



Playing Rules and Regulations

SECTION 1 -GENERAL RULES

1.1 These Rules and Regulations are reviewed and updated annually by the Rules and Regulations Director and their committee and approved by the GFSO Board of Directors. ("Board") These Rules and Regulations can only be amended, omitted or changed by the Board. Any concerns regarding the rules need to be submitted to the Rules & Regulations Committee in a formal written request prior to Opening Day. Any violation of these rules and regulations shall be brought to the attention of the Rules & Regulations Committee within 7 (seven) days, for consideration and action.

1.2 Insurance shall be obtained to cover players, coaches, Managers, team officials and GFSO umpires. Players with physical/medical limitations must have parental (mother/father/legal guardian) and medical provider permission in writing to participate in the league's programs. GFSO reserves the right to refuse player participation to any individual with physical/medical limitations. Public liability insurance shall also be obtained to cover GFSO operations.

1.3 Upon registration, each player must provide acceptable documentation as to the player's age. Any and all documents provided to GFSO shall be for official GFSO use only.

1.4 A registration fee is required for a child to participate in any GFSO program. All such fees must be paid prior to the child's first scheduled league game, on a date established by the Board. Financial aid is available by request to those players who may meet financial aid requirements.

1.5 All equipment and uniforms issued to team officials or players, except those designated as "give-away" must be returned to GFSO upon request or at the end of the season whichever is sooner, including broken equipment. Any player or Manager failing to return such items or failing to adequately make restitution to GFSO may be suspended as a member of GFSO or have legal action taken against them.

1.6 There must be an adult female 18 years of age or older present at all practices and games conducted by the team to ensure the welfare of the players and must remain with the players until they are picked up by the player's guardian. Players in the Rookie, 8U and 10U divisions must be accompanied by a female adult to the restrooms during practices and games and players in the 12U, and 14U must use the buddy system or have an adult female present.

1.7 Players may not be left unattended after a practice or game. If a Manager continually has a problem with parents not picking-up a player in a timely manner, the Manager shall report the situation to the Division Representative, Player Agent, or the Manager's and Coach's Agent. The recipient party of the complaint will report it to the Rules & Regulations Committee and take the appropriate action with the offending parent.

1.8 The use of tobacco products on the playing field or in the dugout is forbidden. The consumption of alcoholic beverages, prescription drugs, and/or non-prescription drugs, which impairs one's mental or physical abilities, before and/or during practices or games or in the vicinity of the playing or practice fields, is forbidden. Violation of this rule will result in ejection of the offender from the game site and possible suspension for the season.

1.9 Physical discipline or verbal abuse of players by Managers or coaches is forbidden, regardless of their relationship to the player. Benching a player is permitted, except anytime during the end-of-the-season league tournament, for their failure to meet team standards for making practices, unsportsmanlike conduct or other action by the player not in the best interest of the team or GFSO. Any benching regarding failure to attend practices or tardiness must be approved by the player agent, prior to the benching. All other benching must be reported to the Division Rep as soon as possible, but always within 24 hours of the benching. The game umpire and the official scorekeeper shall be notified of any players benched and the

benching shall be noted in the scorebook.

SECTION 1 -GENERAL RULES (Cont.)

1.10 Managers are responsible for the action of their players and spectators. Unsportsmanlike conduct, abusive language or profanity will not be tolerated from Managers, coaches, players or spectators. Continued abuse by any of the abovementioned individuals toward a game official, the other team or spectators of the other team shall be grounds for the umpire to declare a forfeit against the offending team. The incident shall be reported to the Rules & Regulations Committee by way of either the Division Representative, Player Agent, or the Manager's and Coach's Agent.

1.11 Any person having knowledge of infractions of any rule, regulation or policy of GFSO is responsible to report such infractions to the Rules & Regulations Committee by way of either the Division Representative, Player Agent, or the Manager's and Coach's Agent.

1.12 It is the policy of the Board that GFSO will provide a safe environment for those participating in GFSO programs. It is the responsibility of every member of the organization to ensure that the facilities used, equipment issued and conduct of the game is as safe as possible. Any individual who has knowledge of an unsafe condition has an obligation to report the situation immediately to officials at the game and to any member of the Board.

1.13 Any actions taken in the name of GFSO or any of its teams must be approved in advance by the Board. Any money solicited or accepted by any member of the organization is money of GFSO. No promises expressed or implied may be given to any donor or sponsor without Board approval. The Board must approve any fund-raising conducted by an individual and/or team **in** advance.

1.13.1 Any player may obtain one or more sponsorships to cover softball related registration fees and expenses; however, said player may not do so as a representative of GFSO, the Board, or their team. Said sponsor will receive no sponsorship validation from the Sponsorship Director or any other Board Member for tax purposes.

1.13.2 Any Manager or Coach may obtain one or more sponsorships to cover player registration, equipment, travel, or any other expense related to GFSO. All funds must be submitted to the Treasurer and will be reimbursed with receipts. Any unused funds will default to GFSO at the end of the season. These sponsors will be provided with sponsorship validation by the Sponsorship Director or any other Board Member for tax purposes.

SECTION 2 -MANAGERS AND COACHES

2.1 Each team shall have at least one Manager and one coach. All Managers and coaches shall be recruited and procured by the Manager's and Coach's Agent and approved by the Board of Directors.

2.2 Once all Managers have been approved, each will submit an official roster of adult volunteers to the Manager's and Coach's Agent for Board approval and background check. Each team will list its head coach, assistant coaches and team parent on their official team roster.

2.3 All business of the team on the field shall be handled by either the Manager or head coach, as designated by the Manager prior to the start of the game. Any team player or member of team management may act as a base coach except in the Rookie program (Adults Only).

2.4 Managers and coaches are required to attend all training programs conducted through GFSO, unless excused by the Manager's and Coach's Agent. This includes but is not limited to the mandatory USA Softball Coaches Clinic, ACE certification training and Concussion training.

2.5 If written team rules are provided to players by the Manager, the rules must be submitted to the Manager's and Coach's Agent for approval at least two weeks prior to Opening Day. Notification of disapproval will be provided within seven (7) days of submitting to the Board.

2.6 It is the Manager's duty to report any of the following to the Division Rep or Player Agent: Poor attendance of a player, benching, apparent drops from the team, or misuse of players on any team so the Rules & Regulations Committee may take appropriate action. All benching must be reported within 24 hours of the incident.

2.7 Managers are to contact the Vice-President or Umpire in Chief and the Rules & Regulations Committee concerning questions and possible changes to league rules. Any other matters that a Manager would like brought to the attention of the Board is to be reported to the Division Rep. The Division Rep will contact the Manager's and Coach's Agent who will place the item on the Board's agenda at the next regular board meeting.

2.8 Managers and coaches are to maintain professional conduct at all times. Charges of misconduct, submitted to the Player Agent, President or Manager's and Coach's Agent, concerning a Manager or coach shall be acted upon by the Board of Directors within seven (7) days Rules & Regulations Committee in accordance with the GFSO Manager's and Coach's Code of Conduct found in Section 2.9 within seven (7) days.

2.9 GFSO MANAGER'S AND COACH'S CODE OF CONDUCT: The purpose of the Manager's and Coach's Code of Conduct is to establish a universal procedure by which all GFSO Managers and coaches will conduct themselves and to also provide the sequence by which Managers and coaches will be disciplined for their violation of the Bylaws, Rules & Regulations or any other adopted procedure(s) established by GFSO.

2.9.1 Managers and coaches must adhere to the provisions of the GFSO Bylaws, Rules & Regulations and any changes or amendments thereto.

2.9.2 Copies of the GFSO Bylaws, Rules & Regulations, Player Draft Process, Player Preview Process and Manager's and Coach's Selection Procedure will be distributed to all Managers and coaches and will be posted on the GFSO website.

SECTION 2 -MANAGERS AND COACHES (Cont.)

2.9.3 Any Manager or coach who violates any of the following shall be deemed to be in violation of the Manager's and Coach's Code of Conduct.

- a. Unsportsmanlike Conduct-demonstration of a lack of interest in sports, playing in an unfair manner, complaining about losing or boasting about winning. Behaving inappropriately when winning or losing.
- b. Degrading-disgracing or causing a player to lose self-respect.
- c. Reprimanding-a harsh or formal scolding.
- d. Boisterous-loud and rough language.
- e. Lecture-a long and tiresome scolding.
- f. Negative Criticism-a word, phrase or action that is punishing and does not help a person learn or improve.
- g. Offensive Language-inappropriate or profane language directed towards anyone while representing GFSO.
- h. Offensive Actions-inappropriate facial expressions, gestures or body language directed towards anyone while representing GFSO.

2.9.4 The sequence of action which will be taken by the GFSO for violation of the provisions of the Manager's and Coach's Code of Conduct are:

- a. Complaints lodged against a Manager or coach must be submitted in writing to the Manager's and Coach's Agent. An investigation of the allegations contained in the complaint will be conducted by the Manager's and Coach's Agent.
- b. Upon completion of the investigation, the Manager's and Coach's Agent will present the findings to the Rules & Regulations Committee who after consideration may ask the Board to convene a special meeting for the purpose of hearing the complaint. At the hearing, the Board may take the following action:
 - 1. Issue an official Letter of Reprimand, which shall contain the document and section(s) thereof which are alleged to have been violated. The Letter of Reprimand shall remain on file with GFSO for a period of twelve (12) months commencing on the date of the special Board meeting. -Affected Managers or coaches shall have the option of attending the special Board meeting for the purpose of reviewing the findings of fact. Witnesses shall also have the option of attending the special Board meeting for the purpose of providing supplemental information and facts pertaining to the complaint.
 - 2. In the event of a recurring or new offense, any Manager or coach who is found to be in violation of any of the governing documents of the GFSO, shall be suspended for a period of twelve (12) months from any teams or league volunteer position including: Manager, coach, assistant coach, Board Member or team parent. The suspension period shall commence on the date of the special Board meeting. -Affected Managers and coaches shall have the option of attending the special meetings of the Board for the purpose of providing supplemental information and facts pertaining to the complaint. Witnesses shall also have the option of attending the special Board meeting for the purpose of providing supplemental information and facts pertaining to the complaint.

3. In the event of a third offense, any Manager or coach who is found to be in violation of any of the governing documents of the GFSO shall be banned permanently from any involvement in any capacity with the GFSO. -Affected Managers or coaches shall have the option of attending the special meeting of the Board for the purpose of providing supplemental information and facts pertaining to the complaint. Witnesses shall also have the option of attending the special Board meeting for the purpose of providing supplemental information and facts pertaining to the complaint.

2.10 The Manager shall complete a GFSO Player Injury Report for any injuries and submit the completed form to the Managers & Coaches Agent within 24 hours of the injury.

2.11 Parents of a player in Rookies through 12U age divisions, have the right to block one Manager, prior to the completion of the player previews, by signing the GFSO Blocking a Manager Form. Players in the 14U division may block a Manager only if there are three (3) or more teams in that division.

SECTION 3 - Players

3.1 All players are to be in the uniform provided by GFSO for all games. Failure to be in uniform may result in removal from the game.

3.2 Any benching is to be reported to the Division Rep, game umpire and official scorekeeper. **All** benching must be reported to the Division Rep or Player Agent prior to the game in which the player is being benched. If a player feels they are being unfairly benched, they may lodge a complaint with the Player Agent. In the event of serious misconduct or repeated misconduct by a player, said player with a parent shall appear before the Rules & Regulations Committee for possible disciplinary action.

3.3 Any player who misses three (3) consecutive practices or games without a reasonable excuse may be dropped from the team roster upon approval by the Rules & Regulations Committee. Family, school and church events are reasonable excuses if prior notification is given. Illness shall also be considered a reasonable excuse. Parental verification of illness shall be accepted.

3.4 No player shall be permitted to participate in any team function without a signed parental contract, a signed liability release, and without having paid the required registration fees.

3.5 In the event that GFSO fails to obtain adequate adult leadership for any GFSO team, that team shall be disbanded and the players placed on another team or a refund given.

3.6 Team members are to maintain appropriate conduct toward all participating members and to uphold good sportsmanship at all times.

3.7 If a team has less than nine (9) players Managers may use players from other teams in their division to replace missing players for a game until the last round of games used to determine the final standings. If a team has less than nine (9) players, players from one age division younger may be used if the Manager feels the player is able to safely play up in that older division, to bring the total number of players up to nine (9) members.

SECTION 4 -DIVISIONS

4.1 Depending on registration, GFSO will offer the following divisions of play: Rookies league ages 4,5, & 6 ("Rookies") 8 and Under-league ages 7 & 8 ("8U") 10 and Under-league ages 9 & 10 ("10U") 12 and Under-league ages 11 &12 ("12U") 14 and Under-league ages 13 & 14 ("14U") 16 and Under-league ages is 15 & 16 ("16U"), and 18 and Under-league ages 17 & 18 ("18U"). League ages are determined by the player's age as of December 31st of the previous calendar year.

4.2 Generally, players shall remain in their appropriate division/league age for all programs sponsored by GFSO (Recreation and Tournament/Championship) without any special consideration to any player requesting to move up or down based upon their age. Exceptions shall be governed by sections 4.3 and 4.4 as follows:

4.3 Playing Up - As a normal practice, GFSO will not allow girls play outside of their age appropriate division. Any request for consideration requires a parent to submit an appeal in writing to the Rules and Regulations Committee who will review the request and make a recommendation to the board of directors. The final decision is based on a simple majority vote from the GFSO board of directors

4.3.1 If parents have a legitimate reason to request that a player play outside of their age appropriate division, they can file an appeal in writing. The Rules and Regulations Committee will review the request and will provide a recommendation to the board. Parents will receive an answer in writing no more than 14 calendar days from the receipt of the written request.

4.4 Playing Down. A player shall only play in a division younger than her appropriate age, on a case by case basis, considering the safety of that player and the players in the younger division. This decision shall be made by the Rules & Regulations Committee. A player who plays down will not be eligible to play All-Stars per USA softball rules.

4.5 Any player who plays up during regular season will be allowed to return to her appropriate age division for All Stars or Tournament play.

Section 5 – Team Draft

5.1 Rookie Teams shall be assembled according to school, residence and parental request.

5.2 8U/10U/12U/14U/16U/18U shall be assembled via team draft as described in Section 5.3.

5.2.1 At least twenty (20) days prior to the scheduled start of league play; the league will conduct a player preview for all players.

5.2.2 Division Reps, Player Agent, President, Vice President(s) and Managers will attend the preview.

5.2.3 Within seven (7) days of the completion of player previews, the Player Agent shall conduct a team draft. All Managers and Division Reps are required to attend the draft for their respective age division.

5.2.4 Players shall be selected according to the Player Draft Process found in Section 5.3

5.3 Player Preview & Draft Process

5.3.1 The Player Agent of GFSO will assign a number card to each registered player to be displayed on the player's back. The number card will be distributed at player previews/tryouts and will contain the player identification number that corresponds to the player evaluation forms.

5.3.2 The player evaluation forms will include the player identification number, number of recreation seasons played, All Star experience and pitching/catching experience.

5.3.3 Player previews will be conducted for the 8U, 10U, 12U, and 14U divisions.

5.3.4 GFSO approved Managers will be permitted to participate in the player draft process. All GFSO League Staff Applications and Background Check Release Forms must be submitted to the Managers and Coaches Agent and approved in advance by the Board prior to the player draft process.

5.3.5 Managers are assigned their daughter(s) or 1 family member before the draft begins. If a manager's daughter/family member is an advanced pitcher they are prohibited from selecting a pitcher in the first round. If a manager has more than one daughter that are considered advanced pitchers, the manager is prohibited from selecting a pitcher in the first two rounds.

5.3.6 Each approved GFSO Manager shall draw one number at the start of the draft to represent the Team. Each manager will then draw one number to determine the sequence in which they will participate in the draft process. The draft will move from draft spot #1 to the last number in the round; at that point the order will be reversed. The draft will proceed in this manner with the exception of the 3rd round. In the 3rd round each manager must pick their daughter/family member, if the manager does not have a daughter/family member in the draft they will have an open pick. Following the 3rd round, the draft will pick up with the normal draft order.

1	2	3	4
4	3	2	1
X	X	X	X
1	2	3	4
4	3	2	1

SECTION 5 -TEAM DRAFT (Cont.)

5.3.7 Players registering using the "Buddy System" must be drafted on the same team. To qualify for the "Buddy System", at least one of the two players must be a first year player in GFSO. All players in the "Buddy System" will be identified before the draft begins. Once a player in the "Buddy System" is selected, the other player must be selected in the next round. All Buddy requests must be mutual and the "Buddy" must be at player preview or she will be submitted to the blind draft and may not be chosen by the same manager as the returning player.

5.3.8 If sisters are playing in the same age division, once a sister is selected, the Manager must select the other sister no later than the third round after the first sister was selected.

5.3.9 There will be a trading period at the end of the player draft. All trades must be reported to and approved by the Player Agent before leaving the draft room.

5.3.10 The Player Draft Process will consist of at least 10-12 rounds depending upon the number of players in a division.

5.3.11 Players that did not attend the Player Preview\make-up Player Preview or-registered after player previews and or the draft, will be entered into a blind draft. Managers must accept the assigned players; there is no "passing" on added players.

a) General Information

1) The Player Agent must deny the placement of any player on a team where that Manager has been "blocked" by a parent or legal guardian.

2) The Board reserves the right to review all team rosters prior to distribution to any Manager.

3) The Player Agent will compile a team roster of players assigned to each Manager. Said roster will contain the name and phone number and e-mail address of each team participant assigned to that Manager.

4) All team rosters are the property of GFSO.

5.4 The Board shall make every effort to equalize the number of players on each team.

SECTION 6 -PROTESTS

6.1 All protests must be made in accordance with the current USA Softball Guide and Playing Rules". The intent to protest must be made immediately following the play and prior to the next pitch. Once a pitch is made, the Manager has forfeited his opportunity to protest the play. Player eligibility protests can be made at any time during the season.

6.2 An umpire's judgment cannot be protested, only an umpire's misinterpretation of a rule or misapplication of a rule.

6.3 To file a protest, the Manager must submit a written protest to the Umpire in Chief within forty-eight (48) hours of the game under protest. Said written protest must clearly describe the incident being protested as well as citing the rule to which the play pertains. A \$50.00 protest fee must accompany the written protest. If the protest is found to be valid, the protest fee will be refunded. If the protest is found to be invalid, the league shall retain the fee.

6.4 The Protest Committee shall conduct a meeting within five (5) days to act on any protest properly submitted. The Umpire in Chief is responsible to call the meeting and to provide written statements from the umpire in charge of the game, the Manager of the opposing team and any other individuals necessary to obtain a clear understanding of the situation. Additionally, the Umpire in Chief shall obtain and provide to the committee the official scorebook of the game. Any Protest Committee member who has a child playing in the age division which the protest is filed, shall be excluded from participating on the Committee for such protest.

SECTION 7 -PLAYING RULES

7.1 Unless otherwise accepted herein, all games of GFSO shall comply with the current editions of the "USA Softball Guide and Playing Rules" and "Southern California USA Softball Rules and Regulations".

7.2 Only team officials who have passed a USA Softball background check are permitted on the field and in team dugouts during official games. Team officials shall be: Manager, rostered coaches, rostered assistant coaches and rostered team parent. The Rookies Division will have 3 staff members background checked but may have as many helpers on the field as they wish. **All** Rookies activities take place at Luiseno Park with Board supervision.

7.3 No coaching will be permitted from behind the backstop.

7.4 Teams are limited to a maximum of four (4) scheduled days during any one week. The week will start on Monday and end on Sunday.

7.5 Home team is responsible to prepare the field, maintain the official score book (when required) and perform safety inspections. Visiting team is responsible for putting away bases and any other equipment and ensuring that the field is left clean. When hosting an interleague-game all GFSO home teams are required to put away the bases and equipment. ****All** teams are responsible for cleaning up the dugout immediately following the end of their game.

7.6 Cleats are required for all age divisions. Metal spikes are allowed for 14U and up.

7.7 Only USA Softball approved bats shall be used during the recreation season and all-stars. The current list of banned bats from USA Softball shall be used to determine bat eligibility.

7.8 Shirts must be tucked in. Visors or softball caps must be worn with the bill facing forward. Plastic visors are not allowed. Loose hair must be pulled back in a band or ribbon. (No metal or hard plastic barrettes).

7.9 No jewelry of any kind shall be worn by any player during an official game, except medical alerts, which must be taped to the player's body.

7.10 Girls must remain in the dugout at all times during an official game, unless they are at bat, on base, on deck, coaching a base or playing defense.

7.11 Sliding should be taught and encouraged provided field conditions are safe. A runner can be called out for not sliding to avoid a collision during a close play at second base, third base or home plate. The use of sliding shorts, sliders or long pants are highly encouraged to prevent injury.

7.12 An "official" game may begin and continue with a minimum of eight (8) players. If a team cannot field at least 8 players within five (5) minutes of the scheduled start time, a forfeit shall be declared. Teams starting with nine (9) players may continue a game with eight (8) as per USA Softball rules. Games played with other leagues will play the home team's rules.

7.13 All girls shall play a minimum of 2 defensive innings in every game. Every Manager shall make the effort to have equal rotation of all players as substitutes. During league games, Managers will bat their entire team roster (Bat around). This rule will apply through the season including the last round of games and the season ending tournament.

SECTION 7 -PLAYING RULES (Cont.)

7.14 No win/loss record, or standings, will be kept during regular season play, except during the last "round" of "official" games toward the end of the season. GFSO will make its best efforts to schedule games such that each team plays all the other teams in its age division before teams play each other a second time. In this fashion, regular league play will proceed, as much as possible, in multiple "rounds" of play. Once the regular playing schedules are determined, the schedules will specify what will be considered the last "round" of "official" regular season play for each age division. During the last "round" of "official" regular season play, the win/loss record will determine seeding for the double elimination end-of-season Championship Tournament

7.15 10 Run Rule. GFSO games will follow USA Softball's run rule limits of 15 after 3, 10 after 4 and 8 after 5. If the home team is ahead they will not bat and the game is completed.

7.16 If a pitcher hits 3 batters in one inning or a total of 4 batters in a game, the pitcher must be removed immediately for the remainder of the game.

SECTION 8 -ROOKIE RULES

8.1 The pitcher will make the first pitch from a distance of twenty feet. If the ball is not hit, the offensive coaches will pitch 2 balls from a minimum distance of twenty feet, if the batter has not hit, the ball is placed on the tee until the batter hits the ball in play.

8.2 Runners can lead off with the pitch but may not advance unless the ball is put in play by the batter.

8.3 After the sixth batter the inning will end. This is to ensure more playing time within the one hour fifteen minute time limit.

8.4 Managers may use up to 10 fielders. The 10th fielder will be a roving outfielder. All outfielders must be in the outfield position, at least 10 feet behind the baseline.

8.5 Game time limit is 1 hour, drop dead.

8.6 The ball shall be the 10" RIF LEVEL 1.

8.7 No protests are allowed in the Rookie Division.

8.8 Managers must rotate defensive players throughout the game to ensure each player gains experience in all positions.

8.9 Following the leagues Spring Break:

- Players will be called out as appropriate, however 6 batter rule in 8.3 will remain
- Any hits achieved off either player or coach pitch will allow for a batter to take more than one base;
two bases will be the max.

SECTION 9 -8U RULES

9.1 No walks are allowed. The pitcher is allowed to pitch to a batter until 4 balls are achieved, at this time, the offensive coach will assume the strike count and if the ball is not hit into play after the three (3) maximum pitches, the batter is out. Exception: A batter may not be put out on a foul ball on the third strike or subsequent pitches.

- After the first five weeks based on the division manager's recommendation no "coach" pitch will be allowed.

9.2 The offensive coach must pitch from the pitcher's plate. The defensive player assigned to the pitcher position must have at least 1 foot inside the pitching circle during the coach pitch.

9.3 When a batter is hit by a pitched ball, the offensive coach will assume the strike count and pitch a maximum of three balls to the batter until the batter strikes out or hits the ball in play. Exception: A batter may not be put out on a foul ball on the third strike or subsequent pitches.

9.4 No base stealing is permitted while the coach is pitching.

9.5 The runner is allowed to steal only one base per pitch.

9.6 Home plate is cold. Runner is allowed home only when forced home or ball is hit into play.

9.7 Pitchers may pitch a maximum of 4 innings per week. Any part of an inning constitutes a full inning pitched. If there are three (3) scheduled games for a team from Sunday to Saturday the maximum pitching restriction will be modified to 6 innings for that week only.

9.8 No dropped 3rd strike. Batter is out.

9.9 No infield fly rule.

9.10 No team may score more than 4 runs in an inning.

9.11 The ball shall be the 10" RIF LEVEL 1.

9.12 The pitching distance is 30'.

9.13 Base distance is 60'.

9.14 Game time guideline is 1 hour 30 minutes; no new inning will begin after 1:15 and the last inning will be completed in its entirety (if the home team is ahead in the last inning, they will not bat and the game is completed).

9.15 Managers may use 10 players in the field. The 10th fielder will be a roving outfielder. All four outfielders must be in the outfield when the ball is pitched. The outfield will be considered as 10' behind the baselines. If any of the outfielders are in the infield before the ball is pitched, the umpire will award the batter first base.

SECTION 10 -10U RULES

10.1 There will be no innings pitched limit. Managers are encouraged to continue to develop pitchers in the 10u age division but pitching time will remain at the Manager's discretion.

10.2 No team may score more than 4 runs in an inning. A "catch-up" rule will be instituted after the second inning negating the 4 run rule for the losing team until a tie is reached; at which time the inning will end and play will resume as normal.

10.3 The ball shall be the 11" RIF LEVEL 1.

10.4 The pitching distance is 35'.

10.5 Base distance is 60'.

10.6 Game time guideline is 1 hour 30 minutes; no new inning will begin after 1:15 and the last inning will be completed in its entirety (if the home team is ahead in the last inning, they will not bat and the game is completed).

10.7 The outfield will be considered 10' behind the bases. If any of the outfielders are in the infield before the ball is pitched, the umpire will award the batter first base.

Points of emphasis:

- *Infield fly rule is in effect. Judgment is made by umpire.*
- *The runner is allowed to steal more than one base per pitch.*
- *On a walk, the batter/runner may advance to 2nd base at her own risk.*
- *Dropped third strike is in effect. This rule applies when first base is unoccupied with less than two outs or at any time when there are two outs.*
- *Home plate is considered "hot". This means the runner on third can advance to home on a passed ball either to the pitcher or catcher or whenever the ball is "live" and in play. The runner can also advance to home if the pitcher is not within the pitcher's circle with the ball.*

SECTION 11 -12U RULES

11.1 No team may score more than 5 runs in an inning. A "catch-up" rule will be instituted after the second inning negating the 4 run rule for the losing team until a tie is reached; at which time the inning will end and play will resume as normal.

11.2 No new inning will begin after 1:20 and the last inning will be completed in its entirety (if the home team is ahead in the last inning, they will not bat and the game is completed). If the declared last inning begins with a tie score, the International Tiebreaker rule will be in effect. Regular season games can end in a tie.

11.3 The ball shall be the 12" Worth Dream Seam.

11.4 Base distance is 60'.

11.5 12U - There will be no innings pitched limit. Managers are encouraged to continue to develop pitchers in the 12u age division but pitching time will remain at the Manager's discretion.

11.6 The pitching distance is 40'.

Points of emphasis:

- *Infield fly rule is in effect. Judgment is made by umpire.*
- *The runner is allowed to steal more than one base per pitch.*
- *On a walk, the batter/runner may advance to 2nd base at her own risk.*
- *Dropped third strike is in effect. This rule applies when first base is unoccupied with less than two outs or at any time when there are two outs.*
- *Home plate is considered "hot". This means the runner on third can advance to home on a passed ball either to the pitcher or catcher or whenever the ball is "live" and in play. The runner can also advance to home if the pitcher is not within the pitcher's circle with the ball.*

SECTION 12 -14U RULES

12.1 No team may score more than 6 runs in an inning. There will be no "catch-up" rule in this division.

12.2 No new inning will begin after 1:20 and the last inning will be completed in its entirety (if the home team is ahead in the last inning, they will not bat and the game is completed). If the declared last inning begins with a tie score, the International Tiebreaker rule will be in effect. Regular season games can end in a tie.

12.3 The ball shall be the 12" Worth Dream Seam.

12.4 Base distance is 60'.

12.5 14U -There are no innings limitation on pitchers in this division.

12.6 The pitching distance is 43'.

Points of emphasis:

- *Infield fly rule is in effect. Judgment is made by umpire.*
- *The runner is allowed to steal more than one base per pitch.*
- *On a walk, the batter/runner may advance to 2nd base at her own risk.*
- *Dropped third strike is in effect. This rule applies when first base is unoccupied with less than 2 outs or at any time when there are 2 outs.*
- *Home plate is considered "hot". This means the runner on third can advance to home on a passed ball either to the pitcher or catcher or whenever the ball is "live" and in play. The runner can also advance to home if the pitcher is not within the pitcher's circle with the ball.*

SECTION 13 - ALL-STAR TEAMS

13.1 All-Star Representing GFSO. The 8U, 10U, 12U and 14U divisions will generally be represented with two teams during the All-Star Tournament Season. Each division will consist of a 'GOLD' and/or a "SILVER" team (Players and Coaches permitting). GFSO reserves the right to form a third team in any division if there are enough players and enough pitchers and coaching staff to form a third team.

13.2 GOLD All-Star Team

13.2.1 The Select Team for 10U and 12U will make up the GOLD Team for GFSO

13.2.2 The GOLD Team will be the primary All-Star team representing GFSO in tournament play. The entire team will consist of the top players selected by the. The GOLD Team will generally play all tournaments according to USA Softball Championship Rules.

13.2.3 Managers, Coaches and Players selected on the GOLD Team must meet the requirements and commit to the obligations outlined on the Manager's or Player's Requirements and Agreement Application. It is expected that the Managers, Coaches and Players participate in ALL team practices and games.

13.3 SILVER All Star Team

13.3.1 The SILVER Team will be the secondary tournament team representing GFSO in tournament play. The entire team will consist of the players selected by the team representatives from each division.

13.3.2 Managers, Coaches and Players selected on the SILVER Team must meet the requirements and commit to the obligations outlined on the Manager or Player Requirements and Agreement Application.

13.4 All-Star Team Player

13.4.1 Players interested in playing on an All Star team must commit to the obligations outlined on the "Player's Requirements and Agreement Application".

13.5 Player Interest/Agreement Application

13.5.1 Each person interested in playing on the All-Star or Tournament teams must express interest by completing the "Player's Requirements and Agreement Application" and submit by the deadline.

13.5.2 Players must inform GFSO if they have participated with a travel team between January 1 and March 31 of the current year. "Participate" is defined as A PLAYER TAKING PART IN A TRYOUT, PRACTICE, PRACTICE GAME, SCHEDULED GAME OR TOURNAMENT. Players who participate with a travel team after March 31 are not eligible for all-stars.

13.5.3 Applications must be turned in by a due date set each year by the Tournament Director.

SECTION 13-ALL-STAR TEAMS (Cont.)

13.6 Player Selection

13.6.1 Players interested in playing on an All-Star or Tournament team will be placed on an eligibility roster to be handed out to all team Manager's and Head Coaches on April 1st, each year.

13.6.2 Managers and Head Coaches are responsible for evaluating the players on the eligibility roster during the remaining season.

13.6.3 Each team will rate the players on the opposing teams in their division judging who will best represent GFSO on a competitive level during the All-Star Season. Managers and head coaches will not rate their own players. Ratings will be made on an "All-Star Selection Form". The selection form will simply be numbered 1 thru however many players apply for All-Star consideration. All applicant players will be ranked. Each Manager and head coach will list the best players first in their rankings.

13.6.4 The All-Star Selection Form must be turned in to the designated All-Star Mail Box in the Snack Bar no later than the established submission date each year. All-Star Selection Forms will be submitted in a sealed envelope to ensure confidentiality.

13.6.5 The All-Star Selection Forms will be tallied to rank the players to be selected to the GOLD and/or SILVER Teams.

13.6.6 The first 10 players will be selected to the GOLD and/or SILVER Team. The selected GOLD and/or SILVER #1 All-Star manager will have the ability to recommend the 11th, 12th and 13th players to the GOLD and/or SILVER #1 team. These player recommendations will be reviewed by the Tournament Team Selection committee prior to the announcement of the final team list. There will be no player movement from the GOLD Team to the SILVER Team. In the event that more than 4 players have participated with a travel team prior to March 31 and are ranked in the top 13 for the all-star team, per USA rules, only 4 players maximum can be placed on the all-star team. The top 4 of said players will be placed on the All Star team and the remainder will be placed on the SILVER team. The final rankings will be adjusted to reflect the changes.

13.6.7 After the GOLD and/or SILVER #1 Team has been selected, the next 13 players will be selected to the SILVER Team. There will be no player movement from the SILVER Team to the GOLD Team. However, if a GOLD Team player is injured or elects not to play, the All Star Committee and the Manager of the GOLD Team will jointly select a member of the SILVER Team to be moved to the GOLD Team.

13.6.8 If a player on the GOLD Team misses a complete tournament for reasons other than injury, illness, or a manager approved absence that player may be removed from the team via Board Action. The All-Star Committee and the Manager of the GOLD Team will jointly select a member of the SILVER Team to be moved to the GOLD Team.

13.6.9 If a player on the GOLD or SILVER Team quits the team after attending the first practice for reasons other than injury or illness, that player will be ineligible for All-Stars the following season. No All-Star refunds will be allowed.

13.7 All-Star Team Manager and Coaching Staff

13.7.1 Persons interested in managing for the GOLD All-Star teams must have previous All-Star or competitive tournament managing or coaching experience, complete the SoCal ASA Coaches clinic and be USA (A.C.E.) Certified for the current season. The Silver Team manager will be deemed by the Board as the most qualified to manage.

SECTION 13-ALL-STAR (Cont.)

13.7.2 If a manager or coach on the GOLD or SILVER Team quits the team before its tournament season has ended for reasons other than injury or illness, that manager or coach will be ineligible for all-stars the following season.

13.8 Manager Requirements and Agreement Application

13.8.1 Each person interested in managing one of the All-Star teams must express interest by completing the "Manager Requirements and Agreement Application".

13.8.2 Applications must be turned into the designated All-Star Mail Box in the Snack Bar by the established submission date each year.

13.9 Managers and Coaches Selection

13.9.1 The All-Star Committee consisting of a minimum of three (3) GFSO Board Members unaffiliated with the age division will select the All-Star Manager using the following criteria and the current standards of GFSO after the teams have been selected: a) Prior successful competitive tournament managing or coaching experience b) represents GFSO in a positive manner; b) The Silver Manager will be selected using the same process excluding the requirement of prior competitive tournament experience.

13.10 GOLD & SILVER Team Managers may select from the pool of approved GFSO coaches and team parents at their discretion.

13.11 All-Star players that have been selected to each team will be announced at the Closing Day Ceremonies.

- *All-star teams will not be selected, practice or play until May 1st or later.*

SECTION 14-SELECT TEAMS

14.1 In accordance with USA Softball, GFSO may field Select Teams in the 10U, 12U and 14U divisions. A committee of at least 4 GFSO board members will appoint players to the Select teams. See Operating Rules Section 1.10 for committee guidelines.

14.1.1 Based on the Select Team requirements set forth by USA Softball, the Select Teams if they continue to play together after March 31 will be GFSO's Gold All-Star Team

14.2 Manager Requirements and Agreement Application

14.2.1 Each person interested in managing a Select Team must express interest by completing the "Manager Requirements and Agreement Application".

14.2.2 Applications must be turned into the designated All-Star Mail Box in the Snack Bar by the established submission date each year.

14.3 Managers and Coaches Selection

14.3.1 Prior to the team being selected, the Select Team Appointment Committee consisting of a minimum of four (4) GFSO Board Members unaffiliated with the age division will

select the All-Star Manager using the following criteria and the current standards of GFSO after the teams have been selected: a) Prior successful competitive tournament managing or coaching experience b) represents GFSO in a positive manner.

14.3.1.1 Prior to the start of the All-Star season, should the Select Team Appointment Committee believe a change in manager or coach needs to be made it would require a vote from the board and a 2/3 board approval would be required.

14.3.1.2 Once appointed a new manager, would have a choice to request new coaches however, would need to be approved with a simple majority of the Select Team Committee to replace the coaching staff

14.3.2 Once the Select Team Appointment Committee appoints a Select Team manager, the appointed manager can make recommendations to the Select Team Appointment Committee regarding coaches. Coaches can be confirmed with a simple majority of Select Team Appointment Committee

14.4 Player Selection

14.4.1 Players interested in playing on the Select Team will be required to try out as scheduled by the Select Team Appointment Committee.

14.4.1.1 To be eligible for consideration to Select Team a player must meet the following requirements: A) Be registered for and drafted to a Recreational team in the Desired Division. B) Played ASA Recreational softball during the last calendar year. C) Play in at least 50% of Recreational Season. D) Cannot have participated in travel ball after January 31st. E) If a player has not played in an ASA Recreational league she may request a waiver granted she has not played travel ball in lieu of an ASA Recreational league.

14.4.2 12 players will be selected to the Select Team. After March 31st, the selected Select Team will become the All-Star GOLD team. Upon completion of the recreation season, the Manager will have the ability to recommend the 13th, 14th and 15th players to the All-Star GOLD. These player recommendations will be reviewed by the Tournament Team Selection committee as normal prior to the announcement of the final team list. There will be no player movement from the Select Team to the SILVER Team.

14.5 Playing Rules

14.5.1 Per GFSO playing rules 7.4 each player is limited to four (4) days a week. Players appointed to the Select Team will be allowed 1 additional day as to not limit the players ability to fulfil commitments to the Recreational Team.

14.5.2 The Select Team can have one (1) event either a team practice or game per week to be played on a day with no recreational games scheduled.