit is a violation of the pitching outs. Example: If a pitcher reaches the maximum outs and continues to stay in position, then pitches one more strike or ball – this is a violation. . . . pitcher should have stopped when they reached the maximum outs.
 - **PENALTY for allowing a pitcher to go over max number of outs:**
 - First offense** - a forfeit of the game once the protest is overturned.
 - Second offense** - will be a forfeit of the game and Manager suspension
- D. If a pitcher is inserted into the game during an at bat after a ball/strike count has been established, the pitcher that completes the out will be credited as such. However, if a Coach attempts to manipulate the intention of the pitching limit rules by constantly replacing a pitcher in order to not have the outs recorded against a particular pitcher, then the umpire will issue a warning to the Coach. A further attempt will result in the coach being ejected from the game and



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the pitcher will not be eligible to re-enter the game as a pitcher. The pitcher will also not be eligible to pitch during the next game.

- Example: A pitcher pitches 2 strikes and then is replaced by another pitcher to obtain the out. Then the original pitcher is brought back into the game to pitch to the next batter and obtains two strikes and then is replaced by another pitcher to obtain the out. This practice or any similar strategies would be considered illegal and an attempt to manipulate the Maximum/Minimum pitching rules.

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

Section 4 – Base Running

- A. Base runners leaving early will be called out by the Umpire.
- B. Stealing home is allowed.



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

Section 5 – Minimum Play Requirements

- A. A continuous batting order will be used. All girls will play offensively, regardless of whether they are playing defensively.
- B. Player rotation is highly important in our league. Each player must play at least one inning in the infield within the first four innings of the game. It is acknowledged that some children are unprepared to protect themselves at various defensive positions (i.e. pitcher, first base) and our utmost concern must be the safety and doing our best to make sure no child gets hurt. The manager should use their best judgment in placing players in defensive positions, but at no time can the manager limit a player to the outfield only. **PENALTY:** *Protest of this violation needs to be addressed to the umpire and logged in the scorebook. Once the protest is upheld a forfeit of that game in question to the coach that violated the rule.*
- C. Every player plays the entire game offensively. Player substitution is MANDATORY. No player shall sit a second inning until all players have sat one inning over a period of three games in 10U divisions. *Protest of this violation needs to be addressed to the umpire and logged in the scorebook. Once the protest is upheld a forfeit of that game in question to the coach that violated the rule.*
- D. Any player, positioned in the infield, which is moved to the outfield or the bench in the middle of an inning, will not be considered as having played in the infield. Conversely, a player positioned in the outfield, which is moved to the infield in the middle of an inning, will not be considered as having played in the infield. Therefore, such a player must play an “entire” inning in the infield.
- E. Any bench player that enters the game in the middle of an inning, will not be considered as having sat one inning and must sit out another inning before any other player sits a second inning.
- F. Both teams are responsible for annotating the bench-players in their scorebooks to ensure that this rule is followed.
- G. A manager, in violation of the minimum play time, may be subject to immediate disciplinary action from the league and be subject to the following **PENALTY:**
 - 1. A forfeit of the game in protest
 - 2. The player, impacted by the violation of the ruling, shall play in its entirety, the next two scheduled games.
 - 3. The Board of Directors may further sanction repeat offenders.
- H. The manager has the authority prior to a game to decrease a player’s playing time if he or she feels that it is warranted for disciplinary reasons. The manager must contact the league Player Agent prior to limiting a player’s time and explain the circumstances. In instances, which may occur during a game, the opposing manager shall be informed immediately and the Player Agent shall be notified in writing within 24 hours to explain the circumstances.
- I. A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.
- J. Minimum play rules will change for the end of season tournament. Refer to the End of Season tournament section in the sections below.



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Section 6 – General Rules

- A. An 11" approved ball will be supplied by the league.
- B. The infield fly rule is in effect.
- C. No metal cleats will be allowed in the division.
- D. No more than four badged volunteers are allowed in each dugout.
- E. **ONE ADULT FEMALE MUST BE PRESENT AT ALL TEAM EVENTS (i.e. practice, games, team party, etc)**



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Article VI. Special Rules for 12U/14U/UPPERS

Section 1 – Application of League Rules and Regulations

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

Section 2 – The Game

- A. Distance between bases is 60 feet.
- B. Pitching distance is 40 feet from home plate (14U and 16U are at 43 feet.)
- C. Games will be no more than 7 innings. No new innings may start after one hour and 30 minutes, drop dead at one hour and 45 minutes.
- D. Run Ahead Rule applies, if a team is ahead by 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings, the umpire shall call the game to be over by mercy of runs.
- E. **Run Max Rule: 12U Division** - A "Continuation" RULE is in effect. On a play where the run-per-inning limit is reached, that play will continue with additional runs counting, until the umpire has determined it to be over. This may result in up to 3 additional runs being scored.
- F. No more than six (6) runs (plus continuation) in an inning will be scored in the first three (3) innings of play.
- G. Open inning will begin in the 4th inning and beyond.

Section 3 – Pitching and Hitting

- A. 12U Division pitchers are allowed to pitch a maximum of 24 outs in two consecutive games played. **EXCEPTION:** *In the Upper divisions (14-U, 16-U and 18-U), there is no pitching out limitations*
- B. A pitcher is limited to hitting three (3) batters per inning. Upon reaching her limit, a pitching change needs to be made. The pitcher will be allowed to return if their max amount of outs has not been reached.
- C. If a pitcher has 1 or 2 outs of eligibility remaining and a double or triple play causes her to exceed her out limit, there shall be no penalty. Once a pitcher has reached the maximum number of outs for the division of play they must be removed from the pitching position and will not be allowed to pitch further. Any pitch after reaching the limit is a violation of the pitching outs. Example: If a pitcher reaches the maximum outs and continues to stay in position, then pitches one more strike or ball – this is a violation...pitcher should have stopped when they reached the maximum outs.
 - **PENALTY for allowing a pitcher to go over max number of outs:**
 - First offense** - a forfeit of the game once the protest is overturned.
 - Second offense** - will be a forfeit of the game and Manager suspension
- D. It shall be the coach's responsibility to verify the number of outs recorded against their pitcher(s) in the official scorebook. Once verified and in agreement with what's in the official scorebook, both managers/coaches will place their initials in the official scorebook. It shall also be the responsibility of the coach to report the number of outs recorded against the pitcher(s) to the League Head Scorekeeper along with the score.
- E. Each team is required to report the final score and recorded pitcher's outs to the League Head Scorekeeper or designated league agent within 24 hours of the official end time for each game.



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- F. In the event of a forfeit, (**non-played game**) the pitcher's outs for both teams (provided they were on the roster and ready to play) shall revert back to the previous game's numbers.
- G. The forfeiting team (**non-played game**) shall take the loss. Both teams shall report the score to the Head Scorekeeper within 24 hours of the scheduled game time. The score shall be entered by both teams as 7-0. Pitching outs shall be entered as zero for both teams.
- H. If a Coach knows in advance that he is unable to field a team that Coach must immediately contact their Divisional Coordinator and the Vice President of Softball.
- I. If the game is called while the home team is at bat and after the winning run comes in, only the outs actually pitched shall be charged to the pitcher of record.
- J. In the process of a pitching change, any pitcher may be returned to the pitching position one (1) time. If a coach returns the same player in the game to the pitching position more than once, this is an illegal substitution.
- K. Violations shall be valid grounds for protest. Protest may be entered as soon as the violation is discovered, but must be entered within 48 hours of the games' end. **PENALTY** if protest is upheld is forfeiture of the game.
- L. If an illegal pitch is made, the penalty is a ball on the batter and if runners are on base, all runners are moved up a base.
- M. The manager or coach will get three defensive timeouts per game. If a pitching change is made it will not count as a time out. On the fourth time out time the umpire will remove the pitcher from pitching.
- N. The number of warm-up pitches between innings will be limited to five. New pitchers entering the game will be allowed five pitches.
- O. Any player warming up a pitcher must wear a mask. Coaches are encouraged to warm-up their pitcher in between innings if the catcher is not immediately available.
- P. Bunting is allowed.

Section 4 – Base Running

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

Section 5 – Minimum Play Requirements

- A. A continuous batting order will be used. All girls will play offensively, regardless of whether they are playing defensively.
- B. Player rotation is highly important in our league. Each player must play at least one inning in the infield within the first four innings of the game. It is acknowledged that some children are unprepared to protect themselves at various defensive positions (i.e. pitcher, first base) and our utmost concern must be the safety and doing our best to make sure no child gets hurt. The manager should use their best judgment in placing players in defensive positions, but at no time can the manager limit a player to the outfield only. **EXCEPTION:** 14u/16u/Uppers shall not be required to rotate field positions. **PENALTY:** Protest of this violation needs to be addressed to the umpire and logged in the scorebook. Once the protest is upheld a forfeit of that game in question to the coach that violated the rule.



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- C. A team with 11 or more available players will be required to sit no player more than two innings in an official 7- inning game and they cannot be consecutive.
- D. A team with 10 or less available players will be required to sit no player for more than one innings in an official 7-inning game.
- E. Teams are responsible for annotating the bench-players in their scorebooks to ensure that this rule is followed.
- F. A manager, in violation of the minimum play time, may be subject to immediate disciplinary action from the league and be subject to the following **PENALTY**:
 - 1. A forfeit of the game in protest.
 - 2. The player, impacted by the violation of the ruling, shall play in its entirety, the next two scheduled games.
 - 3. The Board of Directors may further sanction repeat offenders.
- G. The manager has the authority prior to a game to decrease a player's playing time if he or she feels that it is warranted for disciplinary reasons. The manager must contact the league Player Agent prior to limiting a player's time and explain the circumstances. In instances, which may occur during a game, the opposing manager shall be informed immediately and the Player Agent shall be notified in writing within 24 hours to explain the circumstances.
- H. A manager must notify the umpire and opposing manager if one of their players sits out two consecutive innings for any reason.
- I. Minimum play rules will change for the end of season tournament. Refer to the end of season tournament section in the sections below.

Section 6 – General Rules

- A. 12" approved USA softball will be supplied by the league.
- B. Metal cleats will be allowed in the 14U and 16U division.
- C. No more than four badged volunteers in each dugout.
- D. **ONE ADULT FEMALE MUST BE PRESENT AT ALL TEAM EVENTS (i.e. practice, games, team party, etc)**



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Article VII. Special Rules for End of Season Tournaments

Section 1 – Seeding

- A. **SPRING SEASON** The teams will be seeded in the Spring as follows:
1. Higher seeded teams will play lower seeded teams. (1 being highest seed)
 2. Higher seeded teams may have a first round bye depending upon the number of teams in the division.
 3. The team with the higher seed will be the home team and take the 3rd Base dugout.
 4. Teams will maintain seeding in the winners bracket the entire bracket until the championship.
 5. **LOSERS BRACKET: All games will be a coin flip.**
 6. Should a team with a lower seed advance to the championship game; the team advancing from the winner's bracket will be the home team.
 7. In the event, there is a championship game 2; a coin flip will determine the home team. The teams do not need to switch dugouts for game 2.
- B. **FALL SEASON** The teams will be seeded in the Fall as follows:
- a. Standings will not be kept for fall.
 - b. Teams will be seeded from a HAT DRAW to determine initial seeding only (first game), home and away will be determined by a coin flip for all remaining games in both winners and losers bracket.
 - c. In the championship game the team advancing from the winner's bracket will be the home team.
 - d. In the event, there is a championship game 2; a coin flip will determine the home team. The teams do not need to switch dugouts for game 2.

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

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



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Article VIII. Special Rules for All Star Teams

Section 1 – All Stars Overview

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

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

Section 2 – All Star Eligibility

A. SO CAL USA SOFTBALL All Star Player Eligibility

1. Player eligibility for the All Star program is based upon participation in the League's Recreational program. Players who have participated in 75% of their recreational team's regular season practices and games.
2. A player who participated on a team other than a team in their recreation league after March 31st of the current season is **NOT ELIGIBLE**. For example, a player shall not participate on any **non-USA Softball team**, All Star Team, or travel type team after **March 31**.

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

B. SO CAL USA SOFTBALL League Eligibility

1. Each 6U through 18U player playing in recreation leagues shall be individually registered with USA SoCal before April 1 of the current season.
2. Each team adult staff member, e.g. manager/coach/team parent and all Board of Directors members, shall be individually registered and have proof that a background check has been conducted throughout the USA softball registration system, before the league's opening day. Additionally, all Board of Directors members and at least two (2) adults on each team shall be Concussion Certified.
3. Each All-Star manager shall be ACE Certified, Concussion Certified, and Safesport Certified and have proof of such.
4. All adult members of the coaching staff shall be Safesport certified and Concussion Certified and show proof of such.
5. A league shall use only the Age Classifications approved by the USA Softball Code and USAS SoCal. The approved Age Classifications are 8U, 10U, 12U, 14U, 16U and 18U.
6. Pick-Up players are not permitted at District Championships. Roster addition prior to the District Championship is permitted only in case of injury or other unexpected situation, and must be approved by the District Commissioner.

Section 3 - Applications and Participation

- A. Players on the All Star team will be playing against teams from other leagues and communities and thus are representatives of the French Valley Girls Softball Association. Participation should be considered a privilege by the



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parents and players, not a right, and those abusing that privilege or engaging in any behavior that in any way reflects poorly upon the League may be removed from the team.

- B. There are no minimum participation requirements or guarantee of playing time in the All Star Program. Coaches are encouraged to make the best use of the players on their roster but there is no guarantee that players will play for a specified amount of time or in a specified position.
- C. Prospective players and parents should carefully read the All Star rules and the Application Form to determine the level of commitment required and what is expected from them to participate in the All Star Program.
- D. **Once again, because of the competitive nature of tournament team play. Managers are under no obligation to guarantee a minimum amount of playing time to any player.**
- E. Player participation is **imperative** during All Stars. Parents should be prepared to practice anywhere from three (3) to five (5) days per week and play every weekend (Friday thru Sunday) through the end of July.

Section 4 - Fees and Associated Costs

- A. There is a fee (determined by the Board) payable to French Valley Girls Softball for participation in the All Star program. The fee will cover the cost for a complete All Star uniform (jersey(s), pants, and socks) and cover the costs for a set amount of tournaments (determined by the All Star Coordinator and approved by the Board of Directors) that FVGSA will participate in. The fee may also, at the committee's discretion, cover the cost of other equipment (e.g., helmets, bags, etc.)
- B. FV Girls Softball will provide each All Star team a paid entry into a designated number of pre-district tournaments (the number will be determined by the All Star Committee), our own hosted tournament (if an FV tournament is held) and the District tournament. If any All Star teams qualify for the USA Softball of Southern California state tournaments, those fees will be covered by the league.
- C. Any additional tournaments the team(s) wishes to participate in will be the team's responsibility and will not be paid for by the League.
- D. Any additional equipment and/or accessories, such as matching helmets and bat bags for the team will be the team's responsibility and will not be paid for by the League. These items are optional and are not required to participate in tournament play, the team as a whole must be in agreement to purchase these items.
- E. There is a minimum sponsorship requirement per team. The minimum sponsorship fee is intended to offset player registration fees and will assist in covering the costs for uniforms and All Star tournaments. The minimum is determined by the All Star Committee. Any Team not meeting the minimum sponsorship amount will be required to reimburse the league for the amount they are short. The minimum sponsorship fee must be turned in to the league Sponsorship Coordinator no later than the second Sunday in June. Sponsorships exceeding the minimum sponsorship requirements may be used by the team for team expenses.
- F. Teams are highly encouraged to plan and participate in fundraisers and are free to solicit to the team members' families, friends and associates for funds to be applied towards that team's expenses not covered by the League.
- G. If a team solicits sponsorship or fundraising revenue on behalf of FV Girls Softball, any funds derived from those sources must be turned over to FVBSA prior to disbursement back to the team. This is to ensure that all revenue donated to the team is appropriately reported by the league.



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Section 5 - Uniforms

- A. Uniform design will be determined by the All Star Coordinator and the All Star Committee. Any deviation from the approved design is not permitted.
- B. Uniform Additions such as sweaters and fan gear can be ordered and purchased at the time All Star fees are collected. We will only make this available one time prior to the All Star season starting.

Section 6 – Player Selection

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

- Head Coach Player Nominations
 - Player Evaluations (40% of score)
 - Head Coach Ranking (60% of score)
 - All Star Committee Review and Approval. Only All Star Committee Board Members can vote on ranking.
- A. Player Intents
 1. All Star candidates will fill out an Intent to tryout and pay a Deposit fee set by the All Star Committee
 2. All player intents will be reviewed and approved by the All Star Committee before being allowed to participate in evaluations.
 - B. Player Evaluations (40% of score)
 1. FV Girls Softball will conduct an All Star Evaluation for each age division. The Evaluation could be conducted over a one to two day period as designated by the All Star Committee. The All Star Committee will determine the length of the evaluation. The All Star Committee reserves the right to cancel an evaluation should the number of All Star nominees equal the amount of available players needed to field a team. (This is most likely to occur in the lower divisions.)
 2. The Evaluation Clinic will be held no sooner than May 1st.
 3. It is mandatory that all players attend the Evaluation Clinic, in order to be selected for the All Star team.
EXCEPTION: the coach's pick may be used to award a slot to an All Star Nominee that could not attend Player Evaluations but has paid the required deposit.
 4. All Star nominees will be assessed on several skills such as hitting, fielding ground balls, catching fly balls, etc. All Star nominees will be given a raw score for each skill assessed. For example, the player will be hit 10 ground balls. If the player correctly fields 6 of the 10 ground balls they will receive a score of 6 out of 10 for ground balls. The player will receive 5 pitches; if the player hits 4 out five pitches they will receive a score of 4 out of 5. All players should receive the same number of attempts for each skill. Should a player receive a wild pitch or wild hit during the assessment, an additional attempt may be given upon approval from an All Star Committee member.
 5. Assessment ratings will be recorded by coaches, parents or league personnel as designated by the All Star Committee.
 6. At the conclusion of the All Star Evaluation, the assessment rating sheets will be given to the All Star Coordinator.
 7. The All Star Committee will tabulate the assessment score.



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8. The Evaluation Clinic counts towards 40% of the selection criteria.

C. Head Coach Ranking (60% of score)

1. In addition to evaluations, head coaches will also provide player rankings of their respective players.. Coaches should be as objective as possible. Coaches should rank players based upon their playing abilities as it is the goal to select the most competitive team possible to represent FV Girls Softball.
2. Upon receipt of all the individual team lists, a compiled master list of all players will be made. The complete lists will be sent back to the coaches so they can rank all the nominated players within their division. These rankings should be based on what the coach has seen from the players throughout the season.
3. Head coaches will meet to discuss and revise (if necessary) the master listing. Only head coaches will be allowed to attend this meeting. Should a head coach be unable to attend, they may send one assistant coach to represent them. Coaches are required to bring their scorebooks (and any statistics they may have) to this meeting for reference.
4. Each coach will discuss their players with the other coaches and the All Star Committee. The coach should objectively explain each player's strengths and weaknesses.
5. At the conclusion of the discussion, each coach will provide a ranking of players within their division. The number of players ranked will be determined by the Board of Directors and will be based upon the number of teams, the number and quality of the participants and availability of qualified coaches (e.g., 15 top players ranked for 8U).
6. The coaches' rankings will then be summarized and totaled to come up with a divisional ranking.
7. At the conclusion of the All Star Evaluation, the assessment rating sheets will be given to the All Star Coordinator.
8. The All Star Committee will review and certify the coaches' rankings, Should any extreme variances exist between the coach rankings (e.g., four coaches give a player a number one ranking (resulting in 12 points) and the last coach ranks that same player last (resulting in 0 points), the All Star Committee will perform the necessary due diligence to determine the reason for the variance. This could include additional discussion with coaches, a review of evaluation results and/or review of score books. If it is determined that a coach has unfairly rated a player; the All Star Committee reserves the right to add a supplemental score to the coaches' ratings. Should the All Star Committee need to add a supplemental score to a player, the reason for the addition will be clearly documented in writing and maintained with the All Star rating information.
9. The Head Coach assessment counts towards 60% of the selection criteria.

D. All Star Committee Assessment

1. The All Star Committee will attend player Evaluations.
2. The All Star Committee will review the data provided from evaluations and the head coaches.
3. Upon review of all data the All Star Committee will tabulate the results and certify the All Star team.
4. The All Star team head coach will name 5 additional players to the team. These player picks are based upon the coach's subjective assessment. These players do not necessarily have to be the 8-12th ranked players; but must come from the list of player intents. The coach pick could be a player that may not have been able to attend assessments. All Rosters will be approved by the Eboard prior to posting.



RULES AND REGULATIONS

Revisions Log

Date	Version	Revision Description
2/20/2013	2013.1	Removed admin rules that apply to both leagues. Re formatted document.
4/22/13	2013.3	Added back all-star rules
1/15/2016	2016.1	Changed the lead off rules for 8U
2/16/2017	2017.1	Added time limit to EOS rules
1/21/2018	2018.1	Changed the "Assessing Up" score to be increased; changed player substitution rule for 8U, &10U, along with penalty; Added pool player procedures; changed the scorekeeping reporting time & penalty; Increased protest fee; Changed run rule limit for 8U, 10U, & 12U divisions; Changed pitching rules for 8U, 10U, & 12U divisions; Penalty change for minimum player substitution violation
1/18/2019	2019.1	Added USA softball rules update for All Stars. Adjusted ranking for All Star assessments. Added standings will not be kept in fall. Managers MUST rotate players. Updated rules on recording pitching count. Added face masks are highly recommended. Updated rules on pool players.
2/3/22	2022.1	Removed all 4U Division Sections and Language 8u - Updated Coach Pitch Rules, EOS rules updated 10U-Added Catch up rule to align with 8U and 12U 12U-Uppers- Open inning starting in the 4th for 12U, 14U/16U no run limit. All Star ranking Rules reverted back to 2018 Rules Reformatted Document
1/11/2023	2023.1	REMOVED:"Any player who has played in a higher age division during the Recreational Spring season must play within that division for All Stars." No longer a USA SOFTBALL RULE Clarified EOS Brackets Added "behind more than 4 runs" to 8u/10u run rules
4/2024	2024.4	Updated All Star Rules to reflect Player Intentions and Coach pick to 5 players.
1/2025		Updated Fall EOS bracket flow,