

Simi Valley Girls Softball

Local Rules

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INTRODUCTION

Simi Valley Girls Softball (SVGS) is a non-profit, volunteer-run organization established to promote softball for girls and young women who reside in or near Simi Valley, California. It is affiliated with the USA Softball. As an organized team sport, softball allows girls to learn more than just hitting, catching and throwing; it facilitates and teaches important skills that last a lifetime, such as teamwork, sportsmanship and discipline.

These Local Rules establish practices and procedures designed to address the day-to-day needs of SVGS. USA Softball Rules will be observed unless superseded by Local Rules.

MISSION STATEMENT

Simi Valley Girls Softball is dedicated to providing a safe and positive environment for girls to participate in Fast pitch Softball. It is our intent and desire that each player will have fun while gaining knowledge of the game, that each player will know the importance of teamwork, commitment, and empathy; and that each player will develop self-confidence and positive character traits.

APPLICABILITY OF THESE LOCAL RULES

Except as modified by the local rules, all Rules and Regulations of USA Softball, also known as the Yellow Book, shall apply. A copy of the USA Softball Yellow book can be found on www.simivalleygirlssoftball.org.

These local rules may be amended temporarily (for the current season only) by the division managers in place for the current season, subject to Board approval. Amended rules will be posted prior to the beginning of the season. Any changes must be submitted to the Board of Directors on or before the last Board meeting prior to the start of the season. Once approved, these amended rules will be in effect for the current season, and will expire after the last game of said season, at which point the rules will revert back to these local rules as printed herein.

SECTION I – GAME RULES AND PROTESTS

Rules apply to all divisions except where noted.

1.1 MISSING PLAYER

Any team missing the same ballplayer (whether injured or absent) for 3 consecutive games must notify the commissioner in that division immediately. Any games played after the third consecutive game will be forfeited if the Commissioner was not notified.

1.2 MINIMUM NUMBER OF PLAYERS

A team with only 8 players will play the game.

1.3 FAILURE TO FIELD A TEAM OF 8 PLAYERS

A forfeit will be declared in favor of the non-offending team, based upon the umpire's official time, if a team of 8 players fails to appear on the field within 10 minutes after the game's scheduled starting time. The score of the forfeited game will be 7-0 in favor of the non-forfeiting team.

1.4 BORROWED PLAYERS

If a team cannot field a team of 10 players in a game, or 9 players in a 12U or 14U game, at scheduled game time they may borrow from the division below. The borrowed player(s) may not pitch in a game unless circumstances leave a team with less than 2 pitchers (exception of 14U). If the team learns at game time that a 2nd pitcher will not be available, the managers are to determine an agreeable solution with the umpire present. If circumstances leave a team with only 1 pitcher for more than 1 game, the manager must notify the division commissioner. The commissioner is to hold a meeting for all managers in the division to determine an agreeable solution. The same borrowed player cannot pitch in two or more consecutive games for the same team (exceptions made in 14U on an as needed basis.) Any games played in violation will result in the offending team forfeiting all games played in violation. If a rostered player arrives late, she will be inserted at the bottom of the batting order. Borrowed player(s) must then be removed from the game if the batting line-up exceeds a full team of players at no penalty. At no time should a borrowed player be played and a rostered player sit out except as needed for pitching. Borrowed player(s) must bat last in the batting order.

1.5 RAIN/SUNSET

If a game is to be called because of rain or sunset, there must be a waiting period of a minimum of 15 minutes for clear weather. After 15 minutes, it is left to the umpire's discretion to call the game. Both teams must show up ready to play unless previously notified by the Commissioner, 1st Vice President or President (exception is if the fields are closed).

1.6 COMPLETE GAME

8u division shall play 6 innings if the 1 hour 20 minutes has not expired. If the game is tied at the

end of 6 innings and time has not expired rule 1.8 shall apply. 10u, 12u, and 14U shall play 7 innings if the 1 hour 20 minutes has not expired. If the game is tied at the end of 7 innings and time has not expired rule 1.8 shall apply.

1.6.A "Drop Dead" applies to 8U division only and shall be 1 hour and 40 minutes. If the "Home Team" is ahead, or score is tied, at the time of the "Drop Dead" the game is considered complete. If the home team is not ahead, the score will revert back to the last completed inning. Drop dead rule does not apply to 10U, 12U or 14U divisions.

1.7 RAIN/SUNSET - COMPLETE GAME

If a game is started and called because of rain or sunset, the game shall only be considered complete if 4 innings were completed (3½ if the home team is ahead). If a game is started and called because of rain or sunset and the hour and 20 minute time limit expires during any inning after the 4th inning (3 ½ if the home team is ahead, the game shall be considered complete and the score reverts back to the last completed inning. If the 1 hour 20 minute time limit has not expired and 4 innings were not completed (3 ½ if the home is ahead), the game shall be made up at a future date from the point the game was called.

1.8 TIE GAMES

Tie games shall stand during regular season play. If an International Tie Breaker must be played, each new half inning shall be started with the last player out of the previous inning being placed on second base. An International Tie Breaker will be performed in the following situations under the following conditions: See 1.17.E for pitching out/innings exceptions in the event of a tie.

1.8.A If 7 innings (6 innings in 8U) have been completed and the time limit has not been reached.

1.8.B If 7 innings have been completed or the time limit has been reached and the game is a playoff or tournament elimination game.

1.9 RESCHEDULING GAMES

Rained-out or postponed games will be rescheduled by the League Scheduling Director as soon as possible. Teams must be prepared to play at the rescheduled time since the availability of time and fields are limited. Games that are rescheduled due to extenuating circumstances and that do not affect the scheduling load may be handled by the Division Commissioner and Scheduling Director only if permitted. Allocated time slots for existing games may not be modified.

1.10 LINE-UPS

Line-ups and pitching outs from the previous game and substitution sheets must be filled out and handed to the Plate Umpire, Manager and official Scorekeeper of the opposing team prior to the scheduled game time. All players must be listed on the line-up sheet. Any girl not playing in the game must be noted.

1.11 FORFEITURE

If a team forfeits a game, 24-hours prior notice must be given to the Division Commissioner to

cancel umpires. The umpire fees will be deducted from the team's sponsor account if the Commissioner is not notified within the stated time limit. The score of the forfeited game will be 7-0 in favor of the non-forfeiting team.

1.12 SCOREKEEPER

Both Scorekeeper, Visitors and Home (official book), will sit within a reasonable distance as determined by the umpire during the game. If a Home Team does not have a Scorekeeper, within reasonable distance, the Home Team forfeits their right as "Official Score Book". The official score book will remain the property of SVGS and will be kept in the Snack Bar or Field Box. If a discrepancy occurs between the two score books during the game, the game should be stopped and the problem resolved at that time. The Official Score book should be turned into the Snack Bar or Field Box at the end of the game along with game summary sheet. Scorekeepers must clearly write who pitched during each game, and how many outs or innings (8U) each pitcher recorded, before leaving the scorebook in the Snack Bar or Field Box.

1.12.A Scorekeeping

Applies to 8U, 10U, and 12U divisions only. A Game Summary to include game start and end times, pitching outs used for each pitcher for both teams and game score; shall be communicated to the division commissioner by the home team manager and verified by the visiting team manager. In the event this information is not provided within 24 hours or 8 hours prior to the start of the next game, whichever is first, the home team will forfeit the game not reported. To obtain the forfeit, an official protest must be made in accordance with the protest procedures.

1.13 LOCATION OF PLAYERS AND EQUIPMENT

Managers must keep their players in their designated areas. All equipment must be kept in the dugout.

1.14 SUBSTITUTE COACH

If no one from the Rostered Coaching Staff is present at the game, the substitute coach must report to the umpire prior to the game and must have completed and passed the USA Softball background check.

1.15 ROUND ROBIN BATTING

All divisions will bat round robin. If a player arrives late to the game she will be added to the bottom of the batting order.

1.16 PLAYER LEAVES OR IS INJURED DURING THE GAME

If a player leaves the game (reasons other than getting injured during the same game), she will be declared out for her first missed appearance only. If the player becomes injured during the game and is unable to bat, she will NOT be declared out for her first missed at bat and will be removed from the line up without penalty. If the injury is minor and the player returns to the game and is able to take her turn at bat and return defensively, she can continue in the game in her same

batting position. If a player is playing with a prior injury, the manager must notify the opposing manager.

1.17 FREE-SUBSTITUTION RULE

No player shall sit in back to back innings and shall not sit out for more than 2 full innings per 7 inning game. In the event a game should exceed 7 full innings, the manager will be released from the 2-inning rule at the start of the eighth inning. Every player shall sit at least one inning in every 3rd game. Any manager found in violation of this rule will be suspended for the next game played.

1.18 PITCHING

1.18.A – 8U

1.18.A.1 – A pitcher may not pitch more than 9 outs per game during the regular season (see exception 1.18.A.3 or 1.18.A.4, below).

1.18.A.2 – A player may only assume the mound 3 different times during the game, provided she has not exceeded the pitching out limitation.

1.18.A.3 – Tournament, Playoff and Tie-Breaker games will be exempt from the out rule.

1.18.A.4 – If a pitcher has only 1 or 2 outs of eligibility left, and a double or triple play caused her to exceed her 9-out eligibility, there will be no penalty.

1.18.A.5 – If the game is tied at the end of 7 innings and a pitcher has pitched in that game, she will be allowed to pitch the rest of that game regardless of her pitching outs eligibility. All outs pitched beyond 7 innings will not be credited against that pitcher's eligibility for the next game that she is eligible as a pitcher.

1.18.A.6 – Any pitch made to a batter, by a pitcher, after she has pitched her 9th out in a game, shall be considered a violation of the 9-out rule and the offending team shall forfeit the game. To obtain a forfeit, refer to the protest procedure as outlined in section 1.22.

1.18.A.7 – The official scorebook must show the exact number of outs pitched by all of that team's pitchers in that game. Managers must submit pitching outs to their respective division's commissioner for both teams. Also see Section 1.12.

1.18.A.8 – In the event a game is called prior to completion, all pitching outs from that game will be carried over to the re-scheduled game.

1.18.A.9 – If an ineligible pitcher defined in Rule 3.1.C.2 delivers a pitch during a game in the first half of the season the team shall forfeit the game. To obtain the forfeit, an official protest must be made in accordance with the protest procedures. (Note: Exceptions may occur if there were not enough pitchers at tryouts to cover the amount of teams for that season.)

1.18.B – 10U

1.18.B.1 – A pitcher may not pitch more than 18 outs in two consecutive games during the regular season (see exception 1.18.B.3 or 1.18.B.4, below).

1.18.B.2 – A player may only assume the mound 3 different times during the game, provided she has not exceeded the pitching out limitation.

1.18.B.3 – Tournament, Playoff and Tie–Breaker games will be exempt from the out rule.

1.18.B.4 – If a pitcher has only 1 or 2 outs of eligibility left, and a double or triple play caused her to exceed her 18–out eligibility, there will be no penalty. All outs pitched beyond the 18–out limit will not be credited against that pitcher’s eligibility for the next game that she is eligible as a pitcher.

1.18.B.5 – If the game is tied at the end of 7 innings and a pitcher has pitched in that game, she will be allowed to pitch the rest of that game regardless of her pitching outs eligibility. All outs pitched beyond 7 innings will not be credited against that pitcher’s eligibility for the next game that she is eligible as a pitcher.

1.18.B.6 – Any pitch made to a batter, by a pitcher, after she has pitched her 18th out in 2 consecutive games, shall be considered a violation of the 18–out rule and the offending team shall forfeit the game. To obtain a forfeit, refer to the protest procedure as outlined in section 1.22.

1.18.B.7 - The official scorebook must show the exact number of outs pitched by all of that team's pitchers in that game. Managers must submit pitching outs to their respective division's commissioner for both teams. Each division's commissioner will report teams available pitching outs prior to the next game. Also see Section 1.12.

1.18.B.8 - If a player pitches more than the maximum number of outs in any two consecutive games, as stated above, except as applies in 1.18.B.3, the team shall forfeit the game. To obtain the forfeit, the manager is to call time to discuss with the umpire and opposing team's manager pitching out violation. If unclear on the number of outs, play will continue under protest. If a forfeit is declared all pitching outs will not count after the time the forfeit was declared; however, the game will continue to completion.

1.18.B.9 - In the event a game is called prior to completion, all pitching outs from that game will be carried over to the re-scheduled game. For the game following the incomplete game, pitching outs will be determined by the last completed game. For the purposes of the re-scheduled game, the pitching outs from the game prior to the originally re-scheduled game along with the outs from the incomplete game will apply. For the next scheduled game following the completion of the rescheduled game, the pitching out from the last scheduled game shall be carried over not the outs from the completion of the re-scheduled game.

1.18.B.10 - When a game is called for any reason prior to the completion of the inning, the outs pitched in the last incomplete inning will not count in the next game. This rule does not supersede Rule 1.18.B.1

1.18.B.11 - If an ineligible pitcher defined in Rule 3.1.C.2 delivers a pitch during a game in the first half of the season the team shall forfeit the game. To obtain the forfeit, an official protest must be made in accordance with the protest procedures. (Note: Exceptions may occur if there were not enough pitchers at tryouts to cover the amount of teams for that season.)

1.18.C – 12U

1.18.C.1 - A pitcher may not pitch more than 21 outs in any two consecutive games during the regular playing season (see exception 1.18.C.3 or 1.18.C.4, below).

1.18.C.2 - A player may only assume the mound 3 different times during the game, provided she has not exceeded the pitching out limitation.

1.18.C.3 – Tournament, Playoff and Tie–Breaker games will be exempt from the out rule.

1.18.C.4 – If a pitcher has only 1 or 2 outs of eligibility left, and a double or triple play caused her to exceed her 21–out eligibility, there will be no penalty. All outs pitched beyond the 21–out limit will not be credited against that pitcher’s eligibility for the next game that she is eligible as a pitcher.

1.18.C.5 – If the game is tied at the end of 7 innings and a pitcher has pitched in that game, she will be allowed to pitch the rest of that game regardless of her pitching outs eligibility. All outs pitched beyond 7 innings will not be credited against that pitcher’s eligibility for the next game that she is eligible as a pitcher.

1.18.C.6 – Any pitch made to a batter, by a pitcher, after she has pitched her 21st out in 2 consecutive games, shall be considered a violation of the 21–out rule and the offending team shall forfeit the game. To obtain a forfeit, refer to the protest procedure as outlined in section 1.22.

1.18.C.7 – The official scorebook must show the exact number of outs pitched by all of that team’s pitchers in that game. Managers must submit pitching outs to their respective division’s commissioner for both teams. Each division’s commissioner will report teams available pitching outs prior to the next game. Also see Section 1.12.

1.18.C.8 – If a player pitches more than the maximum number of outs in any two consecutive games, as stated above, except as applies in 1.18.C.3, the team shall forfeit the game. To obtain the forfeit, the manager is to call time to discuss with the umpire and opposing team’s manager pitching out violation. If unclear on the number of outs, play will continue under protest. If a forfeit is declared all pitching outs will not count after the time the forfeit was declared; however, the game will continue to completion.

1.18.C.9 – In the event a game is called prior to completion, all pitching outs from that game will be carried over to the re–scheduled game. For the game following the incomplete game, pitching outs will be determined by the last completed game. For the purposes of the re–scheduled game, the pitching outs from the game prior to the originally re–scheduled game along with the outs from the incomplete game will apply. For the next scheduled game following the completion of the rescheduled game, the pitching out from the last scheduled game shall be carried over not the outs from the completion of the re–scheduled game.

1.18.C.10 – When a game is called for any reason prior to the completion of the inning, the outs pitched in the last incomplete inning will not count in the next game. This rule does not supersede Rule 1.18.C.1.

1.18.C.11 – If an ineligible pitcher defined in Rule 3.1.C.2 delivers a pitch during a game in the first half of the season the team shall forfeit the game. To obtain the forfeit, an official protest must be made in accordance with the protest procedures. (Note: Exceptions may occur if there were not enough pitchers at tryouts to cover the amount of teams for that season.)

1.18.D – 14U

1.18.D.1 – The High School and 14U Divisions are exempt from the 21-out pitching rule.

1.19 FOURTH OUTFIELDER. (APPLIES TO THE 8U AND 10U DIVISIONS).

(8U and 10U) Each team will field 10 players with the 10th player being a fourth outfielder. All outfielders must be positioned on the outfield grass at the time of the pitch. 12U & 14U teams shall field 9 players, with 3 outfielders depending on the number of players per team.

1.19.A Infield Positions (8U, 10U and 12U)

Each Player shall play an infield positions at least one inning in each game. 12U players will follow these guidelines unless there is a written request from the parent to the team manager and also the division commissioner.

1.20 MERCY RULE

The mercy rule will be enforced. The game will be called by the Umpire and shall be considered a regulation game if, after 3 innings a team is behind by 15 runs; or 4 innings behind by 12 runs; or 5 innings behind by 8 runs.

1.21 MAXIMUM RUNS PER INNINGS (10U):

No more than 5 runs in one inning may be scored unless that team is behind. The team behind may tie the score and go 5 runs ahead.

1.22 PROTEST PROCEDURE

1.22.A Except as specified in sections 1.18.A.9, 1.18.B.11, and 1.18.C.11 regarding pitching outs and eligibility, no other game protests are allowed.

The protest procedure will be as follows: If a manager believes the number of pitching outs has been exceeded, the manager is to call time to discuss with the

umpire and opposing team's manager. If there is uncertainty regarding the number of outs, play will continue under protest. If a forfeit is declared all pitching outs will not count after the time the forfeit was declared; however, the game will continue to completion.

8 AND UNDER DIVISION

Note: The following rules pertain only to the 8 & Under Division.

1.25 STANDING AND SCOREKEEPING

1.25.A Score and standings will be kept for the whole season. League standings will be used to determine the seeding for the End of the Season Tournament.

1.25.B The home team will keep the official scorekeeping and must include pitching outs. (See section 1.12)

1.26 MAXIMUM RUNS PER INNINGS (8U):

1.26.A Each inning will consist of 3 outs or maximum of 4 runs per inning. Beginning in the 4th inning, the 4 up-rule is then in place.

1.27 BASE LINES

Base lines are 60 feet. During field set-up, hash marks shall be chalked halfway between first and second, second and third, and third base and home plate to assist the umpire in administering rule 1.33.

1.28 COACHES IN FIELD OF PLAY

During coach pitch, if the ball is intentionally or unintentionally touched by the offensive coach while pitching, the ball is dead, the runner(s) will return to their bases and the batter will continue until they are out or have hit the ball and reached base.

1.29 FIELDING POSITIONS

1.29.A Each player shall play an infield position at least once during each game. (See Section 1.19.A)

1.29.B No Player shall sit in back to back innings. Every girl sits at least one inning every other game.

1.29.C All 4 outfielders must be on the grass at the time of a pitch being delivered to a batter.

1.30 BASE RUNNING

1.30.A Stealing will be allowed during the entire season. A runner may only steal one base per batter. If a runner leaves early she will be out if so determined by the umpire.

1.30.B Sliding is permitted if done in a sportsmanlike manner.

1.30.C Home Plate – Home plate is "COLD" Meaning that there is no stealing home. If the catcher throws to 3rd the runner cannot score, but the runner can be put out at any time when off the base. If the runner reaches home plate without being put out, the player will be returned back to 3rd base safely

1.31 BUNTING

1.31.A Bunting is allowed for a girl-pitched ball. Bunting is not allowed for a coach pitched ball. If a coach pitched ball is intentionally bunted, the ball is dead and the pitch will be recorded as a strike.

1.32 PITCHING

1.32.A Pitching distance is 30 feet.

1.33 BASE RUNNING

1.33.A Any/All runner(s) may advance only one base per pitched ball in the event of an overthrow to a base for the whole season.

1.34 PITCHING

1.34.A Balls and strikes will be called; however, there will be walks except as stated in section 1.35C below.

1.34.B The strike zone is that area over home plate, which is between the top of the batter's armpit and the bottom of her knees, when the batter assumes her natural batting stance.

1.34.C After the 1st walk in one inning, no walks will apply. Upon the 2nd batter who has reached the count of 4 balls, her coach or other team representative shall come into pitch and assume the strike count. Coach pitch shall remain in effect for the remainder of the inning even in the event of a pitcher change for every walk that occurs after the 2nd walk. During coach pitch, every pitch is a strike unless the third strike is a foul ball. The coach's back foot must remain in contact with the pitcher's plate during the entire pitch.

1.34.D A batter hit by a pitched ball by a defensive pitcher will be awarded first base. A hit batter will count as a walk. If there have already been 1 walked batter, a hit batter on the

2nd walk will hit coach pitch. Unless the umpire decides that the girl cannot hit then she will be awarded first base.

1.35 PLAY ENDS (CYLINDER RULE)

Play will only end if the ball crosses an infinitely tall imaginary cylinder extending vertically from the pitcher's circle. The pitcher must be in the pitcher circle when the ball passes through it in order for the play to be stopped. Time out will be called by the umpire. A base runner occupying a base may not advance further. A base runner less than halfway between bases must return to the base just departed if it is unoccupied. A base runner halfway or more advances to the next base if unoccupied. If both bases are occupied the runner is out. Play will continue if the pitcher attempts to throw out an advancing girl unless time out is called by the umpire.

1.36 YOUTH UMPIRES

"SVGS historically pays trained youths to umpire 8U division games. The concept is to further develop older players so they can participate in this great game not only as players, but also as umpires. The 8U divisions are an ideal place to train youth umpires since players at that age are just beginning, and the focus should be instruction, not winning at all costs. Additionally, youth umpires often are older players who 8U players can look up to. And players 8 years old and younger are less likely to be intimidated by a teen-age umpire than an adult dressed in regular umpiring gear. Parents, managers and coaches should set an example for these young players by displaying patience and tolerance with umpires and players alike."

1.36.A Any disrespect or intimidation of any umpire, youth or otherwise by managers, coaches, parents, or team spectators will result in the ejection of the offending team's manager and his suspension of the next scheduled game.

6 AND UNDER DIVISION

Note: The following rules apply to the 6 and Under Division only.

1.37 STANDINGS AND SCORE KEEPING

1.37.A No score or standings will be kept, only the number of batters during the inning.

1.37.B Offensive team will keep track of the number of batters and announce when the middle and last batter of the inning comes up to bat.

1.38 INNING LENGTH

Each inning will consist of both teams going through half the lineup once each. When the player in the middle of the lineup comes up to bat, the offensive team will announce her as such, and her batted ball will clear the bases. At this point, the defensive team will rotate positions, with no player staying in the same position as they previously occupied in that inning. Once set, the offensive team will continue batting. When the last batter of the inning comes up to bat, the offensive team will announce her as such, and her batted ball will clear the bases. This will end the offensive team's half inning.

1.39 GAME LENGTH

Game time shall be a minimum of 1 hour.

1.40 COACHES IN THE FIELD OF PLAY

1.40.A The defensive team is allowed to have coaches on the field. They must attempt to stay out of play of the ball.

1.40.B The offensive team is allowed standard base coaches and a hitting coach to help the batter at the plate.

1.40.C The hitting coach may elect to throw up to 5 pitches to the batter before going to the use of the Tee. Pitching is not mandatory but is encouraged, especially to the girls who will be moving up the next division next season.

1.40.D A player may have a maximum of 5 coach-pitched balls. After that, the Tee must be used.

1.41 BATTING AND BASE RUNNING

1.41.A The batter may not strike out, foul out or walk. The batter will remain at bat until the ball is hit into fair territory. The ball must cross the 8 foot chalk line in front of home plate or it will be considered foul.

1.41.B Base runners may advance only one base per infield hit, regardless of the number of overthrows made.

1.41.C On balls hit into the outfield the runners may advance to 2nd base.

1.42 FIELDERS

1.42.A A player may not play the same position in consecutive half innings or innings during the game.

1.42.B Outfielders are to be positioned at least 5 feet behind the baselines.

2 SECTION II – CONDUCT

A. Players, coaches, managers, parents or other team members will not make disparaging or insulting remarks to or about opposing players, officials or spectators or commit other acts that could be considered unsportsmanlike conduct.

B. The penalty for violations by a player is prompt ejection of the offender from the game. An umpire may eject any manager, coach, parent or spectator for a violation of conduct without a warning. Any second violation of conduct by any member of the offending team will result in the ejection of the offending person and the offending team manager. Also see Section 1.34A.

C. Players, coaches, managers, parents, families, or other team players will abide by the Social Media Contract.

2.1 WEAPONS

2.1.A Any person present before, during or after a Simi Valley Girls Softball (SVGS) function who is found to be in possession of an unlicensed and unlawful weapon, including but not limited to a knife or gun, will be reported to the local police and a police report shall be filed.

2.1.A.1 If a member of a coaching staff, he/she will be removed from his or her position and barred from fields routinely used by SVGS for life.

2.1.A.2 If a parent or relative of a player, he/she will be barred from fields routinely used by SVGS for life.

2.1.A.3 If a player, she will be removed from her team and barred from fields routinely used by SVGS for life.

2.1.B Assault and/or Battery

2.1.B.1 Any person found to have materially contributed to the instigation of a fight (assault and/or battery) prior to, or during or after a game may be barred from fields routinely used by SVGS.

2.1.B.2 Any person found to have been the aggressor in a fight will be barred from fields routinely used by SVGS for not less than the remainder of the season.

2.1.B.3 On a case by case basis, after careful investigation, the Board of Directors will decide what penalty, if any, will be assessed against other participants in a fight.

2.1.C Complaints of improper conduct, or deliberate breaking of the rules, by a member of a coaching staff or League official will be filed, in writing, with the President, 1st Vice President, or 2nd Vice President of the Board of Directors. Complaints must be filed within one week of the incident. If the incident occurs during the last week of the season (i.e the last week of July), the complaint must be delivered to the incoming elected officers as identified previously within the first week of their taking office. The officer will appoint one or more persons to investigate the allegations. A report will be made to the Board at the earliest opportunity. If substantiated, the board will determine what penalty, if any, will be assessed based on the seriousness of the improper conduct. Penalties range from admonishment to being barred from all SVGS activities.

2.2 MANAGER RESPONSIBLE FOR CONDUCT

The manager and coaching staff are responsible for their own conduct as well as the conduct of their teams and spectators

2.3 MANAGER/COACH CONDUCT

Any member of a coaching staff (manager, coach, assistant coach) using obscene language or gestures to an umpire whether or not ejected will be reported to the Commissioner of that division and the commissioner will report to the board. If the report is found to be correct, that member may be suspended from participating in the following game.

2.4 USA Softball MANAGER/COACH BACKGROUND CHECK

All Managers and Coaches along with anyone working with the girls in the dugout or field must provide to the League President information needed for a USA Softball Background Check. One of the SVGS and USA Softball's objectives is to promote proper safeguards in accordance with the spirit of true sportsmanship and establish principles for ethical behavior in the sport of Softball. Consistent with promoting wholesome and safe competition a criminal background and/or motor vehicle record (or "driving record") check will be performed. Any manager coach and or parent on the fields around the girls found without the proper background check is not allowed on the

field or around the players. Further disciplinary action may be taken at the discretion of the SVGS Board of Directors.

2.5 PRE-GAME WARM UP

It is not permissible to conduct warm-ups or practice on the south end of the Apollo fields. No player, manager, coach, or parent shall throw, hit, or catch balls anywhere on the south end of the Apollo fields. The only league activities that may be conducted near the south end of the Apollo fields are game play on fields 2 and 3.

2.6 PLAYER DISCIPLINE

Any Manager planning to bench any player for a game must notify the Commissioner in writing and in advance. However, if a Manager must discipline a player immediately, then the Manager is to submit a written summary report to the commissioner within 24 hours. A Manager does not have authority to remove a player from the team.

2.7 TAUNTING

Players should be informed that they are not allowed to use an opposing player's name or any other unsportsmanlike conduct as a means of taunting, e.g., screaming or banging on the fence. A second offense will result in the manager being ejected from the game.

2.8 SMOKING

Smoking tobacco cigars or cigarettes, marijuana cigars or cigarettes, electronic cigars or cigarettes, and vaping on any school grounds or Park District property, is prohibited

2.9 ALCOHOL

The possession or consumption of alcohol or liquor on any school grounds or Park District property, including in parking lots, is prohibited.

2.10 ILLEGAL DRUGS AND DRUG PARAPHERNALIA

Possessing or using any illegal drugs and/or drug paraphernalia on any school grounds or Park District property, is prohibited.

2.11 ANIMALS

No animals, other than licensed service dogs or miniature horses, are allowed at any fields during SVGS league activities.

2.12 USE OF APOLLO FIELDS

Setting foot on, or any use of, the Apollo fields during School Hours is prohibited. School Hours as used here is defined as Monday through Friday when Simi Valley Unified School District is in session before 4:15 PM.

2.13 DRONES

The use of drones at SVGS events, games, or practices, unless expressly approved by the Board, is

prohibited.

3 SECTION III – TEAM FORMATION

3.1 REGISTRATION

3.1.A All girls must register by the registration deadline. The deadline is set not for priority but for logistics such as field availability and managers.

3.1.B Girls not registered by the deadline will go on a waiting list. They will be advised that they will be placed on a team by the Player Agent at the earliest opportunity, according to what team is entitled to the next player.

3.1.C All girls registered by the deadline will attend player evaluations and be eligible for the draft.

3.1.C.1 Girls who do not attend player evaluations will be placed in the blind draft. Regardless of the situation, any player who was previously selected as an All Star or is a known player will not be eligible for the blind draft. They will be identified and placed in the regular draft.

3.1.C.2 All players who do not try out as pitchers are ineligible to pitch during the first half of the season.

3.1.C.3 All 10U & older players who do not try out as catchers are ineligible to catch during the first half of the season.

3.1.C.4 Exceptions to 3.1.C.2 and 3.1.C.3 will be decided upon by the division managers, division commissioner, and player agent.

3.1.D Managers will select girls to fill openings on their team rosters at the draft.

3.1.E Registration fees will be set each year by the Board of Directors.

3.1.F Manager Exclusion. Each family will be allowed one exclusion review per season and will take place before the draft. The manager exclusion will be recognized for extraordinary circumstances that would allow a player to deny placement on a designated team.

3.1.F.1 The deadline for filing a manager exclusion will be at the end of the first day of tryouts. The exclusion must be filed in writing with the respective division commissioner.

3.1.F.2 The division commissioner will gather the facts of the case and present the issue to the board.

3.1.F.3 Prior to a hearing for the exclusion, the board will determine if the circumstance has merit.

3.1.F.4 A manager exclusion will be reviewed by the Board of Directors in the presence of the parent(s) filing the exclusion.

3.1.F.5 A majority vote by the Board of Directors will determine if the exclusion will be upheld.

3.1.F.6 There will be a maximum of 1 manager exclusion hearing per family per Season per division

3.2 ASSIGNED PLAYERS

Every year a team may have one player designated as an assigned player.

3.2.A A manager in a division with a daughter, or equivalent as determined by the Board, who is eligible to play in the division must include that player as the team's assigned player. If the manager does not have a daughter in the division, then they fall within their draft number order to choose their player.

3.2.B Sister option: Sisters will have the option of playing on the same team or on separate teams. Sister options must be made known to the Player Agent prior to the draft.

3.3 REQUEST TO PLAY UP/DOWN A DIVISION

The Board retains the right to entertain a petition from a parent that their daughter be allowed to play down a division. Upon the presentation of medical, physical and/or any other appropriate evidence, the Board will decide whether the girl may play down or not. This is a privilege and will only be granted in the rarest of circumstances. In the event the request is made during evaluations, a majority of Board members present will make a determination.

Players requesting to play up a division must attend the evaluation of the division they wish to play in, otherwise they must play in their age appropriate division.

3.4 DRAFT

The draft process will not begin until all division managers and required Board members are present.

3.4.A Shortly after tryouts, teams will be drafted. The Board will decide upon the number of teams that will be created according to the number of girls registered at that time, with a goal of 12 girls per team. For the 12U and 14U division, the goal will be 11 girls per team.

3.4.B The Player Agent will determine the quantity of girls, including assigned players, available in each age bracket for each team within a division. Girls playing up a division will be counted as part of the youngest age bracket in that division.

3.4.C The goal of the draft is to achieve equity of age and talent among teams. Except for the 14U division, no team will be allowed to have more than half of the number of girls on their roster in any age group (girls playing up a division are considered to be part of the lower age group). This number will be determined during the draft by the division managers, division commissioner, and player agent. If the team roster for any group exceeds or meets this amount in any group, they must draft from groupings where they are eligible.

3.4.D Prior to the draft night the commissioner will notify all managers the names of those girls who were chosen for the All-Star teams of the previous year.

3.4.E Draft order shall be conducted as drawn; no trading of draft pick order will be permitted.

The following will apply to the 8U, 10U and 12U divisions.

Assigned Players: Each team may have a player or players assigned to that team as explained in rule 3.2. These players are not placed in the draft. All-Star players: If the player previously played in a Lower Division All-Stars, that player is considered a 1st year player.

There are 2 draft orders based on Pitching and Catching

1 – 1st and 2nd round is for pitching

2 – 3rd round is for catching

Players who are assigned to teams are categorized as follows. 1st

Round – Ranking Pitcher

2nd Round – Ranking Pitcher (if more ranked pitchers than teams) 3rd

Round – Catcher

4th Round – Gold A/S – 2st year Div (non-pitcher)

5th Round – Silver/Bronze A/S – 2nd Year Div (non-pitcher) 6th Round

– Gold A/S – 1st year Div

7th Round – Silver/Bronze A/S – 1st Year Div (non-pitcher)

8th Round – Player – 2nd Year Div

9th Round – Player – 1st Year Div

A/S defined as a player that was selected to an SVGS All Star team for the previous season. Player defined as a player that has not been selected to an SVGS All Star team for the past season. Pitcher defined as a player who recorded at least 30% of the outs for her team in the previous season of league play. In the case of 8U, player will have pitched in at least 2

innings per game. If a returning A/S player does not attend try-outs, they will be ranked on merit and not placed in blind draft.

3.4.E.1 Player categories shall be determined by the Player Agent from league records. In the event of an assigned player who has not previously played in the SVGS league; it will be the Player Agent's responsibility to obtain as much information as possible from previous leagues played in. Prior to the draft the Division Commissioner, or a member of the executive board may modify the assigned player's draft round placement.

3.4.E.2 Beginning in the first round, the draft order will be determined by a random draw. The draft order in the following round will be conducted in reverse order according to the random draw in the first round. The draft will continue based on the first round draw with each round a reverse order of the previous. A manager who has their assigned player listed in the current drafting round will not select a player in that round.

3.4.E.3 Each round will be completed when all teams have a player listed in the current round. Sister draft selections will be placed in that team's next consecutive drafting spot(s), until all sisters have been placed. However, in order for a team to choose sister selections, the team must have an open spot in the next consecutive round(s). A manager will not be allowed to choose sister selections if their next consecutive spot(s) have been previously taken by their assigned player. An exception is when a manager has assigned players who are sisters. In this instance the manager must abide by rule 3.4.E

3.4.E.4 In the last 3 rounds of the draft, a team may choose to select blindly a player from the blind draft, if available. The blind draft will be formed as explained in rule 3.1.C.1.

3.4.F Post Draft

3.4.F.1 Once all players who have attended player evaluations have been drafted, and up until the start of the season, any player(s) who have been placed on a waiting list, or those registering after the draft, will be placed randomly on one of the teams with less players than the other teams.

3.4.F.2 If a player quits a team after the draft, she is disqualified from playing that season. Full or partial refunds may be approved at the discretion of the Board of Directors.

3.4.F.3 Every girl selected for a team must be an active part of that team for the entire playing season. Players cannot be traded, substituted or transferred.

3.4.F.4 If an unusual situation arises pertaining to the placement of a girl on a

team that is not covered by a rule, a meeting will be held between the appropriate commissioner, Player Agent, President and one representative from each team (manager or coach) involved to reach a mature and common sense decision that will be most beneficial for the girls and the league.

4 SECTION IV – MANAGER SELECTION

4.1 CANDIDATES FOR MANAGERS/AND OR COACHES

Candidates for managers/and or coaches may be solicited from any avenue possible. All candidates shall complete an application and be interviewed by the full board. The Board will have the final approval on all managers and coaches for the teams during the season and All-star competition. Background checks and Safe Sport Certification are mandatory for all managers and coaches through USA Softball at the applicant's expense. All first-time managers in all divisions must attend one of the USA Softball Coaching Clinics at the league's expense. Any returning manager, or any coach, may attend one of the USA Softball Coaching Clinics at their own expense. All managers must attend the SVGS Coaching Clinic. All coaches are encouraged to attend.

5 SECTION V - SNACK BAR AND SPECIAL ACTIVITIES

5.1 PERSONAL CHECKS

No personal checks will be accepted in the Snack Bar.

5.2 FAILURE TO PERFORM SNACK BAR DUTY

All parents agree to the current season's snack bar policy which can be found on the SVGS website or requested from a team representative or board member. The snack bar policy shall also be posted in all SVGS snack bars.

5.3 LAST MANAGER OF THE DAY

Following the last league game of the day, the last managers of the last game will be responsible for locking up the equipment shed, locking the restrooms (at Apollo) and escorting the Snack Bar personnel away from the fields. Failure to do any of these tasks will result in penalties at the Board's discretion, which could range from fines to suspension.

6 SECTION VI – STANDINGS AND TIE BREAKERS

6.1 STANDINGS

During regular league games, teams will receive two points for a win, one point for a tie and zero

points for a loss. Season winners will be determined by the highest number of points.

6.2 TIE BREAKER FORMAT FOR TIES

Ties as described above will be broken using the tiebreaker format shown below.

6.2.A Team with most wins.

6.2.B Team with the least losses.

6.2.C Head to Head

6.2.D Runs Against

6.2.E Coin Toss

7 SECTION VII – TEAM PARENT

7.1 TEAM PARENT

Each team will be required to have a Team Parent. He/she will be responsible fund-raisers and Snack Bar sign-ups. He/she will be required to attend meetings as scheduled.

8 SECTION VII - ALL STARS

8.1 ALL-STAR MANAGER SELECTION:

An All-Star manager candidate must be a manager or full time coach to be eligible and have attended Coaching Clinic and Online Ace Certification for that season. If none are available, the eligibility requirement, with the exception of the ACE Certification will be waived. A manager must inform the All-Star commissioner they wish to manage at least one week prior to the All-Star manager selection date. The Board will discuss each potential All Star manager and review any pertinent information (parent/athlete surveys, disciplinary reports, etc.). Potential All Star managers must be approved by a majority vote of the Board. These approved managers must complete a written test to demonstrate their understanding of USA Softball Rules. This written test cannot be created, edited, or modified by a potential All Star manager. The potential managers will interview with the managers of the division in which they wish to manage, who will then rank and cast ballots for the All Star managers in that division. The results of this voting will be sealed and kept by the All Star Commissioner until the ranking of the players is complete (as outlined in Section 8.3 below) at which point the All Star Commissioner will tally the votes to determine manager ranking.

If a manager is selected to manage the Gold All-Star team but their daughter is not ranked within the top 15 players, that manager becomes ineligible and the next highest ranked manager would be in line for the Gold team (as long as their daughter is ranked in those top 15 players).

8.2 NUMBER OF ALL-STAR TEAMS:

It is the goal of Simi Valley Girls Softball to field at least 3 All-Star teams in the 8U, 10U and 12U division and 2 in the 14U and High School divisions. The Board of Directors reserves the right to amend the number of teams each year depending upon division registration.

8.3 ALL-STAR SELECTION PROCESS:

8.3.A Each team must have 12 players

8.3.B Parents of any player who wishes to play All-Stars must complete and sign the All-Star Parent/Player Contract and provide a check payable to SVGS for \$75 for their All-Star Tournament Snack Bar Deposit and Field Maintenance Duties. This contract and check needs to be provided to SVGS by the due date to be determined by the league.

8.3.C All divisions: The managers in each division will meet in an open forum to discuss and select the All-Star teams for their division from the list of players who have submitted their items as stated in Item 5.3.B above. The Gold team will be comprised of the top 9 players as ranked by the managers (if coaches daughter ranked top 15, but not in top 9) OR the Gold team will be comprised of the top 10 players as ranked by the managers (if the coaches daughter ranked within those top 10). The Gold manager will select the remaining 2 players from the remaining list of players from the top 10 ranked silver players. The Silver team will be comprised of the next highest ranked 10 players as selected by the managers. The Silver manager will select the remaining 2 players from the remaining players. The Bronze manager will select their entire team from the list of remaining players after the Gold and Silver teams have been formed. The Gold manager must confirm to the All-Star Commissioner and the Silver Team Manager that the 12 players selected have accepted their spot on the Gold team within 24 hours of the selection process. The Silver manager must confirm to the All-Star Commissioner and the Bronze Team Manager that the 12 players selected have accepted their spot on the Silver team within 24 hours of the selection process. All player Rankings will be posted and open.

8.4 TOURNAMENTS:

By April 1st the Board will discuss pre-registering for All-Star Tournaments for all divisions. The Board will determine which tournaments the Gold team must attend. The Board shall also determine 1 mandatory tournament in addition to The SVGS Amanda All-Star Tournament that all all-star teams must attend together as a league. Team budgets will reimburse the league for tournament fees. All-star season officially ends for Silver and Bronze Teams after July 31st and the Gold team after the USA Softball National Tournament. Any tournaments participated in or after that are not considered official All-Star Tournaments by SVGS.

8.5 TEAM ROSTER: REFER TO USA Softball YELLOW BOOK ELIGIBILITY RULES.**8.6 TEAM PLAYER:**

If a player is selected to play on the "Gold Team", she shall play on that team. A player who declined to play on the "Gold Team" may not play on any other SVGS All-Star team without first obtaining approval by 2/3 vote of the Board of Directors. Likewise for the "Silver" players. Players must play within their designated age brackets for All-Stars regardless of the division they played in during the recreation season.

8.7 ENTRY FEES:

SVGS will pay for all entry fees for USA Softball State and National Tournaments of the Gold Division only.

8.8 STATE & NATIONAL QUALIFICATION:

Teams that qualify for USA Softball State or National Tournaments must play in those tournaments.

8.9 TEAM SPONSOR ACCOUNT:

All-Star managers must create team sponsor accounts. Additional gear for players and coaches, besides player uniforms as outlined in SVGS rules, will not be ordered until a team sponsor account is created. An itemized budget must be kept and available for the SVGS Treasure to view at any time and also emailed to the SVGS Treasurer on a weekly basis.

8.10 USA Softball RULES:

USA Softball Rules supersede SVGS Local Rules during All Star play.

9 SECTION IX - MISCELLANEOUS

9.1 CHARGES TO SIMI VALLEY GIRLS SOFTBALL

No person shall be allowed to charge purchases to Simi Valley Girls Softball.

9.2 INSURANCE

All girls and Coaching Staffs are covered by insurance. League insurance is only secondary coverage. Claim forms may be obtained from the Snack Bar. Managers must have the Physician Authorization slips signed by each girl's parent and carried with them at all times.

9.3 EQUIPMENT

Each team will be responsible for all league issued equipment and keys. Managers will submit a deposit check for \$150 to the league Equipment Director. Reimbursement for lost equipment or uniforms will be the responsibility of each manager. Failure to return equipment will result in forfeiture of the \$150 deposit and checks will be cashed the next business day. A deposit of \$500

is required in order to borrow all league owned Jugs Lite-Flite pitching machines. Pitching machines must be returned in good working condition or will result in forfeiture of the \$500 deposit.

9.3.A The regular season keys and equipment are due Closing Day by 6pm.

9.3.B All-star and Winter ball managers will need to return all keys and equipment as stated in 9.3.A, and will be re-issued new keys and equipment.

9.4 UNIFORMS

9.4.A The standard uniform of Simi Valley Girls Softball will consist of jersey with league logo and number, and socks. Teams may choose to purchase softball pants at their own expense. USA Softball rules must apply.

9.4.B Logos. Teams may not change logos or colors.

9.5 PRE-GAME FIELD PREPARATION

The Home team is responsible for setting up the bases, pitching rubber and preparing the field for play 30 minutes prior to game time. Failure to comply with this requirement will result in a \$25 fine assessed to the team sponsor account.

9.6 TRASH CONTROL

Visiting team is responsible for ensuring that trash is picked up and placed in trash bags before they leave the field. The Visiting team will collect all trash bags at the end of the day and deposit them in the bin (dumpster). The trash cans shall be returned to the storage area. Failure to comply with this requirement will result in a penalty at the discretion of the Board of Directors, which could range from fines to suspension.

9.7 POST-GAME FIELD MAINTENANCE

The Visiting team is responsible for dragging the field after each game. After the final game of the day the Visiting team will return the bases and pitching rubber to the storage container of each field and will water the field. The visiting team is responsible for locking the storage containers. Failure to comply with this requirement will result in a penalty at the discretion of the Board of Directors, which could range from fines to suspension.

9.8 FIELD MAINTENANCE DAYS

Each team must supply 4 adults to work not more than two Saturdays as required by the schedule. The field duty schedule will be on the game schedules. Failure to comply with this requirement will result in a penalty at the discretion of the Board of Directors, which could range from fines to suspension. Field Maintenance duties are separate from required Snack Bar duties.

9.9 CHAPERONE

Each team must have a female, 18 years or older, in attendance at all practices, games and/or team functions.

9.10 TEAM SPONSOR ACCOUNTS

Each SVGS team will have a "Sponsor Account" available for its use. This account will be established and maintained by the League Treasurer. The team Manager shall be accountable to SVGS and his/her team parents for maintaining accuracy of the account and all pertinent documentation. The purpose of the Sponsor Account is to provide an avenue for teams to accept donations to SVGS in the team name. These funds are then made available to the team for their direct use. All donations will be made payable to SVGS. At no time shall a manager request or accept a sponsor account check made payable to anyone other than SVGS (e.g. a check made out to themselves to deposit in their personal account). All donations and requests for reimbursement will be submitted on the proper form with proper receipts and other documentation to the Treasurer for consideration.

Sponsor Account funds shall be used for the benefit of all the girls on that particular team. Items may include, but are not limited to, uniform upgrades, sweatshirts, instructional equipment, wiffle balls, softballs, team parties, team hitting lessons, tournament entry fees, etc. In the event there are donated funds remaining at the end of the season (July 31 for recreation ball teams, August 15 for All Star teams) in any team account after all parents have been reimbursed for expenses incurred, and in an amount not to exceed the contribution of their own funds, these excess funds shall remain in the SVGS account and be moved to the league general fund. No individual is to profit from any donated or funds raised through a team fundraiser.

An itemized budget must be kept and available for the SVGS Treasurer to view at any time and also emailed to the SVGS Treasurer on a weekly basis.

9.11 BACKGROUND CHECK

Per USA Softball rules, each year all Coaches or any person (over the age of 18) working with the players during softball related activities (ex: games, practices, dugout, etc.) will be required to have a USA Softball Background Check at their expense. SVGS is also extending this to any person handling team funds.

Any Coach or person (under the age of 18) working with the players during softball related activities (ex. games, practices, dugout, etc.) and are not a registered player in the league will need to be registered with the league for a cost of \$10.

9.12 NSF FEES

If a person writes a check to SVGS and it is returned from the bank due to Insufficient Funds, that person will be responsible to repay that amount and the insufficient funds fee that the bank charges the league.