

SAN LORENZO VALLEY GIRLS SOFTBALL
GENERAL RULES ALL DIVISIONS

Official ASA rules for the current season shall cover all situations addition to the following:

1. Players will be assigned to the following age divisions:

Ages 6 and Under (6U)

Ages 8 and Under (8U)

Ages 10 and Under (10U)

Ages 12 and Under (12U)

Ages 14 and Under (14U)

Divisions may be combined depending on registration numbers per the Board's approval. When Divisions are combined, the rules of the lower division will be followed.

Players requesting to play outside their age division must participate in the Skills Evaluation for both their league-age group and the group they wish to move up to. Board must approve the request for the move-up, after Skills Evaluation.

2. All players will wear numbered shirt uniforms provided by the league. Players have the option of wearing "baseball style" pants or sliding shorts with sliding pads. All shirts are to be tucked in during game time. Cleats (rubber-soled) shoes are mandatory, and are to be provided by the parents.

3. Teams will have a minimum of 10 players and a maximum 14 when necessary. Teams will strive for 11 players per team. (exception 6U and 8U divisions).

4. FIELDS

A. SLV Middle School – If ball in play is overthrown and hits cyclone fence along 1st base line, ball is considered live and runners may continue to advance at their own risk. If ball is overthrown into parking lot area, ball is dead and runner may advance according to Umpire Award. Ball on 3rd base side that goes past dugout/batting cage imaginary line will be considered a dead ball.

B. 14 and Under, 12 and Under, and 10 and Under Divisions – 60 feet between bases.

C. 6 and 8 and Under divisions – 50 feet between bases.

5. GAMES

A. LENGTH: No new innings started after time limit expires. Innings started should be concluded with losing or tied team getting full at-bats or score goes back to previous inning. Tiebreakers only if within time limit (except in tournament play). Ties count in standings. When combining the 12 and 14U division, 12U division rules are followed.

14 and Under Division – 7 innings or 1 1/2 hours.

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12 and Under Division & Uppers – 6 innings or 1 1/2 hours

10 and Under Division – 6 innings or 1 1/2 hours

8 and Under Division – 1 ½ hours

6 and Under Division – 1 hour

B. TIES & STANDINGS: Games ending in a tie will not be rescheduled and will constitute 1/2 win for each team. Best winning percent (Wins/Total games) will seed tournaments or determine league standings. Average per game run differential in played games will be second tiebreaker for standings. Total runs scored-Total runs allowed/# of games played will determine differential. Team with higher average gets the higher seed. Forfeits will be scored 4-0. Coin toss will be 3rd tiebreaker. Winning Coach should report scores promptly to Division Rep and standings should be posted weekly.

C. THREE FULL INNINGS WILL CONSTITUTE A PLAYED GAME: Any game where at least three innings were played will not be continued on another date and will count in team's won, lost, or tied record. Games that do not reach three full innings will not be a played game, will not count in standings or run differential calculations and are subject to League Rule 7C. Three full innings shall mean the team behind or tied had 3 full at bats.

D. DESIGNATED WATCH shall be official in all instances.

E. EXACT GAME START AND ENDING TIMES must be recorded in the official scorebook.

F. DARKNESS OR RAIN: No game will continue into darkness or heavy rain. Player safety and visibility will be the number one priority. Any manager/coach encouraging play to continue into darkness or heavy rain will be immediately suspended for 2 games, a second infraction will result in removal from coaching. Score reverts to last full inning played in event of darkness or rain.

G. RUNS AHEAD RULE (MERCY RULE): If one team leads another by 7 runs after 4 complete innings the next inning shall be declared the open & last inning. If game becomes tied after open inning, game shall continue to time limit with ASA Tie-Breaker & 3 run rule enforced. If one team leads another by 10 runs after the end of 5th or subsequent inning, or the home team leads by 10 runs in the bottom of the 5th or any subsequent bottom half of an inning, the game is over.

6. LINEUPS

A. All players on the roster will bat in a continuous rotation.

B. Legible, complete lineups will be given to official scorekeeper, opposing team, and umpire 10 minutes prior to game time. Use first and last names and shirt numbers. List any team member not playing and the reason Exception 8U.

7. BOTH TEAMS

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- A. NUMBER OF PLAYERS: A team on the field shall consist of 10 players. All divisions will play 4 outfielders. The usual “Buck short” or “Rover” shall begin play in the outfield. A game can be played with a minimum of 8 players and the 4 outfielders rule will not apply (exception 6U and 8U).
- B. IF A TEAM FAILS TO APPEAR for a scheduled game or is not ready to play in 15 minutes after the scheduled game time, a forfeit shall be called. If neither team can field a team, each team shall receive a loss in the standings. A team must have at least 8 players to start, continue, and finish a game; otherwise it is a forfeit. Forfeit scores shall be 4 to 0 (exception 6U and 8U).
- C. COACH REQUEST FOR A RESCHEDULE OF GAME: If a coach determines prior to a scheduled game that they will not be able to field a team of 8 players, they may contact the coach of the opposing team and attempt to reschedule the game within the same week, Sunday through Saturday. This must be done 48 hours prior to the scheduled game date. If the opposing coach does not agree to reschedule, then the team that is unable to field a minimum of 8 players must forfeit. The Division Rep must be notified and approve any cancellations, rescheduling or predetermined forfeits.
- D. RAINOUTS: No rainouts, or games with less than 3 completed innings (not played games), will be re-scheduled unless authorized by SLVGS Board.

8. HOME TEAM

- A. Uses third base dugout.
- B. Provides official scorekeeper (no fee paid).
- C. Provides game ball if no new balls are located in the chalk shed. Game balls are to be returned to the umpire after the game.
- D. Prepares field for game.

9. VISITING TEAM

- A. Uses first base dugout.

10. Managers/Coaches

- A. TEAMS WILL HAVE 1 MANAGER AND 1 COACH. Only the coaching staff of 1 manager and 1 coach can have their children as protected players. The manager or coach must be present at all times during games and practice. Teams may have coaching assistance but these assistants are never to be left solely in charge of the players unless ASA certified.
- B. MUST BE IN DUGOUT, designated area (Pitching), first base, or third base box.
- C. Managers and Coaches must be formally approved by the Board of Directors **prior** to the Coaches Meeting.

11. PLAYERS

San Lorenzo Valley Girls Softball Rules

- A. NO NEW PLAYERS WILL BE SIGNED UP after Skills Evaluation. Exceptions will be made for players in the 14U Division who have registered and are trying out for a High School team.
- B. TO BE ELIGIBLE FOR CHAMPIONSHIP OR PLAYOFF GAME, a player must have participated in at least 3 games during the regular season.
- C. PLAYERS MUST PLAY IN THE FIELD 3 INNINGS OR 1/2 THE GAME. Only defensive substitutions can be made, starting batting orders must remain the same during the entire game. Players must play at least one inning in an infield & one inning in an outfield position in the 10U, 8U & 6U Divisions. We encourage coaches to place players in various positions during the game.
- D. 6&8U: All players may play with 6 maximum infield positions (including catcher) and the rest outfield (maximum 10 players). The coach has the option to play as few as 10 or all the girls on the team.
- E. NO JEWELRY TO BE WORN during practice and games.
- F. LONG HAIR must be worn tied back or in a ponytail. No metal clips.
- G. VINYL GLOVES or mitts are not permitted.
- H. NO PLAYER MAY BE DROPPED from a team roster without a Board of Directors investigation of the matter.
- I. Teams using ineligible Players in any game will receive a forfeit for that game. The Board of Directors will investigate any reports of this infraction.
- J. All players must have signed medical release to play or practice.
- K. 14 and Under Division games will be umpired by 1 Adult ASA certified umpire. (Plate Umpire).
- L. 12 and Under Division games will be umpired by 1 ASA certified umpire. (Plate umpire)
- M. 10 and Under Division games will have 1 ASA certified umpire.
- N. 8 & 6 and Under Division games will have 1 volunteer parent representative umpire from each team. Home team parent umpire will be responsible for calls at home plate and 3rd base, placing the ball on the tee, and removal of the batting tee after each hit. Visiting team umpire will be responsible for calls at 1st and 2nd base.

13. SAFETY

- A. CATCHERS must wear chest protectors, masks with throat guards, shin guards, and catcher's helmet.
- B. ALL BATTERS, ON DECK BATTERS, BASERUNNERS AND PLAYER BASE COACHES ON 1ST AND 3RD are to wear batting helmets during games and practices.

14. INJURED PLAYER

- A. If a player is injured and removed during game play she cannot return once she has missed her turn at bat. The team does not sacrifice an out if the injured player misses

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her turn at bat if 8 players are still batting. Game will be a forfeit if injured batter is 8th batter in the lineup and she is unable to continue. Game will be forfeited when her spot in order is up and she is unable to bat.

- B. If time remains on the clock, less than 8 defensive players (because of an injury) in the field will result in a forfeit.
- C. Courtesy runner allowed if coaches agree; last batter called out is the courtesy runner.

15. PROTESTS: If a manager protests a game, he/she must sign and file a protest within 24 hours (excluding Sundays and holidays) following the game. The protest must include a \$25.00 fee when it is filed. The \$25.00 fee will be returned if the manager wins the protest. No protest can be filed on a judgment call.

16. CONDUCT

- A. No alcoholic beverages allowed at practice or games. Managers/Coaches will not appear for practice or games in an intoxicated condition or under the influence of any illegal substance. Spectators who appear at games in an intoxicated condition will be ejected from the field area by the umpire. Managers/Coaches will be suspended from coaching for the duration of the season and cannot return to league coaching without the unanimous vote of the directors. Any players who appear under the influence of any illegal substance at practice or games will be suspended from the league.
- B. State Law prohibits any tobacco products on school grounds.
- C. Managers/Coaches will use their influence to control partisan spectators; the constraint of such spectators is a coaching staff responsibility.
- D. The use of profanity is not allowed.
- E. Managers/Coaches will have complete control of the team at all times.
- F. Managers/Coaches will restrain themselves at all times. Characteristics of honesty and fair play will always be used when dealing with players, other coaches, and umpires. The “chewing out” of players during the games and practices, and other displays of anger, disgust, etc., will not be tolerated and may result in game ejection by the umpire.
- G. Only a manager or a coach is allowed to calmly discuss a conflict with any umpire. Exemplary, mature conduct will always be used. No player or spectator is ever allowed to question or disagree with an umpire’s call.
- H. Hard, tough competition, and a “win at all costs” attitude will be secondary to fair play, learning and taking on of responsible team play.
- I. No manager, coach or player shall at any time lay a hand upon, shove, strike or threaten an official, manager, coach or other player. Any infraction of this rule will result in immediate expulsion from the league.
- J. The use of yelling or taunting in any way, shape or form by player, manager, coach or spectator against the opposing team is not allowed. No “hey, batter” or even “hey,

pitcher.” Any infraction of this rule is grounds for ejection, suspension or forfeit. Positive cheering or chanting for own team members is allowed.

- K. All members of the organization, San Lorenzo Valley Girls Softball will follow any prevailing state laws, school restrictions, codes, or authorized requests when assembled as members or representatives of SLV Girls Softball.

**14 and Under
GENERAL RULES
-ASA RULES IN EFFECT –**

The following additional rules apply:

1. PITCHING

- A. Distance = 40 feet
- B. No Pitcher shall pitch more than 3 innings per game.
- C. A single pitch in an inning constitutes a full inning pitched.
- D. If a pitcher hits 2 batters in an inning, a warning is issued to the coach, if a third batter is hit in the same inning, the pitcher is to be removed from the pitching position for the remainder of the game, she is eligible to continue play at any other position. If pitcher hits 4 batters over multiple innings, a warning is to be issued to the coach, if a fifth batter is struck over multiple innings, the pitcher is to be removed from the pitching position for the remainder of the game, she is eligible to continue play at any other position.
- E. 12” COR .47 Ball shall be used in League Play.

2. BATTERS

- A. A continuous batting order will be used.
- B. All players bat.

3. GAMES

- A. Three (3) run limit per inning or three outs, whichever comes first.
- B. **Last inning of game shall be Open, (unlimited scoring).** No new inning shall start after 1 ½ hours after the official start time of the game. In the event 7 innings of a game will not be played because of time or darkness or the mercy rule ([League Rule 5G] 7 run lead after 4 complete innings) the managers shall agree on and declare a last inning before the inning begins. The open inning must be open if it starts within 10 minutes of the 1 ½ hour time limit. In the event the managers cannot agree the umpire shall make the determination. If game is tied after the open inning and time remains on the clock or no game follows, a tie breaker inning with 3 run limit can be started.

**12 and Under or Upper Combined Division
GENERAL RULES
- ASA RULES IN EFFECT -**

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The following additional rules apply:

1. PITCHING

- A. Distance = 40 feet
- B. No Pitcher shall pitch more than 3 innings per game.
- C. A single pitch in an inning constitutes a full inning pitched.
- D. If a pitcher hits 2 batters in an inning, a warning is issued to the coach, if a third batter is hit in the same inning, the pitcher is to be removed from the pitching position for the remainder of the game, she is eligible to continue play at any other position. If pitcher hits 4 batters over multiple innings, a warning is to be issued to the coach, if a fifth batter is struck over multiple innings, the pitcher is to be removed from the pitching position for the remainder of the game, she is eligible to continue play at any other position.
- E. 12" .47 COR Ball used in league play

2. BATTERS

- A. A continuous batting order will be used.
- B. All players bat.
- C. Bunting is allowed.
- D. Dropped third strike rule in effect

3. INFIELD FLY RULE APPLIES

4. GAMES:

- A. Three run limit per inning or three outs, whichever comes first.
- B. **Last inning of game shall be Open, (unlimited scoring).** No new inning shall start after 1 ½ hours after the official start time of the game. In the event 6 innings of a game will not be played because of time or darkness or the mercy rule ([League Rule 5G] 7 run lead after 3 complete innings) the managers shall agree on and declare a last inning before the inning begins. The open inning must be open if it starts within 10 minutes of the 1 ½ hour time limit. In the event the managers cannot agree the umpire shall make the determination. If game is tied after the open inning and time remains on the clock or no game follows, a tiebreaker inning with 3 run limit can be started.

**10 and Under
GENERAL RULES**

- ASA RULES IN EFFECT -

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The following additional rules apply:

1. PITCHING

- A. Players will pitch with balls and strikes called. If Girl pitcher hits batter, then Hit Batter rule is in effect. No walks. If batter fouls off on third strike she continues to bat and pitcher continues to pitch until ball is missed or put into play. Pitching will take place from a distance of 35 feet, no closer.
- B. Coaches will pitch after Player pitches 4 balls. Coach inherits strike count. If batter fouls off on third strike she continues to bat and coach continues to pitch until ball is missed or hit into fair territory. If a batted ball hits staff pitcher (coach), the ball is dead & batter receives a new pitch.
- C. The pitching circle (an 8-foot radius around the pitcher's mound) will be marked on the field.
- D. Batted ball hits pitching coach, ball is dead, batter receives pitch over.
- E. Pitching coaches will remain quiet at all times; there will be no coaching allowed by this coach during the offensive portion of the inning.
- F. Pitching coaches will exit appropriate side of field after ball is hit. Extreme caution must be used by the pitching coach, so as to not interfere with the defensive fielding of the ball. Any intentional interference called by the umpire will result in an automatic out on the batter, and all base runners must return to the base occupied before the ball was hit.
- G. There is a defensive player in the pitching circle to the side of the pitching coach. There is only one player allowed in the pitching circle.
- H. If a pitcher hits 2 batters in an inning, a warning is issued to the coach, if a third batter is hit in the same inning, the pitcher is to be removed from the pitching position for the remainder of the game, she is eligible to continue play at any other position. If pitcher hits 4 batters over multiple innings, a warning is to be issued to the coach, if a fifth batter is struck over multiple innings, the pitcher is to be removed from the pitching position for the remainder of the game, she is eligible to continue play at any other position.

2. 11" RIF Softball to be used in League Play

3. PLAYERS: All players may play with 6 maximum infield positions (including catcher) and the rest outfield (maximum 10 players).

4. NO INFIELD FLY RULE

5. STEALING: A runner stealing 2nd or 3rd may not advance to the next base if the catcher overthrows (one base per play). Stealing is only allowed during player pitch. No stealing home, player must be batted in.

6. BUNTING IS ALLOWED WHEN PLAYER IS PITCHING

7. BASE RUNNERS: SAME RULES AS ASA 10 & UNDER

- A. Can lead off from base only after the ball is released by the pitcher, one base advance per steal attempt. If runner goes further, she can be put out.
- B. There are no walks in 10U so no walk continuation.
- C. Third base runner can only advance home on: (Runner is liable to be put out if off base at any time).
 - 1. Hit ball - (Continuation play of hit ball, sacrifice fly, fair or foul.)
 - 2. Forced by a walk or hit batter. (Bases loaded)
 - 3. On award by Umpire
 - 4. You may not steal home

D. A chalk line will be placed halfway between 1st and 2nd, 2nd and 3rd, 3rd and home. Once the pitcher has control of the ball inside the circle, any runner will be required to return to the previous base if they have not reached the chalk line, with the threat of being put out. If a put out attempt is made the play is still live.

E.

F. After ALL play ceases if the umpire determines that the runner continued to advance beyond the chalk line after the pitcher had control of the ball in the circle, the runner shall be returned to the correct base by the umpire."

G. RUNNERS ALLOWED TO LEAVE BASE WHEN PITCH LEAVES PITCHER'S HAND.

8. GAMES

- A. Ball remains in play until it is returned to the pitching circle, or the umpire calls time when he/she has assessed base runners have ceased to advance.
- B. Three run limit or three outs, whichever comes first.
- C. **Last inning of game will be a "true" Open Inning, with no run limit.** - No new inning shall start after 1 ½ hours after the official start time of the game. In the event 6 innings of a game will not be played because of time or darkness or the mercy rule ([League Rule 5G] 7 run lead after 3 complete innings) the umpire shall declare a last inning before the inning begins. The last inning must start within 10 minutes of the 1 ½ hour time limit. If game is tied after the last inning and time remains on the clock or no game follows, a tie breaker inning with 3 run limit can be started.

9. TOURNAMENT PLAY

- A. Ball remains in play until it is returned to the pitching circle, or the umpire calls time when he/she has assessed base runners have ceased to advance.
- B. Three run limit or three outs, whichever comes first.

- C. **Last inning of game will be a “true” Open Inning, with no run limit.** No new inning shall start after 1 ½ hours after the official start time of the game. In the event a tournament game is called due to darkness or weather, the game will need to be continued and completed at a later date. The Continuation Game must start at the same inning previously left off, same score and same stats including Pitcher's Innings pitched and all player's playing time will roll over from the previous game.

**8 and Under
GENERAL RULES
- ASA RULES IN EFFECT -**

The following additional rules apply:

1. FIELDING

- A. Every player must play at least one inning in the in-field.
- B. No one player may play more than 2 innings at either pitcher or first base (combined) per game.
- C. All players play in the field every inning. Maximum of 6 in-field players, including the catcher.
- D. Outfielders must be on the grass during the pitch before batter contact.
- E. No extra bases are allowed on an overthrown ball.
- F. Catcher must wear catcher's gear.
- G. No infield fly rule.

2. PITCHING/BATTING

- A. 11" RIF 10 Ball to to be used in league play.
- B. Pitching distance is 30 feet.
- C. Continuous batting for entire team (all players must bat).
- D. Each player must be placed in the top 3 of the batting line up at least once in the season.
- E. No bunting.
- F. If a batted ball hits a pitching coach, the ball is considered a dead ball.
- G. No dropped third strike rule.

FIRST HALF OF THE SEASON:

- A. Each batter gets 5 coach pitches.
- B. A batter strikes out after three strikes or if she does not make contact on her last pitch from her coach.
- C. No called strikes. No strike outs on foul balls.

SECOND HALF OF SEASON (or when ready as agreed by both coaches):

- A. 3 pitches from player pitcher.

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- B. If player has not struck out, she gets 3 pitches from a coach pitcher from her team.
- C. A batter strikes out after three strikes or if she does not make contact on her last pitch from her coach.
- D. No called strikes. No strike outs on foul balls.
- E. If pitchers can pitch about 1 out of 3 hittable pitches, batters will only get 2 coach pitches. This will encourage the batters to attempt to swing at player pitches. This rule will only be applied if both coaches agree prior to the start of the game.
- F. Hit by Pitch Rule: Upon the 3rd batter hit within an inning, pitcher will be removed from the mound for the duration of the inning. Pitcher will be allowed to pitch the next inning provided it is her second inning, but if upon returning the pitcher again hits 3 batters within an inning, the pitcher will be removed from the mound for the duration of the game. Upon a hit batter, the coach will pitch. The batter will get 3 coach pitches, but will retain her strike count. If a player is too hurt to continue batting, she may take first base.
- G. If a batter throws the bat, the first time she is given a warning. If she does so again, she's out.

3. BASE RUNNING

- A. If a batted ball does not leave the in-field, runners may advance at most one base.
- B. If the ball is hit to the grass, runners may continue advancing until the ball crosses the plane between the grass and the dirt.
- C. If a runner is between bases when the ball crosses the plane, even if just a step past a base, she may advance to the next base.
- D. If the ball goes into the grass on an overthrow, the runners may not advance extra bases.
- E. Leading off is permitted after the ball leaves the pitcher's hand.
- F. No stealing.
- G. A runner may be picked off if leading off but may not advance on an overthrown pick-off attempt.
- H. A runner hit by a batted ball in fair territory is out.
- I. If the batter on her way to first base is in fair territory and is hit by a thrown ball, she is out. In any other case, a runner hit by a thrown ball is not out.
- J. No sliding.

4. GAME AND INNING DURATION

- A. 3 run limit per inning.
- B. 3 out limit per inning.
- C. No inning may start after 75 minutes of play. No maximum innings.
- D. No open innings.

5. COACHING

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- A. Defensive coaches may stand behind outfield players to help instruct.
- B. A defensive coach may stand behind catcher to help instruct and help with passed pitches.

6. OFFICIATING

- A. Coaches will serve as umpires. In the case of an uncertain call, the head coaches will consult each other and determine a call. The call will be announced by the coach whom the call goes against.

7. MISC:

- A. No scorekeeping.
- B. Home team has the 3rd base dugout.
- C. Home team will be responsible for field preparation.

**6 and Under
GENERAL RULES
- ASA RULES IN EFFECT -**

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The following additional rules apply:

- 1. All players may play with 6 maximum infield positions (including catcher) and the rest outfield (maximum 10 players). The coach has option to play as few as 10 or all the girls on the team.

2. PITCHING

- A. 10" RIF Ball to be used in League Play

B. FIRST HALF OF THE SEASON:

- 1. Each batter receives 5 swings at ball on tee.
- 2. Foul Ball on fifth swing, batter gets one more swing.
- 3. Batted ball must travel at least 10 feet to be fair ball.
- 4. There is a defensive player in the pitching position.

C. SECOND HALF OF SEASON:

- 1. Coaches pitch.
- 2. Distance of 25 feet, no closer.
- 3. Three pitches to each batter. If batter does not hit ball within 3 pitches, batter then receives 2 swings at ball on tee. Foul ball on second tee swing, batter receives pitch over.
- 4. Batted ball hits pitching coach, ball is dead, batter receives pitch over.
- 5. Pitching coach will remain quiet at all times; there will be no coaching allowed by this coach during the offensive portion of the inning.

6. Pitching coaches will exit appropriate side of field after ball is hit. Extreme caution must be used by the pitching coach, so as to not interfere with the defensive fielding of the ball. Any intentional interference called by the umpire will result in an automatic out on the batter, and all base runners must return to the base occupied before the ball was hit.
7. There is a defensive player in the pitching circle to the side of the pitching coach.

3. NO INFIELD FLY RULE

4. NO STEALING

5. NO BUNTING

6. GAMES

- A. Three (3) run limit or three outs, whichever comes first.
- B. Ball remains in play until any infield defensive player has control of the ball, or the umpire calls time when he/she has assessed base runners have ceased to advance.

SLVGS DRAFT RULES

1. General

Each team will be allotted enough draft choices to form a team.

1.1 General Pool

The size of the “general draft pool” will determine the minimum number of draft choices each team will be allotted. All players participating in the league-sponsored Basic Skills Evaluation will be placed in the general player pool. League officials will also determine the minimum team size prior to the draft. A best effort will be made prior to the draft to ensure that each team has a pitcher that will be placed in the draft position that best reflects their playing/pitching ability.

1.2 No Basic Skills Evaluation Available

Players that did not participate in the league Basic Skills Evaluation will automatically be placed in the “hat pool” and will be eligible for team placement as described below. If a player wishes to “move-up” to the next division beyond their league age, they must attend Skills Evaluation. If the coaches and Division Rep. determine that a girl in the “hat pool” is a 1st through 4th round pick then that girl will be eligible in the General Pool. The decision to remove a player from the “hat pool” and place in the General Pool must be unanimous among the drafting coaches, one vote per team. **1.3 Draft Position**

Each team in both 12 and Under and 14 and Under Divisions will be assigned a draft position according to the following procedure.

1.4.1 All returning teams will be seeded by blind draw.

2. Protected Players

Protected players must be directly related to the team manager or coach. Each team is afforded only two protected players.

2.1 Returning Players

There are no returning players – all players will go into the draft.

2.2 Protected Players

All protected players must be declared prior to the start of the draft (coaches' daughters). All protected players will be placed on the team in the draft slots as agreed upon the consensus of the drafting coaches and approved by the Division Rep.

3. Draft Process

Once the team draft order has been determined, a serpentine draft sequence (1,2,3 4, 4,3,2,1, 1,2) will be employed. Based on the size of the general player pool, league officials will determine the appropriate draft slots to be filled from the general pool. Upon exhausting the general pool, all subsequent draft choices will be selected from the hat pool by blind draw. Pitchers are to be identified and drafted first, with 2 pitchers drafted per team. Fielding players are then drafted. The draft process will continue, completing each round, until each team has filled their roster less two players. The subsequent and final round will continue in order with each team selecting the last two players at the same time. The draft is complete once all players in the general pool have been assigned to teams.

4. Trades

Trades are allowed after all players in the excess pool have been assigned to teams.

5. Final Rosters

Final rosters reflecting any trades must be filed with league division representative prior to leaving the draft.