



2023 - Rules & Procedures

DOCUMENT REVISION & APPROVAL RECORD

REVISION RECORD		
DATE	AUTHOR	CHANGE REFERENCE
May 31, 2022	Heladio Saldivar	Added Article X – Suspension Policy
May 31, 2022	Christina Rosa-Robinson	Revised table of contents; changed Article X – Board of Director Conflict of Interested to Article XI of the same name.
June 18, 2022	Huey Allen	Article VII. Fall Ball
July 1, 2022	Danika Cunningham	Article XII. Volunteer Requirement

APPROVAL RECORD		
DATE	AUTHORITY	CHANGE REFERENCE
July 18, 2022	Approved to add by Board vote	Article VII. Fall Ball & Article XII. Volunteer Requirement added
May 12, 2023	Approved to add by Board Vote	Article VIII, Section 3 All Stars updated

ELK GROVE GIRLS SOFTBALL LEAGUE 2022 RULES & PROCEDURES Document
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Article I. – PURPOSE

The purpose of the Policies and Procedures of the Elk Grove Girls Softball League is to provide the Board and General Membership with a guideline in which to conduct business as it relates to the specific day to day operation of the league.

Article II. – COACHES

1. Shall have an adult female as a head coach, assistant coach, or manager on each team. If, for any reason, the female coach or manager is not present at any softball function, a substitute female over the age of 18 years must be present.
2. Shall submit an online request to coach as a volunteer and agree to a USA Softball background check and all state and county youth sports guidelines.
3. Shall attend all mandatory meetings and/or clinics scheduled by EGGSL, e.g., ACE Clinic, Player Clinic, Pre-Season & Mid-Season Coach's Meeting, etc.
4. Shall review and agree with *EGGSL Volunteer Terms and Conditions*".

I/We have enrolled in one or many volunteer roles for the league. I/We agree to complete the required USA Softball background check and SafeSport training, and understand any and all information regarding the outcome of the background check will be kept private and confidential. I/We agree the league can refuse to extend acceptance of volunteer roles at any time, to ensure a safe and secure environment for all players and members. I/We will abide by the league's Bylaws and Policies & Procedures, and understand termination can occur for any violation of such policies. If selected as a volunteer or coach, I/We will abide by the following Commitment Statement: 1) Abide by all the rules of the code of conduct and expect and promote the same for all players and parents; 2) Attend all managers/coaches meetings and league sponsored coaching, rules or safety clinics -- practice time may be withheld for lack of participation; 3) Attend all field work parties and perform extra duties as needed; 4) Will help teach the players softball fundamentals, teamwork, courtesy, integrity, discipline and sportsmanship; 5) Learn and abide by local policies and ground rules, know the rules; 6) Will be financially responsible for proper safeguarding and use of all assigned equipment and facilities; 7) Return all equipment on the date specific by the Equipment Manager at the end of the season; 8) Spend the time necessary with the team at practices and games; 9) Handle the administrative requirements of the team including scheduling parents for snack bar and cleaning up the park after games; 10) Promote to the players and their parents the goals of fair play, good sportsmanship and respect for the opponent and the umpires; Be fair, impartial, patient, and give constructive criticism and advice to all team players. All players are to be invited/included in all practices. Will conduct him/her self with professional and sportsmanlike conduct at all times. 11) Work with all league personnel to benefit the program; 12) Not use bad language, alcohol, drugs or tobacco while around the team." 13) Persons who fail to comply with all rules and regulations set forth by the League or who falsify any records or applications are subject to disciplinary action.

5. Head Coach priority ranking:
 - a. The Player Agents will submit a list of prospective head coaches and coaches to the President and Vice President for review and approval. The President and Vice President have the final decision over who will coach in the league.
 - b. Coaching Prioritization Guidelines:
 - i. Returning Coaches in the same division with a child may have first priority.
 - ii. Returning Coaches moving up in division with a child may have second priority.
 - iii. Assistant Coaches in the same division with a child may have third priority.
 - iv. Returning Coaches in the same division, without a child playing, may have fourth priority.
 - v. Assistant Coaches moving up in division with a child may have fifth priority.
 - vi. Coaches new to the League with a child may have sixth priority.

6. Coaches must contact all players within one (1) week of team formation.
7. Coaches must carry medical releases for each player during all practices and games.
8. Coaches will have the complete responsibility for the activities, control, and welfare of their teams while on the playing field.
9. Shall be responsible for obtaining league issued equipment and uniforms from the Equipment and Uniform Managers.
10. Shall be responsible for returning league issued equipment in good order at the end of each playing season to the Equipment Manager.
 - a. Coaches will sign for their equipment and will be liable for all missing equipment.
 - b. All equipment must be returned to the Equipment Manager at the end of the season.
Noncompliance will result in a billing to the coach for the replacement value of the equipment.
11. Any coach who plays an ineligible player is subject to disciplinary actions. The team shall forfeit all games that the ineligible player participated in. Failure to comply may result in ineligibility to coach a team.
12. Persons wishing to coach and/or assist more than one team must gain approval of the player agents, President, and Vice President. In no case shall one person participate with two (or more) teams within the **same** division.
13. Board Members as Coaches
 - a. Board members shall be allowed to coach a team during the time they serve as a board member.
 - b. Player Agent may not head coach a team within the division he/she represents as a Player Agent without Executive Board approval.

Article III. – DIVISIONS & AGE BRACKETS

Section 1. League Divisions

1. The League shall be composed of six divisions: 6U, 8U, 10U, 12U, Majors (14U &16U), unless otherwise approved by the Board as a result of League Registration.

Section 2. Age Brackets

1. Any girl 4 1/2 through 16 years of age as of December 31, of the previous playing year, who meets the boundary requirement or has an approved waiver, is eligible to participate.
2. Girls who want to play up in division must get approval from the Player Agents of both divisions in question and with the consent of the President and Vice President. Girls will be assigned as follows:
 - a. 6U - (4 ½-6)
 - b. 8U - (7-8)
 - c. 10U- (9-10)
 - d. 12U - (11-12)
 - e. Majors - (13-16)

Article IV. – TEAM FORMATION

Section 1. 8U

1. Player trades will only be made for extenuating circumstances beyond the control of the player and parent in consultation with the affected coaches, with President's approval. All additions, changes and deletions must be reported to the Registrar.
2. Teams will not exceed 14 players. If more than 14 players are available, then the additional players will be given the option of being placed on a waiting list or given a full refund. For long-term injury, additional players will be allowed.
3. Head Coaches are allowed to protect up to five (5) players of their choice with the player's parent/guardian permission.
4. **Sister Rule:** Sisters within the same age division will be considered as one pick of the five players. Selections are made before the team formation meeting, and the head coaches must provide a list of their protected players to the Player Agent prior to Draft Day meeting.
5. The Player Agent will set the protected player's registration forms aside. If the Player Agent notices that more than one head coach has protected a player, the Player Agent will notify the affected player(s) and parent(s) in order to give them the opportunity to determine the team placement.
6. Each player will be ranked by age and playing experience.
7. A team's starting rank in the draft will be determined by pulling a number out of a hat. The team with the lowest number will start the draft selection process first.
8. The remaining players will be grouped by rank, and then stacked face down on the table. They will be distributed through a blind random selection based on the starting draft sequence, as indicated in Article IV, Section 8. One player is selected from the top of the stack per selection turn. *Exception: Sibling players, who want to play on the same team, will be grouped together. Head Coaches may refuse siblings players, if they already have siblings and proceed to the next player in the stack. If siblings are taken, the head coach skips their next selection turn.*
9. Players who register after the teams have been formed will be placed at the bottom of the waiting list in date/time order. The Player Agent will assign players from this waiting list when a team has less than the maximum number of allowable players through a blind draft.
10. **6U Division Only:** The Player Agent will tentatively form the 6U teams before the 6U draft meeting. Criteria used for forming the teams will include attending the same elementary school, living in the same general area, players wanting to be together on the same team, and any other valid reason. The primary activity at the 6U formation meeting will be for the discussion, and approval of players on the respective teams.

Section 2. 10U, 12U, Majors

1. All players must participate in the appropriate Divisional player assessment for eligibility in the draft unless a waiver has been submitted and approved by the President, Vice President, or appropriate Player Agent with the consent of the President and Vice President. **Protected players cannot assess (included pitchers).** The Draft will be conducted using an open draft format as described in Section 3.

2. All potential players that are not protected and interested in pitching in more than two innings per legal game must participate in a player assessment separate and in addition to the player assessment described in Section 2 subsection #1. There shall be a pitching limit of four innings per legal game for all pitchers.
3. The Player Agent, with President and Vice-President approval, may grant a waiver to the 2-inning limitation for any pitcher who is not assessed.
4. Team Formation: There will be one Head Coach and one (or) two Assistant Coaches assigned to each team and approved by the Player Agents, President and Vice President prior to the draft. Before a Head Coach or Assistant Coach is declared to a team they must fulfill a League application and a USA Softball background check which includes Safesport. Each team must have a female background checked. The league will cover the fee for up to four background checks per team. Any additional background checks will be required to be paid by the individual or team.
5. Each Head Coach must draft no less than ten (10) players per team or as decided by the Board.

Section 3. Draft (Open Format)

1. Exceptions to the draft eligibility will be by Board approval only. There will be no trades allowed after the Player Agent of the Division declares the draft complete.
2. 10U may protect a maximum of 4 players, 12u and Majors only protect 3 players. Both of these rules may have the "Sister Rule" come into play. If in effect, it's possible to have more than 4 players in 10U and more than 3 players in 12U and Majors protected.
3. Head Coaches and Assistant Coaches daughters are protected and are required to be drafted prior to selecting any "non-protected" players. IE: If you protect three players, your first pick will be in the fourth round. Given the "Sister Rule" it is possible to have more than three girls protected to one team.
4. Assessed pitchers. In the spirit of fair competition and the development of pitchers once a team has selected 2 assessed/protected pitchers including Head Coaches and Assistant Coaches daughters they will not be allowed to pick another assessed pitcher until round 6 of the draft. This allows all teams an opportunity to select a pitcher.
5. Any unprotected player who misses the assessment(s), or registers after the assessment but before the draft, shall be placed into a blind draw. This blind draw will take place in continued draft order; after all other players have been selected to teams. Blind Draft Rule: Anytime during the draft, you can pick a player that did not assess instead of drafting a girl that attended the assessments; this will be a random selection.
6. At the completion of the draft, player trades will only be allowed for extenuating circumstances beyond the control of the player and parent(s), and in consultation with the affected coaches. Any trade request must be approved by the League President, and all roster changes must be reported to the Registrar.
7. Any player who registers after the draft shall be placed by the Registrar onto teams in a continuation of the draft order until all teams are full. After teams are full, players will be placed onto a waiting list; to be placed on a team by the Player Agent as any roster positions should become available.
8. Player Selection Process: at the time of the draft, no more than three (3) persons will represent each team. If no Head Coach and/or Assistant Coach is appointed by the time of tryouts, two (2) Board Members will be appointed to represent that team at all tryouts and at the draft.

9. Drawing numbers will determine draft order. Seating will be in draft sequence.
10. Order of selection will be as follows to accommodate as many teams are assigned in a division:

Round	#1	#2	#3	#4
Team	1	6	1	6
	2	5	2	5
	3	4	3	4
	4	3	4	3
	5	2	5	2
	6	1	6	1

Article V. - LEAGUE RULES

Section 1. Rule Book

1. The current year EGGSL Policies & Procedures will govern all plays, except where not defined will revert to USA softball rules.

Section 2. General League Rules

1. The home team shall email the final score, pitchers and innings pitched. Both scorekeepers shall sign each other's scorebook as verification (**unless an auto coach scoring system is activated**).
2. The **home team** is responsible for obtaining bases for that diamond and the field prep (e.g., water, drag, chalk field, measure out pitching distance). The **visiting team** is responsible for field clean up (e.g., putting bases away, water, drag, filling in pitcher's mound and batter's box). Both home and away teams are responsible for picking up waste in both dugouts, in and around the playing field.)
3. No team shall take infield warm-ups before game time. (Inside fair territory)
4. Batting helmets must be equipped with a facemask. A form-fitted helmet for a specific girl must be completely lined; (Air or Schutt) must be worn. Offensive players must wear a helmet while on the field. A player not wearing a properly equipped helmet when batting will be called out at home plate.
5. All infield players must wear a protective face mask while playing an infield position (this includes games and practices) for **10U through Majors division**.
6. No jewelry will be worn except for medical bracelets, which must be taped securely to the player's arm.
7. No smoking of any or other use of any tobacco product is allowed by any persons, including head coaches, coaches and scorekeeper, while performing duties on the playing field and/or in the dugout area.
8. No alcoholic beverages will be allowed at any league-sponsored event when players are present.
9. Plastic visors are not allowed. Hats are optional.
10. Metal cleats are not allowed except for the major's division. However, athletic shoes must be worn at all practices and games.
11. **Cancellation of game(s):** If not previously posted by the Player Agent, the **umpire** will decide cancellation of games due to weather or safety reasons. The Umpire-in-Chief and Vice President will be notified of all canceled games and rescheduled dates by 4 p.m. of the day scheduled. Canceled games will not bump regular scheduled games.

Section 3. General Rules Governing 8U, 10U, 12U, Majors Divisions.

1. A regulation game is to be considered:
 - a. 8U - six (6) innings or one (1), hour-fifteen (15) minutes, and No new innings shall begin after one (1) hour-fifteen, (15) minutes.
 - i. A game called by the umpire shall be official if three (3) or more complete innings have been played. Any game shall be considered complete if played to the time limit, regardless of the number of innings that have been played.
 - ii. In the event a game is stopped due to weather, darkness, etc., only if the game is under three (3) -innings, the game will be rescheduled at the point it was stopped and will use remaining time limit.
 - iii. For the purpose of the time limit, the next inning is considered to have started as soon as the last out of the previous inning is recorded.
 - b. 10U, 12U and Majors Division - seven (7) innings; or one (1) hour-twenty (20) minutes and no new innings shall begin after one (1) hour-twenty (20) minutes.
 - i. A game called by the umpire shall be official if four (4) or more complete innings have been played. Any game shall be considered complete if played to the time limit, regardless of the number of innings which have been played
 - ii. In the event a game is stopped due to weather, darkness, etc., only if the game is under four (4) -innings game will be rescheduled at the point it was stopped and will use remaining time limit.
 - iii. For the purpose of the time limit, the next inning is considered to have started as soon as the last out of the previous inning is recorded.
 - c. Majors Division - seven (7) innings: or one (1) hour-thirty (30) minutes and no new innings shall begin after one (1) hour-thirty (30) minutes. **Note: Interleague Play: Two (2) hour limit and no new inning shall begin after two (2) hours.**
 - i. A game called by the umpire shall be official if four (4) or more complete innings have been played. Any game shall be considered complete if played to the time limit, regardless of the number of innings which have been played
 - ii. In the event a game is stopped due to weather, darkness, etc., only if the game is under four (4) -innings game will be rescheduled at the point it was stopped and will use remaining time limit.
 - iii. For the purpose of the time limit, the next inning is considered to have started as soon as the last out of the previous inning is recorded.
2. Each player may not sit out more than 2 defensive innings per game (be a substitute on the bench). The only exception (other than injury) is in the case of disciplinary action against a player by the head coach. The head coach must notify the umpire, the opposing head coach, and the official scorekeeper of the disciplinary action before the start of the game, and the player agent within 24 hours of the incident.
Failure to comply will result in forfeiture of the game. No player shall be a starting substitute for two (2) games in a row.

3. An "on field" injury is defined as a situation when a player receives the injury on the field (not while on the bench) and is unable to continue play. The injured player's head coach will notify the umpire who will personally examine the player and query her on her condition. The umpire will make the final decision if the player is unable to resume play.
4. A player may be benched for: coming late to games or practices; missing games or practices without permission; improper conduct at games; or any other legitimate reason. If the player is to be benched, the notification procedure in Section 3.2 of this Article shall be made.
5. A player will be called out if, in the umpire's judgment, a bat is thrown that would cause injury to another player or person.
6. When bunting, the bat does not have to be pulled back. If the batter does not make an attempt to swing, but holds the bat stable, then no strike is incurred, unless the ball is pitched a strike.
7. Eight players are required for a game to start. A team may not finish with less than eight players. When a player must leave a game for any reason, other than ejection, no out will be declared in the vacant batting order. Ejection will result in an out being declared
8. All divisions will use continuous batting. All players present will take their turn at bat, but only nine (9) players will play each defensive half inning.
9. Players may enter at the bottom of the batting order upon arrival, up to a maximum of a full playing roster, not later than first pitch of third inning.
10. If a team cannot field the minimum required numbers of players within ten (10) minutes after scheduled start time of the game, that team will forfeit the game. If both teams are unable to field the minimum number of players, both will be recorded a loss in the League standings. A certified umpire must be present to make that determination.
11. Protests are allowed. If the need arises for a protest, all coaches must conduct themselves in mannerly fashion and demonstrate good sportsmanship. Any protest, to be valid, must be made aware to the onfield umpire before the next pitch is thrown. The umpire in charge must be notified directly following the game.
12. A written protest must be filed with the Player Agent within 48 hours of the end of the game being protested. A \$50 fee must accompany the submitted protest. The Protest Committee must render a ruling within 5 days of receipt of the protest. Protests will not be allowed for judgment calls and for any situation not having a bearing on the outcome of the game. If a protest is deemed to be frivolous then the \$50 fee will be forfeited.
13. All players must wear uniform numbered jerseys of the same color. The Player Agent or umpire must approve any exceptions to this rule before the beginning of the game. If a girl does not wear the uniform, the girl will not be allowed to play in that game unless the umpire, Player Agent, general board member or opposing team's head coach agrees. However, the rest of the player's uniform must be appropriate sportswear.
14. Only positive cheering is accepted from teams and fans. No noise from behind the backstop that is meant to rattle the batter or pitcher will be allowed. No coaching is allowed from behind the backstop, including parents. Head coaches are responsible for their sidelines.
15. The catcher may remove her helmet and mask after the ball is hit. The catcher may not remove her helmet and mask when the batter is attempting to strike the ball.
16. Either head coach may end a game at any time. The head coach terminating the game will be charged with the loss.
17. The **home team** will occupy the third base dugout while the visitors will occupy the first-base dugout.

18. Official record books will be kept of all games played and will show that each girl on each team has played the required number of innings as defined in Rule C and that the batting line up consisted of the entire roster of players. The record book will show all illnesses, absences, and disciplinary suspensions. Each team at each game will have a qualified person to keep the record book and that person will sign it. **Both teams must initial each other's scorebook. All scorebooks shall be made available upon league request for an audit.**
19. If at the end of an inning, and time has expired, or the end of a regulation game and the score is tied, one (1) FULL INNING WILL BE PLAYED using the **International Tie Breaker rule** to try to break the tie. If the game is still tied, the game will end in a **TIE** with one-half game being awarded to each team, excluding 8U, the game will end in a TIE.
20. An umpire has the authority to have a pitcher replaced (pulled off the mound) for safety reasons. Safety reasons will be deemed as when the umpire determines that the pitcher has erratic control and the batters are in danger of being hurt. The pitcher may still play in another defensive position.
21. When a tie exists between two teams in the same division at the end of the season the following tiebreaking procedure will be used to determine team rankings: 1) head-to-head record, 2) fewest runs allowed for season, 3) most runs scored. In the event 3 or more teams are tied, the above procedure will be used until one team either advances or is eliminated, and then the remaining teams will repeat the procedure.
22. If a batter is hit by a ball, then she is awarded first base (all other runners will advance only if forced). If the pitched ball hits the ground before hitting the batter, then she is awarded first base
23. Each team will have three (3) defensive charged conferences per game. No change in offensive charged conferences (one (1) per inning).
24. If parents fail to pick up a player within 15 minutes of the end of a game or practice, a first-time warning will be given. The second violation will result in the player's suspension. The third violation will result in the player's removal from the team with the consensus from the league President.
25. Pitchers are only allowed 5 pitches or 1 minute for warm up between innings. (Whichever occurs first)
26. The Run Rule ("mercy" rule) will be in effect for each division as follows:
 - a. 12 Runs after the 3rd inning
 - b. 10 Runs after the 4th inning
 - c. 8 Runs after the 5th inning
27. If a batted ball hits any obstructions in fair territory (oak tree) it is considered a dead ball. The umpire will then assess the situation and award bases as necessary.
28. If a batted ball hits any obstructions in foul territory (oak tree) it is considered a foul ball and counts as a pitch.
29. League play shall be a round-robin format, with the number of games to be determined based upon the number of teams in each division. Regular season standings shall seed teams into the end-of-the-year tournament (playoffs), which will determine the League champions.

Section 4. 6U Division

1. **Purpose** - The purpose of the League's 6U program is to provide an opportunity for girls less than seven years of age to learn and practice the fundamentals of softball in a **fun and relaxing atmosphere**.

2. **Equipment** – 6U teams participating in the 6U program will use a 10” synthetic covered softball/safety ball or other safety ball, provided by the League. All batters and base runners must wear batting helmets with a facemask.
3. **Teams** - A minimum of eight and a maximum of 14 players shall be played on each team’s roster. Whenever possible girls will be placed on teams of their choice where the primary player selection will be based by school, wanting to play with a friend, or other acceptable selection methodology. This only applies to 6U. The Player Agent responsible for the 6U Division will form the teams based on the preceding criteria.
4. **Base/Pitching Distances** - The distance between bases shall be 55 feet. The distance between home and the pitching plates shall be 30 feet. These distances may be modified to conform to the conditions of the field or area available. However, under no circumstances will these distances be shortened by more than 5 feet.
5. **Number of Players Defensively** - All players will be used defensively each inning. Until the ball is hit and put into play these players will be positioned as follows: Catcher (behind home plate), One pitcher (near the pitching rubber), four infielders (even with or in front of the baseline), and the remaining as outfielders (beyond the baseline).
6. **Number of Players Offensively** - All of each team’s players who attend a game will bat each inning, only once per inning.
7. **Using the tee, or coach pitch** – Players will hit coach pitch before hitting off the tee. Pitching will be done by an adult with the pitching to his or her own team. Batter will be allowed four (4) pitches. If a player fails to make a hit, the tee will be used. She will be allowed **only three (3) swings** on the tee before being declared out. No practice swings are allowed. A foul ball on third swing will give the player one more swing.
8. **Ball in Play** - Any batted ball must travel a minimum of 10 feet in the fair playing area to be considered a fair ball and in play.
9. **Dead Ball** - A “dead ball” is defined to mean anytime that play is stopped. Base runners may not advance when the ball is dead. The ball is dead when, after being batted into the fair playing area, the player in the pitching position has the ball in her hand and is within three (3) feet of the pitcher’s plate (even on the last batter of an inning).
10. **Base Runner** - Base runners must remain in contact with their base until the ball is hit. Once the ball is put into play, base runners may advance at their own risk to the next base only. **Base runners will be removed from the bases for any out situation.**
11. **Last Batter** – When the last batter in the line-up takes her turn, play will continue until all runners score, the defense returns the ball to the pitcher, or the defense makes an out on any runner.
12. **Defensive Coaching** - A maximum of three (3) defensive coaches may be on the playing field at once. The defensive coaches are required to be positioned in the outfield and behind the catcher and may not enter the infield during live play.
13. **Offensive Coaching** - A maximum of three (3) offensive coaches may be on the field at once, one in the first base coaching box, one in the third base coaching box, and one either pitching or placing the tee. One offensive coach will be positioned in the third base coaching box, another in the first base coaching box. These coaches may not touch players during live play. The two (2) base coaches also will be

responsible for umpiring the bases. **Any batted ball that strikes the coach-pitcher will be an immediate dead ball. All base runners will return to their bases and the batter will continue her turn at bat.**

14. **Regulation Game** - An official game shall consist no more than one (1) hour. No new inning shall begin after the one (1) hour time limit. Any inning started prior to the hour time limit shall be finished.
15. **Scoring** - No scores or standings will be kept in the 6U Division. **This is a development division that shall stress the instruction of softball skills and the promotion of sportsmanship.**
16. **Protests** - No protests or questioning of play will be permitted. Any head coach, assistant coach or fan who argues, disputes, questions, or voices dissent shall have to sit in center field, 150 feet behind second base for the remainder of the game. This area shall be known as the penalty box.

Section 5. 8U Division

All General League Rules shall be in effect, with the following additions:

1. Games will be played with a 10" ball (recommended – Worth RIF Level 1)
2. The distance between the bases shall be 60 feet. The pitching distance shall be 30 feet. These rules may be waived to conform to the conditions of the playing field. However, under no circumstances will these distances be shortened by more than five (5) feet.
3. Runners may lead off the base (no more than 15 feet) after the pitcher releases the ball – but NO STEALING ALLOWED. The pitched ball is dead when it crosses the plate, unless successfully swung at and hit into play by the batter. This rule means that there is no possibility of the catcher attempting to throw behind any runner on base.
4. There will be no walks. After the batter receives 4 balls from the opposing pitcher, the offensive team's coach will pitch the remainder of the strikes. The umpire shall still call balls and strikes when the coach is pitching. If the batter had two strikes from the opposing pitcher, then she will only get one more strike from the coach. If there were no strikes from the opposing pitcher, then the batter will still get three strikes. A foul ball with two strikes will not be an out.
5. The coach pitcher must remain in the pitching circle at the time of the pitch. The player pitcher must also be in the pitching circle at the time of the pitch, to the side or behind the coach pitcher. If a batted ball hits the coach pitcher, the ball is dead, and the batter continues her turn at bat. No strike shall be called for the pitch.
6. There will be no bunting allowed from a coach pitch. Bunting is allowed on a pitch from the opposing team's pitcher.
7. The dropped third strike rule will not be in effect.
8. The infield fly rule will not be in effect.
9. There shall be a four (5) run per inning rule. As soon as the 5th run is scored, that half inning will end, and the defensive team will take their turn at bat.
 - a. Example: If the team at bat has scored 4 runs with the bases still loaded, and the batter hits a ball over the outfielders' heads, the inning will end as soon as the runner from third scores the fifth run. No other runners touching home plate will count towards the score.
10. The maximum number of players on defense shall be ten (10), with a minimum of eight (8).

- a. Outfield defensive positions are defined as 3 outfielders which must play at minimum 10 feet – to the outfield side- from the natural baseline at the time of the hit ball.
 - b. Fields are to be chalked at the 10' line. Or use the grass line on smaller fields.
 - c. Outfielders may not line up as infielders – 6 infielders – 4 outfielders for a 10 player team.
11. Pitchers may pitch no more than two (2) innings per game. One (1) pitch in an inning constitutes a full inning pitched. A third inning may be pitched if the game goes over 4 innings.
 12. Leadoff of 15 feet maximum – allowed on release of pitch – NO STEALING.
 13. No Walk, Coach Pitch after 4th Ball.
 - a. Foul Ball is not strike 3; foul tip is active
 - b. Coach Pitcher must pitch with one foot on the rubber.
 - c. No slap hitting off coach pitcher.
 14. If hit by pitch by player pitcher – batter may have the option to take first base.
 - a. If hit by coach pitch, batter will receive another pitch (does not count)
 - b. A ball that hits the ground then hits batter will not be considered hit by pitch – the pitch will be considered a ball.
 15. Runners must be back on base at time of pitch or out is recorded, hesitation rule in effect.
 16. On any over throw, resulting from an attempt to put out a runner or to stop play, runners or batter runner are allowed to advance one base – maximum, at their own risk, per bat or play from pitcher, from point of thrown ball.
 17. Runners may only advance extra bases when the ball is hit and remains in the outfield.
 18. Dead ball overthrows are one base awards. If two runners are between the same bases at the time of the throw, the lead runner will be awarded the extra base; the trail runner will be placed on the base last touched.
 19. Runners can only advance one base on a ball being fielded in the infield by an infielder unless an over throw is made making a play or throw to pitcher. No advancing on a throw back to pitcher from catcher after a pitch.
 20. Speed up rule is in effect. Baserunner for catcher only with 2 outs. Baserunner must be last recorded out.

Section 6. 10U Division

All General League Rules shall be in effect, with the following additions:

1. Games will be played with an 11" ball (recommended – Rawlings Dream Seam)
2. The distance between bases shall be 60 feet. The pitching distance shall be 35 feet. These rules may be waived to conform to the conditions of the playing field. However, under no circumstances will these distances be shortened by more than five feet.
3. The infield fly rule will be in effect.
4. Drop-third strike is in effect.
5. There shall be a five (5) run per inning rule. As soon as the 5th run is scored, that half inning will end, and the defensive team will take their turn at bat.

- a. Example: If the team at bat has scored 4 runs with the bases still loaded, and the batter hits a ball over the outfielders' heads, the inning will end as soon as the runner from third scores the fifth run. No other runners touching home plate will count towards the score.
6. **Stealing of Bases:** Stealing is allowed **for all bases, players must slide if stealing home (if there's a play)**. Base runners must remain on the base until the ball is pitched. Base runners can only steal one (1) base per pitch.
7. The maximum number of defensive players on the field shall be 9, with a minimum of 8.
8. Players can continue to run after hitting the ball at risk of being tagged out or until the ball is in the pitcher's control within the pitcher's circle. (The runner must stop at the next base.)
9. **Pitching Restrictions:** Players who displayed their skills at the pitching assessment may pitch up to four (4) innings per game. Players who did not display their skills may only pitch up to two (2) innings per game. One pitch in an inning constitutes a full inning pitched.
10. Speed up rule is in effect. Baserunner for catcher only with 2 outs. Baserunner must be last recorded out.

Section 7. 12U and Majors Division.

All General League Rules shall be in effect, with the following additions:

1. Games will be played with a 12" ball (recommended – Worth Dream Seam)
2. The distances between bases shall be 60 feet. The pitching distance shall be 40 feet (12U only). Majors will pitch from a distance of 43 feet. These rules may be waived to conform to the condition of the playing field. However, under no circumstances will these distances be shortened by more than five feet.
3. Drop third-strike applies in this division.
4. Infield fly rule is in effect.
5. **Stealing:** There is open stealing on all bases.
6. There shall be a five (5) run per inning rule. As soon as the 5th run is scored, that half inning will end, and the defensive team will take their turn at bat.
 - a. Example: If the team at bat has scored 4 runs with the bases still loaded, and the batter hits a ball over the outfielders' heads, the inning will end as soon as the runner from third scores the fifth run. No other runners touching home plate will count towards the score.
7. **Pitching Restrictions:** Players who displayed their skills at the pitching assessment may pitch up to four (4) innings per game. Players who did not display their skills may only pitch up to two (2) innings per game. One pitch in an inning constitutes a full inning pitched. There will be no pitching restrictions for the **championship game only** of both Sizzling Slam and league playoffs.
8. Speed up rule is in effect. Baserunner for catcher only with 2 outs. Baserunner must be last recorded out.

Article VI. – SPRING SIZZLING SLAM TOURNAMENT

Sizzling Slam Tournament Rules 5/21/22 – 5/22/22

Each year, the league shall hold a spring end-of-season tournament for all league recreational teams in each competitive division. Teams may, at their own discretion, participate in this tournament at no additional cost to the team or its families. This tournament seeding is based on regular season standings and shall be governed by the following guidelines:

1. **SIZZLIN' SLAM TOURNAMENT RULES:** Elk Grove Girls Softball current year Policies and Procedures will apply with the following exceptions: (*Note: Game Rules may change prior to tournament, at the discretion of the Tournament Director.*)

- a. **SPORTSMANSHIP IS A MUST!** Please treat each official and opposing team with respect! Anyone not displaying sportsmanship may be asked to leave the tournament and may cause their team to forfeit their game(s).
 - a. Only positive cheering is accepted from teams and fans.
 - b. No noise from behind the backstop that is meant to rattle the batter or pitcher will be allowed.
 - c. No coaching is allowed from behind the backstop, including parents.
 - d. Head coaches are responsible for their sidelines.
- b. Teams entered must consist of only their own spring league players. No "pick-up" players from other teams will be allowed.
- c. The tournament format will be planned as single elimination
- d. The team listed first or on the top of the bracket will occupy the third base dugout (unless a team remains on the same field from the preceding game, then that team will stay in the dugout currently occupied).
- e. Game Time & Rules Specific To Division:
 - a. **8U Division**
 - i. 1hr 15 mins, no new inning shall begin after 1hr 15 mins
 - ii. 5 run limit per inning
 - iii. Leading off, No Stealing
 - b. **10U Division**
 - i. 1hr 20 mins, no new inning shall begin after 1hr 20 mins
 - ii. 5 run limit per inning
 - iii. Only allowed to steal one base, per pitch.
 - iv. Must slide at home, if there is a play at home.
 - c. **12U Division**
 - i. 1hr 20 mins, no new inning shall begin after 1hr 20 mins
 - ii. 5 run limit per inning
 - iii. Must slide at home, if there is a play at home.
 - d. **Majors**
 - i. 1hr 30 mins, no new inning shall being after 1hr 30 mins
 - ii. 5-up rule per inning (as played all season with Galt)
 - iii. Must slide at home, if there is a play at home.
- f. **Tie Breaker Rule:** In case of a tie at the end of the game and/or time limit, a runner will be placed on second base at the start of each team's turn at bat in the extra innings. In the first extra inning, the player scheduled to bat last in that respective half inning will start at second base. If tie is not

broken, the second extra inning and succeeding innings, the player scheduled to bat last in that respective half inning, shall start at third base.

g. Mercy Rule for 8U/10U/12U divisions:

15 runs – after 3 innings

10 runs – after 4 innings

6 runs – after 5 innings

h. Mercy Rule for Majors divisions:

15 runs – after 3 innings

12 runs – after 4 innings

i. Pitching Restrictions: 4 innings per game, per pitcher (no 2 inning limit restrictions to nonaccessed pitchers). REMEMBER – 1 pitch thrown constitutes an inning pitched.

j. After each game, the home team is responsible for turning in lineup sheets with the game score and pitchers innings pitched (to the Umpire).

k. **THERE ARE NO RULE PROTESTS ALLOWED:** The only two exceptions are: 1) Ineligible player; and 2) Excess number of innings pitched by a pitcher. These must be addressed to the umpire, and must be before the start of the next scheduled game.

l. Home team will be determined by a coin toss.

m. Home team will be the official scorekeeper (the visiting team should regularly compare score-book to ensure an accurate score is reported).

n. Courtesy Runners are encouraged! When you have two outs, please use a courtesy runner for your catcher and/or pitcher if either is on base. The courtesy runner shall be an available player who most recently completed her turn at bat (and is farthest from batting again in the inning).

o. Game time is very limited and everyone wants to play as much as possible. Please be observant of the time, and no stalling in between innings.

3. **EQUIPMENT:** The league will provide a new ball for each game. We **may** ask for coaches to bring any new softballs that have not been used (they will be replaced if this happens). Please have them with you in the event one is needed.

4. **TEAM RESPONSIBILITIES:**

a. HOME TEAM: Home team is responsible for turning in the scores to the umpire. You must provide the names and total innings pitched for each pitcher for that game. Home team is the official scorebook, in the event of any discrepancy.

a. DUGOUTS: Please make sure that all dugouts are completely cleaned out when leaving at the end of your game. Please be courteous to teams trying to exit.

b. FIELD PREP: Before each game, both teams are responsible for field prep. This includes, when needed, dragging the field, filling in any holes (pitcher mound, home plate, etc.), re-chalking batter's box and field lines. Please work together!!!

- c. Both teams are responsible for all field equipment, trash in and around dugouts, and scoreboard equipment. Please make sure all equipment is put away, and the field boxes are properly locked.

Article VII. - FALL LEAGUE

1. The Elk Grove Girls Softball League participates in the NorCal Girls Softball Association Fall Ball program. All play is governed solely by the NorCal By-Laws. (www.norcalsoftball.org/downloads)
2. Head coaches who wish to form a Fall Ball team must inform their division player agent by July 1.
3. All girls wishing to participate in Fall Ball must register for Fall Ball by July 15th. Late registrations will be accepted as team rosters allow.
4. While NorCal has a minimum requirement of 9 players to form a team. EGGSL will require that if there are girls remaining on the waiting list in a division each team in that division must play with a minimum of 12 players and maximum of 15 players.
5. The league supplies a standard uniform for Fall Ball. If a team wishes to upgrade their uniform, notice and Board approval of uniform upgrade shall be received prior to ordering the uniform. Teams must coordinate with the League's Uniform Manager for uniforms.
6. All participating players are responsible for the registration fees as established by the Board of Directors. These fees include but may not be limited to: NorCal league fee, team pictures, team uniforms, and insurance for all players. The league will collect this registration fee.
7. Teams may obtain more than one sponsor to offset the costs as listed in Section 6.
8. EGGSL will provide equipment and practice/game fields.
9. All players that participated in current year spring league will be insured. All new players to league that did not participate in current year spring season, must pay an additional fee for insurance and comply with all NorCal Girls Softball Association rules for eligibility. This additional cost will be waived if the player has paid for the current year USA registration through another organization.

Article VIII. - ELK GROVE COMPETITIVE TEAMS

Section 1. Intent

The intent of Elk Grove Girls Softball League is to form tournament teams to provide a higher level of competition to players registered with the EGGSL. Tournament teams will provide an opportunity for players with advanced abilities and the desire to play at a competitive level to participate at a tournament level of play, and to increase their skills in preparation for High School or College play.

Section 2. Name

Elk Grove tournament teams, other than the All-Star teams, shall have their team name designated as *Elk Grove Thunder*. The All-Star teams shall have their team name designated as *Elk Grove All-Stars* (with additional color identifiers of *Blue* and *Gold*, should there be two teams in any one division).

Section 3. All-Star Teams

Objective - The objective is to form All Star teams that will best represent the League in post-season competition.

1. Procedure - No later than the second Sunday of May of the current year the league will notify the membership of the date(s), time(s), and location(s) of the All Star selection tryouts.
2. Selection of Head Coach – The All Stars Selection Committee may consist of the President, ASA/USA Commissioner, Vice President, and the Player Agents. The Committee will consist of a minimum 3 members. The only exception to the mandatory members listed above is the situation where those listed above are also an applicant, in this case they participate in the process as an applicant NOT a committee member. Any interested Head Coach within the division may apply, or at the discretion of the Board, applications may be accepted by those who did not coach in the division.
 - a. All Star Coach selection process is as follows:
 - i. Submit a letter of intent on or before midnight of the announced due date.
 - ii. Interviews may be conducted with each candidate per division (if more than one candidate).
 - iii. After the interviews, the Committee will have a special meeting to discuss the applicants, and then the Committee will make the selection. All applicants will be notified of the results of the selection process.
 - iv. All Star Head Coaches must be available to attend and participate in all All Star tryout dates for their division.
3. Number of Players on Each Team - The “B” All Star teams will consist of a minimum 12 players. A point driven system ranks the first 12 players. An additional “3 Wild Card” selections will be selected by the head coach. The intent of this selection gives the head coach an option to pick up his or her child OR to select a player that was not scored in the top 12 (a scenario might be where a player made the tryouts but was sick and had a poor performance, but it is known by the head coach that this person will add value to the All Star Team. (Another situation might be a very good pitcher who did not try out well in the other evaluated areas or an injured player in good league standing)
4. If there are enough interested players and a head coach that accepts the appointment then a “C” All Star team may be created. The “C” All Star teams will consist of a minimum 12 players. An additional “3 Wild Card” selections will be selected by the head coach. The selection parameters would be the same as the “B” All Star team. The remaining girls, not selected for the “B” All Star team will be re-ranked and the same point driven system applies. The same wildcard rule applies.
5. Players will be invited to each division’s All Star try-out where they will be rated in a skills assessment.

There shall be a panel of at least two (2) assessors, and not to exceed five (5) assessors. These raters

shall have coaching experience and shall not be affiliated with the division being rated. All players participating in High School softball shall be permitted to try out for the All Star team(s).

6. Commitment – Every player on the All Star teams must be willing to participate in all practices and in any postseason tournaments. Any player who makes a commitment and later elects not to play for that All Star team will not be allowed to play for any other League post-season team unless approval is granted by the ASA/USA

Commissioner. Players who are or were on any tournament/club team roster for the current playing year are not eligible to try out for the All-Star team.

7. There will be registration fees that will go towards the uniforms, pictures, and tournaments.
8. Open Selection - There is no requirement that each team be represented on the All Star teams.
9. Replacement Due to Injury or Other Loss - In the case of injury or other loss of a player, replacement players may be added to the team. The player with the next highest assessed score from the All Star tryouts can be added to the roster with the approval of the ASA/USA Commissioner approval. If the list has been exhausted, then the All Star coaching staff may select the replacement player from any girl remaining (not selected for post-season play) from the Division.
10. Nationals for All Stars
 - a. Elk Grove Girls softball supports any All Star team that qualifies for Nationals.
 - b. The team will be allowed to fundraise and all funds raised will be given to the board's Treasurer.
 - c. The team going to Nationals will only consist of EG Girls All Stars. (If a player or players cannot go to Nationals, the Head Coach must pick up girls off the All Star List of players)
11. Drop Policy - No All Star player may be dropped from an All Star team without the approval of the Selection Committee.

Section 4. Team Formation ('B' Level Teams)

1. Elk Grove tournament teams will consist of girls meeting the current year's age bracket specifications of 10-Under, 12-Under, 14-Under, or 16-Under. All girls who participated in the EGGSL spring season of the current playing year are also eligible to try out for the *Elk Grove Thunder 'B'* tournament team for that same year. The team try-out(s) will be scheduled on a date at some point after the completion of AllStars.
2. Acceptance for participation on an Elk Grove tournament team is based on player assessments, as needed. Each player must participate in at least one of these assessments, and may be invited to subsequent assessments in order to further evaluate her individual status. Team(s) shall be formed at the beginning of the year and players must reside within the league boundary.
3. The intent is to form at least one team in each age bracket. If the ASA/USA Commissioner and Thunder Selection Committee determines a lack of players or insufficient talent exists in a particular age bracket, then no team for that age bracket will be formed in that year. No more than one team per age division will be formed without the approval of the ASA/USA Commissioner and the EGGSL Board of Directors.
4. The team shall participate in the eight (8) USA Softball "B" team tournaments. With the approval of the ASA/USA Commissioner, the Head Coach shall select additional tournaments. This number shall be limited by the team's budget and fund-raising efforts.

5. Players are eligible to participate in their appropriate age division for the Norcal Fall League while on a level "B" team roster or move to a "A" Level team, but cannot do both.

Section 5. Team Formation ('A' Level Teams)

1. Elk Grove tournament teams will consist of girls meeting the current year's age bracket specifications of 10-Under, 12-Under, 14-Under, 16-Under, or 18-Under. All girls who reside within the EGGSL boundaries are also eligible to try out for the *Elk Grove Thunder 'A'* tournament team. Girls who reside outside the League boundaries are also eligible; however no less than 75% of the active roster shall reside within the League boundaries. The team try-out(s) for the spring tournament season shall be held annually in November, with subsequent assessments in December, as needed. The team try-out(s) for the fall tournament season will be held annually in August, with subsequent assessments in September, as needed.
2. Acceptance for participation on an Elk Grove tournament team is based on player assessments, as needed. Each player must participate in at least one of these assessments, and may be invited to subsequent assessments in order to further evaluate her individual status. Team(s) shall be formed no later than December for the spring tournament season, and August for the fall tournament season. Teams will be formed prior to the spring and fall Recreational League seasons so as not to interfere with the formation of League teams.
3. The intent is to **form at least** one team in each age bracket. If following player assessments, the ASA/USA Commissioner and the Thunder Selection Committee determine a lack of players or insufficient talent exists in a particular age bracket, then no team for that age bracket will be formed in that year. No more than one team per age division will be formed without the approval of the ASA/USA Commissioner and the EGGSL Board of Directors.
4. The Head Coach shall determine the number of tournaments in which each team will participate, with approval of the ASA/USA Commissioner. This number shall be limited by the team's budget and fundraising efforts.
5. Players are eligible to participate in their appropriate age division for both spring Recreation League. However, players shall not be eligible to try out for the Recreational League All-Star team for that same year or NorCal Fall League.

Section 6. Head Coach and Assistant Coach Selection ('A' & 'B' Level Teams)

It is the belief of the EGGSL Board of Directors that coaches of the Elk Grove tournament teams are to be held to a high standard as they represent the EGGSL in tournament and competitive play. In order to maintain the integrity and standards of the League, the following process will be used to select Head Coaches and Assistant Coaches for the tournament team(s). Any person interested in becoming the Head Coach of a tournament team must, without exception, complete the following:

1. Submit a letter of intent and a resume to the ASA/USA Commissioner by October 1 for the upcoming spring season, and July 1 for the upcoming fall season.
2. Participate in an interview, which may include a coach's skill and theory assessment. A panel of no less than three (3) persons, and no more than five (5) persons shall conduct the interview. The panel shall be selected by the ASA/USA Commissioner.

3. Complete all stipulations for the League Requirements of Coaching in compliance with the *EGGSL Manager's Guiding Principle* requirements.
4. No person will be granted Head Coach status without final approval of the ASA/USA Commissioner and EGGSL Board of Directors.
5. Head Coaches for the current season must also submit their interest in continuing their Head Coach status for the upcoming season. The same application process must be followed, but the ASA/USA Commissioner may waive the interview process.
6. Head coaches will select their assistant coaches, but no person will be granted assistant coach status without final approval of the ASA/USA Commissioner and EGGSL Board of Directors.

Article IX. – DISCIPLINARY PROCEDURES

All disciplinary actions will be reviewed by the Board for further investigation of an alleged incident. If any action is taken the League's President and/or Vice President will inform the individual of the Board's decision and penalty. The following are an outline of the league's disciplinary actions.

1. Any ejected player/coach **MUST** leave the field immediately. Failure to do so may result in a maximum penalty for the violation. If the ejected player/coach continues any disruptions from the spectator area, they will be suspended for one additional game and placed on probation. An incident report will be completed and forwarded to the EGGSL Executive Board.
 - Minimum Penalty: 1 Game Suspension
 - Maximum Penalty: 2 Game Suspensions and 1 Year Probation
2. A player/coach who is on probation for a Code of Conduct violation, and is reported for another violation of the Code of Conduct, **WILL FACE** double the normal penalty for the new violation. Any probation or suspension included in the penalty for the new violation will run consecutively with the former penalty. This incident will be reported to the EGGSL Executive Board.
 - Minimum Penalty: 4 Game Suspensions and 1 Year Probation
 - Maximum Penalty: Termination for the Calendar Year.
3. No Player/Coach/Spectator shall be physically aggressive toward any person (teammate or opponent), official (umpire or scorekeeper), league director, agency representative, or spectator. This includes any unwanted physical contact including, but not limited to, shoving, or striking a person before, during or after a game. During a game, the player will be immediately ejected.
 - Maximum Penalty: Termination for one year.
4. No Player/Coach/Spectator may use or profanity and/or racial, sexual, religious or disabilitybased slurs, threats, or intimidation before, during or after a game.
 - Minimum Penalty: Immediate ejection and eight-game probation.

- Maximum Penalty: Termination for the one year.
5. Any Player/Coach/Spectator who refuses to abide by an official's decision.
 - Minimum Penalty: Immediate ejection and two game suspensions.
 - Maximum Penalty: Termination for the year.
 6. Any Player/Coach/Spectator who continues to be verbally abusive toward any player, official, league director, tournament director, representatives, or spectators shall be subject to additional penalties. This includes, but not limited to, use of profanity and/or racial slurs, harassment, threats, or intimidation before, during or after a game. If during a game, the violator will be ejected.
 - Minimum Penalty: Immediate ejection and eight game suspensions.
 - Maximum Penalty: Suspension for two years.
 7. A hearing may be requested by the player/coach/spectator. An Eligibility and Reinstatement Committee will be appointed by the EGGSL Executive Board to hear the appeal.

Article X. – SUSPENSION POLICY

The following policy is to help protect the participants, parents, volunteer coaches, officials, staff, and other volunteers of our recreational & competitive sports programs. To make our program safe & family oriented, the following will be implemented for Elk Grove Girls Softball and any other Related sports leagues/events.

1. All volunteer coaches must abide by all league policies and procedures. Specifically in the area of code of conduct: Volunteer coaches are an extension of the Elk Grove Girls Softball League which adheres to a 'zero tolerance' policy regarding violations of the code of conduct.
2. Any volunteer coaches, participants or spectators who are suspended from league play by an official or staff person will be ineligible to coach, participate and/or spectate for the duration of their suspension term. This includes any and all program related activities and events;
3. Any violation while under suspension will be treated as a 2nd offense and all relevant penalties will apply, including extending the existing suspension;
4. Any suspension occurring with less than two games remaining in the regular season will result in suspension from all remaining regular season games, as well as any and all upcoming post-season tournament games;
5. Any ejection/suspension that occurs during the post-season tournament will result in the implementation of the suspension during the next sports season for which the individual participates;
6. Any suspension for a term of 6 months or more will require a written request for reinstatement to be submitted following the suspension term. The request may be emailed to:

board@elkgrovesoftball.com

or addressed to

“Board of Directors”
P.O. Box 2388, Elk Grove, CA, 95624

The subject Line should read: “Right to Deny Reinstatement and/or Extend any/all Suspensions”. Reinstated participants, parents or coaches must complete the relevant re-training and/or education program prior to reinstatement.

Ejection/Suspension Procedures:

Once an ejection/incident happens: (Day of Games)

1. Ejected individual must leave facility and premises immediately, or police will be called.
2. Board Member in Charge (BMIC) / Umpire / All Volunteers involved in the incident must fully complete an ejection/incident report, noting items such as:
 - a) Individual(s) involved
 - b) Team/League affiliation
 - c) Purpose of Ejection/Incident
 - d) Facts (not opinions) and description of incident
 - e) BMIC or Board members present
 - f) Relevant contact information (email, cell phone, address as needed)
 - g) Actions taken at time of incident
3. Board Member in Charge (BMIC) – Once Report is completed, BMIC will review the report and send directly to Board of Directors (Board). Once incident report is received by Board of Directors, the following will occur:
 - a) Board will direct further review to appropriate committee as required (if appropriate, full Board will address further review/actions).
 - b) Board/Appropriate Committee will retrieve the reports from the BMIC / individuals involved when the incident occurred.
 - c) Board will contact parents / coaches / umpires / other volunteers associated with the incident in question and request statements from all parties involved and/or witnesses.
 - d) All statements will be given specific timelines as to when they are due, i.e. 5:00pm on Tuesday following the regular season game on Saturday

Article XI. – BOARD OF DIRECTOR CONFLICT OF INTEREST

1. It is a conflict of interest for a coach or a board member from a different softball league to be an EGGSL Board of Director. That conflict of interest precludes them from holding a board position and requires immediate removal from any current position held.

Article XII. – VOLUNTEER REQUIREMENT

General Terms and Conditions:

1. One Time Volunteer Assessment Fee (VAF):

\$20 per player to cover snack bar, field maintenance, Assessments, All-Star Tryouts, etc. This fee will initially be assessed for the 2023 Spring Season, and new players will be assessed annually. If a team fails to fill their volunteer obligations, all members of that team returning the following year would be reassessed the VAF. This Provision applies to recreational & competitive teams.

2. Membership Volunteer Requirement

Each Team enrolled is required to volunteer for the snack bar as determined by the Volunteer Coordinator each season. The number of shifts required will be determined by the number of teams fielded per year/number of volunteer opportunities available. **Each team is required to fulfill all assigned shifts.** Each shift requires a minimum of four volunteers. Participation in the year end league tournament (e.g. Sizzling Slam at end of spring season) is predicated on completion of all these required shifts.

If a Team fails to supply the required number of volunteers (i.e., less than the required number or no volunteers show up), Team will be required to cover an additional assigned shift during a Tournament or other Special Event, to be assigned by the Board of Directors Volunteer Coordinator.

Scholarship recipients are required to complete a specified number of volunteer shifts as agreed upon at the time of registration.

3. Tournaments & Special Events

Scholarship recipients that have not yet completed the required number of volunteer shifts will be given the first opportunity to sign up for tournaments & special event shifts. Remaining opportunities will be offered to the following groups (in order). Each shift covered will result in a donation, amount to be determined by the Board of Directors, based on number of volunteers shifts/hours covered. At a minimum, each volunteer will generate a donation equal to the current minimum wage. Scholarship recipients will not receive this credit.

- Thunder Teams
- All Stars/Recreational/Fall Ball Teams
- Public Schools
- Other External Community Affiliated Groups (to be evaluated by the Board as appropriate). Per EGGSL Bylaws, groups that advocate for specific political candidates are excluded from consideration for this opportunity.

If snack bar volunteers for tournaments/special events are not found in a reasonable timeframe the Volunteer Coordinator will determine an appropriate course of action.

4. Board Member in Charge (BMIC)

Each Board member will fulfill an equal number of volunteer shifts annually as determined by the Volunteer Coordinator or provide an alternate/stand in Board Member in order to ensure that oversight responsibilities are met.

BMIC shifts include but are not limited to normal game time shifts (including oversight of snack bar volunteers/finances, general availability for Kloss Complex duties, documentation of Health and Safety issues, etc.); field maintenance day shifts, Assessments, All-Star Tryouts, or any other League events as needed.

The assigned BMIC is required to notify the Volunteer Coordinator of any changes/substitutions to BMIC shifts as soon as reasonably possible. In the event of emergency, or if unable to find a substitute, assigned BMIC will notify all Board members to determine if an alternate BMIC can be found.

In the event that an alternate BMIC cannot be identified, assigned BMIC will contact all shift volunteers (as needed) to notify them of cancellation. Teams assigned to field volunteers for these shifts will not be required to reschedule, as the circumstance is out of their control. Note that this does not apply to rainouts/inclement weather/fires, closure of the Kloss Complex by CSD, or other types of forced closures/rescheduling due to unforeseen circumstances.

5. Lack of Snack Bar Volunteers

If a Team fails to provide all four (4) volunteers as required for a shift; BMIC will follow the following guidelines:

Three (3) volunteers: Snack Bar to remain open; spirit wear will not be sold

Two (2) volunteers: BMIC will keep the snack bar open to sell minimal refreshments (snacks & drinks; hot food optional). However, the BMIC still has the discretion whether to keep the snack bar open to sell minimal (snacks, drinks, or hot food). If the snack bar is closed the assigned Team will be reassessed the VAF fee.

One (1) or no volunteers: BMIC has the discretion to determine whether to keep the snack bar open to sell minimal refreshments (snacks & drinks; no hot food). If the snack bar is closed the assigned Team will be reassessed the VAF fee.