

## **Sandy Plains Softball Association Coach-Pitch Program Rules**

### **Introduction & Purpose**

This rulebook is published by SPSA, under Article VIII Section VII-1 of the Bylaws, to guide managers, coordinators and board members in providing wholesome activities, supervised athletic training and competition for the young people of this area.

All regular season games played under the auspices of SPSA will be governed by the Official ASA Softball Rules printed in the current edition of the Official Guide for National ASA. The rules and regulations contained herein are to be in addition to or where appropriate in lieu of these sanctioning body rules.

Unless specifically noted herein, this rulebook applies to all programs operated by SPSA.

### **Rule 1 Definition**

1. A championship game shall be defined as any game beyond the regular season, the outcome of which will determine trophy position or right to represent SPSA in an out of park Tournament.

### **Rule 2 The Playing Field**

1. Games played in the individual age divisions shall use a base distance as listed below:

6 & under	55 feet
8 & under	55 feet
2. If at any time during a game, it is discovered the bases are in the wrong position for the age division playing on that field, the bases will be moved to the correct location immediately and the game will continue from that point. The clock will be stopped until the bases are relocated.
3. Games played in the individual age divisions shall use the pitching rubbers with a distance as listed below:

6 & 8 under	Coach pitch - see rules for these divisions
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4. If at any time during a game it is discovered the pitchers or rubbers are in the wrong position for the age division playing on that field, the pitchers or rubbers will be moved to the correct position immediately and the game will continue from that point.

### **Rule 3 Equipment**

1. The catcher must wear a helmet with a mask and a chest protector during play.

2. The visiting team will have the 1st 30 minutes and the home team the 2nd 30 minutes use of the batting cage for the one hour period prior to their scheduled game time.
3. Batting Helmets with chin straps are MANDATORY for all batters, runners and non-adult base coaches.
4. The pitcher must wear a pitching mask when on defense. The league will provide each manager a pitching mask for 8U
5. Composite bats are not to be used in 6-u and 8-u. If a composite bat is used in the game, the batter is out, base runners return to original base. Manager first occurrence is an official warning. Manager's second occurrence is suspension for 1 game.

#### **Rule 4 Players & Substitutes**

1. Each team must have a minimum of eight (8) players to start a game. A team unable to meet this minimum must gain approval from the opposing manager prior to the start of the game. If the opposing manager does not give their approval, the team will be charged with forfeiture and shall be recorded as a 7-0 loss. A team falling below eight (8) in the course of the game for any reason must gain approval from the opposing manager. If the opposing manager does not give their approval, the team will forfeit upon taking the field for defense.
2. A team will be allowed to borrow a player from within the in-park league (other than the opposing team) in order for the game to be played and may borrow up to 2 players in order to field a team of 8 or 9 players. A team may not borrow a player to field a team of 10 or more players.
  - a. The team manager borrowing a player must notify the league coordinator with 24 hours of the game.
  - b. The borrowing team manager must gain approval from the replacement player's team manager should their team have a game on the same day. If not, they only need to inform them of the borrowed player.
  - c. The replacement player(s) must be of equal or lesser skill level of the missing player(s) per the draft selection for that specific season and division. This will be determined by the player rankings during the draft selection. A copy of the final draft rankings will be available to all managers should a dispute take place.
  - d. Borrowed players may not be used in tournament play or championship games.
  - e. Borrowed players may not play for the same team more than four times per season.
  - f. A game will not be held up for the sole purpose of fielding a team.
  - g. If the missing player arrives after the game begins, the game will be immediately halted and they will take the place in the lineup of the replacement player.
  - h. Borrowed players' first responsibility is to play for their own team. If a replacement player is required to leave the game to play for their own team then Rule 7 section 7 comes into effect (also see the above Rule 4 section 1).
  - i. Borrowed players must play the outfield the entire game and must be placed in the batting order after the borrowing team's regular players.
3. All players will play the entire game on offense & defense.
4. Only the manager, coaches, players & bat person are allowed in the dugout.
5. Only the manager, coaches or players with helmets will be permitted as base coaches.
6. All players, except the batter, the on deck batter and coaches shall remain inside the dugout at all times.
7. Each team will have one adult manager and up to 3 adult coaches. Only managers, coaches & players will be allowed on the field during games.

**BLOOD RULE:** A player, coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating until appropriate treatment can be administered. If treatment can be administered in a reasonable amount of time the individual will not have to leave the game. Uniform rule violations will not be enforced if a uniform change is required.

### **Rule 5 The Game**

1. The first game will be scheduled no earlier than 5:45 pm during the week.
2. No infield warm up will be allowed prior to the start of the game. The outfield will not be used for pre-game warm-up while a game is in progress.
3. A regulation game shall consist of:

<b>League Time</b>	<b>6/8&amp;u 65 min</b>
<b>Regular # Innings</b>	<b>5</b>
<b>Inclement weather # innings</b>	<b>3</b>

If the time limit expires during an inning, the game is considered complete and play is halted when the team behind has completed its turn at bat & has not tied or gone ahead in the score. If the time limit expires immediately when the 3rd out is made to end an inning, the game is complete. All games will begin within 5 minutes of previous game ending time or regularly scheduled start time, whichever comes later. **A new inning will not begin after 1 hour and 5 minutes from the start of the game.**

4. Games tied at the end of regulation play shall play one more inning. If at the end of the extra inning there is still a tie game, it will be recorded as a tie game.
5. Forfeit time will be fifteen minutes for the first scheduled game time of the day and fifteen minutes after the adjusted starting time for the rest of the games scheduled for that day.
6. A team will be declared a winner when it leads in a game by 9 runs or more after 4 innings.
7. The time limit in section 3 shall not apply to championship games
8. Any game which is cancelled prior to reaching regulation game status shall be replayed from the beginning.

### **Rule 6 Coach Pitching**

1. There will be a maximum of 5 pitches per batter.
  - a. 6U ONLY - The 5th pitch will be placed on the batting tee.
  - b. If the 5th pitch is fouled off the batter will receive additional pitches until she puts the ball into play in fair territory, or swings and misses. There is no limit on the number of foul balls allowed by a batter.
2. For 6U, the pitching coach may have both feet outside of the pitching circle. For 8U, the pitching coach must keep at least one foot inside the 8 ft radius of the pitching mound when pitching.
3. When the ball is hit, the pitching coach must leave the field of play, opposite of the play, if the pitching coach does not make an attempt to leave the field of play, in the judgment of the umpire, the batter can

be called out.

4. A pitch that hits either the batter or the pitching coach will be considered a no pitch and played over.

### **Rule 7 Batting**

1. Every player will bat in the batting order.
  - a. For 6U and 8u - There will be an 8 batter maximum per inning unless the third out is made prior to the 8th batter. On the 8th batter, play is stopped when one of the following occurs:
    1. The 3rd out occurs.
    2. The lead runner is stopped.
    3. A defensive player has control of the ball and touches home plate.
    4. In 6U only, a defensive player has control of the ball in the circle.
2. The infield fly rule is not in effect. .
3. There will be no bunts allowed .
4. A batter is out:
  - a. When the fifth pitch is struck at, missed and the pitched ball touches any part of the batter's person.
  - b. When an entire foot is touching the ground completely outside the lines of the batter's box when they hit a ball fair or foul.
  - c. When any part of a foot is touching home plate when they hit a ball fair or foul.
  - d. When the batter deliberately bunts the ball.
5. If the catcher obstructs, hinders or prevents the batter from striking or hitting a pitched ball, the batter will be awarded first base and advancing all other runners only if forced. If the ball is put in play, it is the Offensive Manager's discretion to take the play or be awarded first base and advance runners, if forced.
6. If a batter throws a bat, the umpire shall warn both teams, and at the umpire's discretion, may call out any batter for a subsequent thrown bat infraction.
7. When on offense and a player becomes ill or has to leave the game for any reason, the manager must inform the umpire, opposing coach and scorekeeper that the player is leaving the game and will not return. If the above are so informed, then there is no out when it is that players turn to bat. If the above are not informed, then the offensive team will charged with an out when it is the missing player's turn to bat.
8. If a batter is determined to be out of turn in the batting order:
  - a. **Before the first pitch is offered**, the correct batter will take their place at bat.
  - b. **After a pitch has been offered** to the incorrect batter, the correct batter will take the place of the incorrect batter and assume the incorrect batter's strike and ball count.
  - c. **After a pitch has been offered and the batter has advanced** to any base. If appealed by the defensive team before the first pitch to the next batter, the correct batter is out. The incorrect batter will be removed from the base and all advances & runs scored by any base runners will be nullified. All base runners will return to the original bases they occupied at the beginning of the incorrect batter's at bat. The next batter will be the batter in the order after the batter who was called out.
  - d. **If the incorrect batter has completed their at bat and a pitch has been offered** to the next batter and this batter is in order after the previous incorrect batter, then the incorrect batter is considered to have had a legal at bat and all advances, scores, hits or walks are legal. No action is taken.

## Rule 8 Base Runners

1. The batter becomes a runner:
  - a. As soon as she legally hits a fair ball
  - b. When the catcher obstructs, hinders, or prevents the batter from striking or hitting a pitched ball.  
Note: The umpire shall give a delayed dead ball signal.
  - c. If the batter hits the ball and reaches first base safely, and all other runners have advanced at least one base on the batted ball, catcher obstruction is canceled. All action as a result of the batted ball stands. Note: Once a runner has passed a base, she is considered to have reached that base (whether missing the base or not) and no option is given.
  - d. When a fair-batted ball strikes the person, attached equipment, or clothing of an umpire or a runner. If the runner is hit with a fair-batted ball while touching a base, she is not out.
  - e. If, after touching a fielder (including the pitcher), the ball is in play
  - f. If, after passing a fielder other than the pitcher, and no other infielder had a chance to make an out, the ball is in play
  - g. If before passing a fielder without being touched, the ball is dead. If the runner is hit by the ball while off base, she is out and the batter-runner is entitled to first base without liability to be put out. Any runner not forced by the batter-runner must return to the base she had reached prior to the interference. When a fair ball touches a runner who is in contact with a base, the ball remains dead or live depending on the position of the fielder closest to the base.
  
2. Batter-runner is out:
  - a. When after hitting a fair ball, she is legally put out prior to reaching first base.
  - b. When, after a fly ball is hit, a fielder catches the ball before it touches the ground, any object or person other than a defensive player.
  - c. When she fails to advance to first base and enters her team area after a batted fair ball, a base on balls, or catcher obstruction. **Exception:** The ball is dead on a base on balls, the batter-runner is out and runners cannot advance.
  - d. When she runs outside the three-foot lane and on the judgment of the umpire, interferes with the fielder taking the throw at first base, however, she may run outside the three-foot lane to avoid a fielder attempting to field a batted ball.
  - e. When she interferes with a fielder attempting to field a batted ball, interferes with a fielder attempting to throw the ball, intentionally interferes with a thrown ball, and makes contact with a fair-batted ball before reaching first base. If this interference in the judgment of the umpire is an obvious attempt to prevent a double play, the runner closest to home plate shall also be called out. **Note:** A batter-runner being hit with a thrown ball does not necessarily constitute interference.
  - f. When she interferes with a play at home plate in an attempt to prevent an obvious out at home plate. The runner is also out.
  - g. When she moves back toward home plate to avoid or delay a tag by a fielder.

Effect: sec2 d-g: The ball is dead and runner(s) must return to the last base legally touched at the time of interference.

- h. When she hits an infield fly
- i. When the immediate preceding runner who is not yet out intentionally interferes, in the umpire's judgment with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play.

Effect: batter-runner is out. The runner shall also be called out.

3. Touching Bases in Legal Order
  - a. When a runner must return to a base while the ball is in play or dead, she must touch the bases(s) in reverse order.
  - b. When a runner dislodges a base from its proper position, neither she nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position.
  - c. Two runners may not occupy the same base simultaneously.

- d. The runner who first legally occupied the base shall be entitled to it, unless forced to advance. Being touched with the ball may put out the other runner.
  - e. Failure of a preceding runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of succeeding runner who touches bases in proper order
  - f. No runner may return to touch a missed base or one she had left too soon after a following runner has scored or once she leaves the field of play.
4. Runners are entitled to Advance without Liability to be put out.
    - a. When a fielder not in possession of the ball, not in the act of fielding a batted ball, or not about to receive a thrown ball, impedes the progress of a runner or batter-runner that is legally running bases.
    - b. If the obstructed runner is put out prior to reaching the base she would have reached had there not been obstruction, a dead ball is called and the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases she would have reached in the umpire's judgment.
    - c. If the obstructed runner is put out after passing the base she would have reached had there not been obstruction, the obstructed runner will be called out
  5. A runner must return to her base:
    - a. When a batter or runner is called out for interference. Each other runner shall return to the last base legally touched by her at the time of the interference, in the umpire's judgment.
    - b. Base stealing is not allowed. Each runner may leave her base when a pitched ball is batted or touches the ground.
  6. The runner is out:
    - a. When she physically passes a preceding runner before the runner has been put out.
    - b. When the batter-runner legally overruns first base, attempts to run to second base and is legally touched while off base.
    - c. When after being declared out or scoring, a runner interferes with a defensive player opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall be declared out.
    - d. When a defensive player has the ball and the runner remains on her feet and deliberately, with great force, crashes into the defensive player. The runner is out, the ball is dead, and each other runner must return to the last base touched at the time of the interference. If the act is determined to be flagrant the offender shall be ejected.
  7. Runners who have passed the halfway marks in the umpire's judgment when time is called will be awarded the base they are running to.

SPSA has installed safety bases on all fields. The following rules apply:

- a. To avoid injury, when running thru first base, the runner should attempt to touch the orange base.
- b. To avoid injury, the defensive player should attempt to only use the white base, however the orange base can be used to record an out.

### **The Playing Field**

1. There will be an 8 foot radius circle centered 35' from home plate. There will be hash marks halfway between 1st & 2nd, 2nd & 3rd, and 3rd & home.
2. For 6U the ball used for game play is the 10-inch circumference Easton Incredi-Ball or equal with the synthetic leather cover.
3. For 6U the final score of each game will be 0 - 0. The scoreboard will be used for time purposes only.

4. All games will be played for at least 65 minutes regardless of score unless Rule 5 Number 6 applies.

### **Players & Substitutes**

1. All players will play the entire game on offense and defense.
2. A player cannot play the same defensive position more than one inning per game.
3. Each player must play a minimum of 2 innings of infield play per 5-inning game. As proof, each manager must supply the official and opposing manager a 5-inning line up prior to the start of a game. If a game goes into a 6th inning, the manager may use any defensive line up.

### **DEFENSE**

1. Two (2) coaches will place the players in their defense positions and may instruct the defensive players. The coaches will have 2 minutes to position their players:
  - a. 8U - coaches must remain in the outfield grass during play
  - b. 6U - coaches must remain behind the base paths during play
2. There will be a maximum of 6 infielders. The six infield positions are:
  - a. 1-Pitcher
  - b. 2-First Base
  - c. 3-Second Base
  - d. 4-Third Base
  - e. 5-Shortstop
  - f. 6-Short Fielder (May play in front of second base)
3. Infielders may play no closer than 8 feet inside the baseline. In 6U outfielders may play no closer than 15 feet behind the baseline. In 8U outfielders must be positioned on the outfield grass.
4. The player occupying the pitcher position must start within the circle or have at least one foot inside the circle until the ball is hit.
5. In the event that there is more than 1 runner on base, the leading runner will govern placement of runners.
6. In the event of an overthrow or errant throw to any base, or to home plate, the runner may advance only one base at her own risk. There can only be one overthrow per play.
7. The intentional rolling of a ball in an attempt to get a runner out is not allowed. Managers are required to teach their players to make an attempt to throw the ball overhand. If in the judgment of the umpire, the ball is rolled intentionally, then all runners are safe.
8. 6U only - If a team can only field a team of 8 players or less, the catcher position can be vacated. A coach (over the age of 18) may return pitched balls only to the pitching coach. This coach cannot touch or hinder a player retrieving a live ball. This coach must remain silent and cannot coach any player from this position.
9. 6Uonly, when a defensive player has control of the ball in the circle, all play shall halt.

## Competition Procedures Code

### Regular Season Manager/Coach Selection

Regular season In-park managers and coaches will be selected under the following guidelines:

1. The league coordinator will present the list of manager and coaching candidates to the Program Director for recommendations to the Executive Board. The Executive Board will approve the manager and coaches.
2. Previous season managers will be given preference in the manager selection process based on the age division in which your daughter is registered, manager seniority and acceptable coaching record.
3. All candidates for manager and coaching positions must complete certification course approved by SPSA.
4. Approved managers will select their team coaches with SPSA approval.
5. Once approved for manager/coach position the individuals selected will agree to abide by the following rules. Misconduct or failure to follow these rules shall be considered reason for dismissal, subject to the SPSA bylaws.
  - a. Use of tobacco in any form while in the dugout or on the playing field is prohibited. Use of tobacco in any form is prohibited during practices and/or games.
  - b. Use of alcoholic beverages or narcotics before or during attendance at the park or authorized practice facilities is prohibited.
  - c. Use of profane or abusive language while at the park or an authorized practice facility is prohibited.
  - d. Manager/coach will follow both the letter and spirit of SPSA playing rules and will not engage in conduct prohibited by SPSA and sanctioning body playing rules.
  - e. Manager will attend all mandatory clinics and meetings called by SPSA for their league, or have an authorized representative present in their place.
  - f. Managers will ensure that his/her team:
    - i. Is kept informed of all events set forth by SPSA.
    - ii. Players and parents are kept informed of all playing rules set forth by SPSA.
  - g. Managers will be responsible for the conduct of their coaches, players, parents and spectators. If a manager, coach, player, parent or spectator is ejected or asked to leave a game by the umpire or the PDO, the manager and the coach, player, parent or spectator is automatically suspended for the next game and subject to a meeting with the disciplinary committee or executive board.
  - h. Managers will be responsible for equipment issued to them by Sandy Plains Softball Association.
  - i. Managers will maintain a current roster of players and coaches. The roster must be given to the league coordinator before opening day.
  - j. All managers and coaches shall provide the Board of Directors authorization for a background investigation. The authorization for a background investigation is a pre-condition for qualification and/or approval.

The Board of Directors has **the authority to** establish a Discipline Committee. This committee shall have sole authority to receive charges of misconduct by managers, coaches, fans and players as well as conducting investigative efforts of these charges and taking disciplinary action up to and including expulsion from the program. Charges of misconduct may be made by any member of the association but must be presented to the committee by a member of the Board of Directors. The presiding officer of the committee shall be the program director in whose program the infraction takes place.

### **Player Placement - Age Divisions and Qualifications**

1. The age control date shall conform to that of the sanctioning body approved by SPSA Board of Directors.
2. The age divisions shall conform to the Championship Play Divisions of the sanctioning body approved by SPSA Board of Directories. SPSA Board of Directors may modify these divisions by majority vote.
3. A player desiring to play in an older age group shall make a request to the Program Coordinator and Program Director. The player will be registered in the normal age division per SPSA draft rules and placed on waiting list for higher age division. Should openings not exist in the higher age group the player will not be allowed to play in the higher age division. Should openings exist, the player will be offered the opportunity to skill test, per the draft rules, to determine if they may be allowed by SPSA to participate at this higher division.
4. No player will be allowed to play in an age group below that to which they would be assigned.

### **Player Evaluations**

1. All Players in the open draft will participate in skill test each season including all Frozen players.
2. A skill test of players to be available in the draft will be conducted prior to the draft. The skill test will be conducted in a manner so as to provide all managers in an age division an equal opportunity to evaluate all available players' skills.
3. There will be no skills test for 6U. The Coach Pitch Coordinator will assign all players.

This skill test will be conducted in a manner similar to the following:

<b>Skill</b>	<b>Test</b>
Infield ground ball	The player to be assessed will occupy the SS throwing position and will be hit ground balls that they will field and throw to the 1B position.
Catching the ball	The player to be assessed will occupy the SS throwing position and will be hit popups that they will field and throw to the 1B position.
Hitting	The player to be assessed will be pitched 5 balls that they will attempt to hit.
Running	The player to be assessed will run the bases.
Throwing	The player to be assessed on throwing as the field ground balls.
Pitching	The player, at their option, will be allowed to throw 5 pitches from the pitcher mound.

Each manager will be provided a list of all registered players in their respective age division. The list will contain the Player's name, Birth date, and phone number. Each player will be assigned a number to be referenced at evaluations and draft time. The list will also have a designated column for scoring each of the above skills.

### **In Park League Frozen Player Placement Procedure**

1. All players will be evaluated and scored by the coaches of the upcoming season.
2. Maximum score to be allocated to an evaluated player is 25.

3. Each team is allowed 2 freezes. A third player may be frozen under the following circumstances: (a) if a frozen player falls under the "sister-rule" or (b) if the team has a Platinum level sponsor or a combination of sponsors equaling \$400.00.
4. All coaches must be notified of the frozen players and sponsorship must be presented before the first player is evaluated.
5. Each player's score will be the mean (average) score of the coaches; the league director will place the players in the draft sheet according to the average score from highest to lowest score.

### **The Draft**

The draft will be held after player evaluations at a predetermined place and time approved by the Board of Directors. The program director and/or the league coordinator will conduct the draft. There will be at least 2 other Board members present to verify the player's availability and record the official draft.

1. Each team will pick a team number out of a hat prior to draft.
2. The Coach Pitch Coordinator will total the evaluated scores of the frozen players for each team. Each team will enter the draft with a minimum 2 frozen players. Any team with fewer than 2 frozen players may be assigned players by the Coach Pitch Coordinator prior to the draft. In the case that the Coordinator is managing a team in the same division then the Softball Director may make the assignments, if the Director is in the same division then the President may make the assignments. Players added will be selected from players whose parents have volunteered to help. The goal is to work with the manager to provide them with an assistant coach(s) and second frozen player prior to the draft. Should a team have 3 frozen players then only the two highest scoring players will be used to calculate the team's initial total. The team with the lowest initial total will be the first team to pick in the draft. (In-case of a tie, the team with the lowest team number will pick first). Ex. if teams #402 and #405 have the lowest frozen score, team # 402 would have the first pick. This is for the first pick only.
3. As each pick is made, the players' score are added to make a team total score.
4. The team with the lowest total will continue to make the next pick until all evaluated players are drafted. (In case of a tie, the team with the most recent selection will not have the next pick). Ex. If team #402 and #405 are tied with the lowest score after the first round, and Team # 402 had the most recent pick between the two teams, team #405 would have the next pick.
5. No team may have two draft picks in a row.
6. All evaluated players will be drafted in order to complete the last round. Any undrafted player will be placed in the "blind draft."
7. The "blind draft" consists of the unevaluated players and open spaces picked out of a hat in order to complete the final round. The first pick will be completed by the lowest team number. Teams receiving open spaces will be assigned future walk-up players.
8. Any issues that arise during the draft will be resolved by the Coach-Pitch Coordinator, Softball Director and/or the SPSA President to the best of his/her ability with no option for appeal.
9. The "third frozen player" will be automatically assigned to their team when the third frozen player's evaluated score is within N number of players of the next highest available players, where N is the total number of teams in the draft. This will count as the teams pick and follow the same procedure outlined above.

A parent may make a written request, through the program Director, that their child not play for a specific manager(s). The Director shall confer with the parent and the league coordinators to decide if this is a reasonable request and if it shall be honored. The coordinator shall inform the manager(s) of this request prior to the draft and shall be responsible for seeing that the request is honored if approved by the program director and league coordinators.

**Exception:** If the league coordinator has evidence that a player not attending skill tests has a high draft skill level, the player will be available in the draft as if she attended skill tests. The league coordinators will recommend the appropriate draft round for said player.

**Car pool request:** Car pool requests will be taken at registration only and will be honored as best as possible. All managers will be notified of these requests before the draft. The League President must approve exceptions and all managers will be notified of the action.

### **Post Season Championship Play**

#### **Order of Finish**

An official order of finish will be determined for the regular season and in park tournament play and published by SPSA based upon the following rules:

1. Overall win/loss record
2. Tied teams will be determined by:
  - a. Head to Head competition
  - b. In case of two or more teams tied for trophy position and each one has defeated one of the others, then a playoff will take place. A coin toss will decide pairings and single elimination format will be used. The game or games will be played on the first available playing date.
  - c. In case of two or more teams tied for non trophy positions, and each one has defeated one of the others, the positions will be decided by subtracting the points against from the points scored. The team with the highest sum will be in the top ranked spot and the descending scores will match the descending rankings accordingly.
3. If none of the above settles the tie then a coin toss will decide the order of finish. The first toss will decide who will make the call. The second toss will decide the higher ranking.

#### **MVP Teams & Games**

MVP Game - The MVP Game will only be played in the spring. The nomination list for the MVP Game will be comprised of players playing in the 8u age group during the spring season and selected by the managers, proportionally to the number of teams.

The managers are to inform their team of the MVP selection within 48 hours of the MVP game.

#### **In Park Tournament**

1. With the exception of the 6U Division, SPSA shall conduct an In Park Tournament for the Spring & Fall Programs.
2. The tournament will be conducted during the eight days immediately following the end of the regular season.
3. Seeding:
  - a. For spring: the teams will be seeded according to regular season order of finish.
  - b. For fall: the teams will be seeded by a random drawing of participating teams done at least 5 days prior to the start of the tournament.
4. Regular season rules will govern play. Tournament games cannot result in a tie score.
5. The tournament will be conducted as double elimination.
6. In the event of extensive rainouts, SPSA may change the tournament format to single elimination.
7. In the event of a team playing back-to-back games, fifteen minutes will be allowed between games.
8. Dugout assignments will be on a first come first serve basis.
9. Home team:
  - a. For spring, the higher seeded team will be the home team.

- b. For fall, a coin toss will determine the home team for all games
10. The time limit does not apply to Championship games.
11. The game brackets will be posted at the kiosk. If changes are made to the schedule due to rainouts, etc., after the tournament begins, you will be emailed, not called. It is your responsibility to check the brackets for game start times and dates.

### **All Star Teams Procedure Code**

#### **SPSA Coach Pitch All Star Team Selection Guidelines**

##### **Team Divisions and Sanctions:**

The Coach Pitch All Star teams may select players who are registered or will be registered in the Sandy Plain Softball Program. If a player is needed, they are allowed to solicit additional players outside of the park. Any new player must register within the park for the Spring Fee, in addition to their All Star fee responsibilities.

Managers for the upcoming Summer All Star Teams may begin open clinics as of April 1<sup>st</sup>, for any interested player. All players who play in the current Sandy Plains Spring Rec program, which precedes the All Star season, are eligible. All Star tryouts are to be held at least one (1) week prior to the upcoming All Star season.

Once the roster is finalized, the Manager shall inform all players, who tried out, of their All Star status, either by email, phone or in person.

##### **All Star Team Manager Selection**

Team Managers should be selected from a list of candidates submitted to the Board of Directors by the Travel Director. The Travel Director may form a nomination committee to insure the best candidates are recommended to the board. All Tournament Team Manager candidates must have a current background check per SPSA policy. Selection of the All Star Team Managers will take place prior to APRIL 1<sup>st</sup>. The list will be based on coaching experience and performance during the current season or past seasons and/or recommendations by other coaches or Board members. ALL ALL STAR TEAM MANAGERS MUST BE APPROVED BY THE BOARD TO PLAY OUT OF SPSA.

All Star Team Managers will be approved by a majority vote of the Board of Directors.

The uniforms will be selected by the team manager, approved by the Travel Director and Board President and will be the responsibility of the individual players to acquire. The colors will be SPSA red, white and royal blue, and the words "Sandy Plains" shall be part of the uniform design. The Travel Director and Board President must approve any deviation from this policy, to include the use of logos, team identification, etc.

##### **Policy for Outside Sponsorships and Fund Raisers**

Each team will designate a team treasurer. This individual will be responsible for the accounting of all funds that are raised and expended on behalf of the team. The team treasurer may not be the team manager, coach, or relative of either. The Tournament Team Treasurer is to keep accurate records of all expenditures and the reasons for those expenditures. The SPSA Comptroller will dispense to each Team Treasurer the policies and procedures concerning raising and expending funds for the traveling team. Each team shall have a bank account to handle team funds, with the team treasurer as the signatory. All fundraiser proceeds, player upcharges, uniform funds, and donations shall be deposited directly into the team account. All sponsorship funds shall be payable to SPSA and given to the Comptroller who will then issue the Tournament team a check

equal to the Sponsor Funds. The Team treasurer shall submit to the Comptroller each month a detailed statement of funds received and expenses incurred for their respective team. All team accounts shall be closed and funds dispersed by January 31<sup>st</sup> of the year following the completion of the Tournament Teams schedule.

Tournament level teams may borrow players for the "IN-Park" level teams due to illness, injury, etc. This activity is permitted under the following guidelines:

1. A single "in park" player may not participate in more than 2 "Tournament Team" tournaments.
2. "In Park" level games are first priority for "in Park" players. An "in Park" player shall not miss an "in park game to participate in a Tournament Team tournament.
3. The Tournament Team Manager shall contact the affected "in park" manager prior to contacting the player. The "in Park" Manager must give the "Tournament Team" manager approval for the "In Park" player to play in a "Tournament Team" tournament.

### **Team Conduct**

It is imperative that any Coach Pitch All Star Team Manager understands his/her responsibilities to present the best possible image for Sandy Plains at the various tournaments they attend. They are directly responsible for their own behavior that of their coaches, their players, and the player's parents. In the event a Manager is ejected from a game at a tournament, they shall immediately contact the Travel Director to explain the situation, and shall also be suspended one additional game per SPSA guidelines. Each Travel Manager must be responsible for his/her own behavior, that of their coaches, players and parents, both on and off the playing field.

### **Points Of Emphasis**

1. If you have the first game of the day, please keep your players outside the foul lines.
2. If you have the last in-park game of the day, please place all batting helmets in the bags provided, pull bases and replace with plugs.
3. If you are the last team to use a pitching machine, return it to the equipment room when you are finished. Don't leave it unattended.
4. When moving the bases on the field, please be careful to replace the "Base Plugs." If you are not familiar with this procedure, please see your league Director.
5. The home team is responsible for providing a scorekeeper. Both managers must sign the umpires score sheet at the end of the game. Team numbers must be used on this form.
6. Each manager has a mailbox inside the upper field storage building. Check this box at least twice weekly. This is the primary source for passing along hard copies of information.
7. The batting cages are assigned to specific fields. On game days the visiting team will have use of the cage assigned to the field they will play on for the first 30 minutes of the hour preceding their game. The home team will have use of the cage during the 2nd 30 minutes of the hour preceding the game.
8. The Park Duty Officer has the responsibility for calling games due to unplayable conditions (rain or cold). Games will be played if at all possible. Stress this to your parents (especially first time players). The SPSA HOTLINE will have a current recording about playing conditions. You should always call your players about cancelled games.
9. Whether you have a game or practice ensure no players are left at the facility. A coach must remain at the park with the players until all have been picked up.
10. First aid kits are located in each equipment room and in the concession stand.

11. Soft Toss drills are not to take place against any park fences.
12. The areas behind the outfield fences on Field's 1 & 2 are designated warm up locations for teams waiting to play a game. These teams have priority use of these areas for 1 hour prior to the start of their games. These areas are not to be used as practice locations unless the above-mentioned teams are not using them.
13. The areas between the batting cages and stand on Field 2 and between field 1 and the playground are not to be used as warm up areas. No throwing is allowed in these areas. Please remember the time limits for school locations on the practice schedule. You cannot be on any elementary school grounds before 6:00 pm and middle school grounds before 5:30 pm.
14. Do not use the area between Field 4 and the parking lot for throwing.
15. Managers are responsible for cleaning up the dugouts after each game.

### **Approved Field Times**

Fields 1,2,3	Lights on fields 1,2 & 3 must be off by 10:30pm
Monday - Saturday	8:00am - 10:30 pm
Sunday	12:00pm -6:00pm

Field 4	
Monday - Thursday	10:00am - 9:40 pm - Lights must be off by 9:40 pm
Friday & Saturday	10:00am - 10:00pm - Lights must be off by 10:00 pm
Sunday	12:00 - 6:00 pm

### **Additional Parking**

With so many girls playing in the park, parking spaces are at a premium. If you are playing on field 2 or 3 you may want to use the church parking lot. Parking is available at the United Pilgrimage Church of Christ located behind field 2. The parking is available each weekday, all on Saturday and after 1 o'clock on Sunday. The parking spaces available for use are on your right in the entry drive and on your left as you enter the parking lot. DO NOT PARK on the right next to the church buildings as you enter the main parking area.