

Sacramento Girls Softball League Rule Book

LEAGUE RESPONSIBILITY FOR CONDUCT (NEW RULES FOR 2010 ARE UNDERLINED)

1. SGSL will provide a climate for the development of good moral, physical and mental standards for all players. SGSL shall see that all participants exemplify examples of these ideals, whether involved in league activities or as spectators.
2. SGSL shall forbid the use of vulgar language, disruptive behavior, liquor, illegal drugs, or tobacco on the playing fields during practices, games or other activities where players are present.
3. Dogs are prohibited from all SGSL events and activities by all family members.
4. It is the responsibility of SGSL to see that all participants' actions are above question while a part of the softball program. These actions shall be reinforced by having all players, coaching staff and parent/guardians sign the designated Code of Ethics.
5. Accusation of misbehavior shall be handled in the following manner:
 - a. Allegations will be set forth in writing within 48 hours and given to the Board President.
 - b. President will call a special Board meeting within 5 days to act on the allegation.
 - c. All participants involved and any person with testimony that has a bearing on the case will attend the meeting.
 - d. After the completion of the hearing, the Board will do one of the following: admonish, temporarily suspend, expel, establish probationary period, or acquit the accused.
 - e. President has the power to immediately suspend any person with a serious enough charge against the person to warrant such action, until after the hearing.

See Page 16 for more details.
6. A Director of the Day (DOD) will be assigned by the Board of Directors to be present each day there are games played. The DOD will be responsible for overseeing all activities at the fields.

I. MANAGER AND COACHES SELECTION

Managers and Coaches are selected from interested volunteers. Selection criteria will be based on the number of teams and the following:

1. First consideration will be given to returning Coaches/Managers.
2. The remaining positions will be at the discretion of the Board of Directors.

3. No more than two families' daughters (Manager/Coach or Coach/Asst. Coach) can be automatically represented on each team. To ensure the balancing of pitchers in the league, Coaches or Managers both having daughters who are first round pitchers cannot be a one team coaching staff.
4. Assistant Coaches or Managers not named prior to the player draft will be selected by the Manager/Coach from the parents of the team. A person without parental interest in the team may be selected with the approval of the Board of Directors.

II. DUTIES OF MANAGERS AND COACHES

1. There will be a "Team Staff" consisting of one Manager and one Coach. One of these will be a female 18 years or older. It is assumed that the Coach is the infield staff and the Manager is the bench staff handling the paper work, etc.
 - a. If the female is the Coach, then a chaperone (female 18 years or older) would have to be in the dugout. If the female is the Manager the chaperone is optional.
 - b. At no time, including All Stars and Winter League, could the Team Staff consist of two males.
2. An adult woman shall be in attendance at all team functions (i.e. practices, team meetings, games, etc.) and shall remain present until all girls have departed.
3. The Manager or Head Coach may suspend a girl from play for one game during the season. This is the maximum disciplinary action that can be taken by team officials. This instance and any subsequent problems must be reported in writing immediately to the appropriate commissioner.
4. Each Manager shall be responsible to have a scorekeeper behind the umpire at all games. Home team scorebook shall be the Official Score Book. Scorebooks will be kept in the snack bar and designated by field number. They must be returned to the snack bar at the completion of the day's games. Both teams Coach/Manager and the umpire shall initial each book at the conclusion of the game.
5. Head scorekeeper is responsible for keeping track of pitching eligibilities. Head scorekeeper shall periodically update coaches/managers of eligibility.
6. The Manager or Head Coach shall be responsible to provide two parents to work the snack bar each game they are assigned snack bar duty. The Board shall have the authority to impose a forfeit of any game if parents fail to show up or find replacements, **with the removal of one win and the addition of one loss to the team's final standing at the end on the playing season.**
7. Each Manager and Head Coach is responsible for the conduct of team players and parents. Players, coaches, managers, parents or other team members will not make disparaging or insulting remarks to or about opposing players, officials or spectators, or commit any acts that could be considered unsportsmanlike conduct. **THE LEAGUE WILL TOLERATE NO EXCEPTIONS TO THIS RULE.**

- a. The umpire(s) will warn any parent or fan who voices strong and persistent displeasure with an umpire's decision or who loudly criticizes any player or Manager/Coach.
 - b. If such acts are flagrant or are repeated, the person will be asked to leave the fields.
 - c. If that person refuses to comply with the umpire's request, the player he or she is supporting will be suspended for the duration of the game and both will be asked to leave.
 - d. In extreme cases, the umpire may cause the game to be forfeited to the offended team.
8. Each Manager/Head Coach is responsible for assigned equipment, which must be returned to the Equipment Manager at the end of the season.
 9. The home team Manager/Coach is responsible for ensuring the field is chalked and bases are in place before the game and for putting the bases away after the game. Bases are located in the field shed behind the snack bar. Field preparation must be completed 15 minutes prior to game time.
 10. The visiting team Manager/Coach is responsible for ensuring that the trash can for the field is taken to their field and emptied into the dumpster after the game. Trashcans are located in the field shed; bags are available in the snack bar.
 11. The Manager must notify the appropriate commissioner in writing if a girl quits the team. The commissioner will contact the league president to obtain a replacement from the waiting list.
 12. Each Manager/Coach is responsible for their team's fund-raising efforts including:
 - a. Encouraging the team to participate in the league's selected fund-raising events.
 - b. Calling in the fund-raising reports to the Fund-Raising Coordinator.
 - c. Collecting fund-raising money from the team and getting it to the Fund-Raising Coordinator.
 - d. Encouraging each girl to attend the awards/prize ceremony.

III. TEAM SELECTION

The Sacramento Girls Softball League utilizes a structured blind draft to ensure the distribution of player talent among the league teams. The process is divided into two phases—the Skills Assessment and the Team Draft.

PART A. SKILLS ASSESSMENT

1. A Skills Assessment Committee shall be formed consisting of the Division Commissioners, the Board of Directors, and experienced Coaches and Managers from each division.

2. Players will attend a skills assessment evaluation. The Skills Assessment Committee will evaluate and rank each player on hitting, fielding and throwing ability. Players with pitching /catching experience, or interested players, will be evaluated on these skills separately.
 - a. Tee Ball – players **will not** be required to participate in the skills assessment evaluation.
 - b. Late registrations may be required to participate in a separate skills evaluation at a date to be determined by the Board of Directors.
3. Players will then be placed in groups called “rounds” based on their post-evaluation ranking, experience and age. The following rounds will be utilized in the order listed:
 - a. Pitchers – includes previous players with known pitching experience and new players (approved by the Skills Assessment Committee) regardless of age or experience. A maximum of two (2) rounds of pitchers shall be selected, with the remaining players being placed in the appropriate group as listed below.
 - b. Catchers - includes previous players with known catching experience and new players (approved by the Skills Assessment Committee) regardless of age or experience.
 - c. All Stars – all players having All Star experience for the division in which they are currently playing.
 - d. All Star Nominees – all players who were nominated to the All Star Team for the division in which they are currently playing, but not selected as a member of the team.
 - e. The remaining players will be grouped according to their ranking from the Skills Evaluation and their age as of 12/31/current year. Division ages are: Tee Ball (ages 4½-6), 8-UNDER (ages 7-8), 10-UNDER (ages 9-10), 12-UNDER (ages 11-12), 14-UNDER (ages 13-14), and 16-UNDER (ages 15-16).
4. The balancing of pitchers within the league is the first priority and shall be the responsibility of the Skills Assessment Committee.
5. When possible, each round of players shall contain the same number of players as there are teams to be formed.
6. When a particular round has more players than the number of teams to be formed, the players judged by the Skills Assessment Committee as least experienced for that round shall be placed at the top of the next lower round with the exception of the pitchers as listed in 3a above.
7. When a particular round has fewer players than the number of teams to be formed, the players judged by the Skills Assessment Committee as most experienced from the next lower round will be moved up in order to make a complete round.

8. Players requesting to play on the same team will be handled in one of the following ways:
 - a. Parents may request sisters to play on the same team. Sisters will be placed in rounds based on placement criteria. In the case of sisters with equal abilities one will be placed in the next lower round.
 - b. The daughter(s) of approved coaching staff (coach, manager or asst. coach) may be placed on their team, if so desired – limited to two. The daughter(s) of the coaching staff will be evaluated and placed in rounds the same as the rest of the players. Players with equal ability will be placed as above.
 - c. Players who request to be placed on the same team for car pooling reasons will be considered. The final decision will be at the discretion of the Board of Directors.
 - d. A notation will be made on the registration form of any players requesting to play on the same team. This information will be utilized during the draft.

PART B. TEAM DRAFT

1. Manager, Coaches and Board members shall be invited to the team draft meeting. The process of selecting teams shall be considered open and may be observed by any interested member at large. Tee Ball teams shall be formed by the coaching staff and the Division Commissioner.
2. The Manager, Coach, Asst. Coach or representative will draw numbers to determine the order in which they will draft players for their team. This number shall remain the “team” number for organizing purposes.
3. The draft shall be “blind”. Player cards shall be placed face down. Selection of player cards shall proceed as follows:
 - a. The team with the lowest number drawn shall select first with each team following in sequence until the team with the highest number drawn has selected; i.e. 1, 2, 3, 4, 5.
 - b. The next round will begin with the team that selected the second lowest number and continue in sequence until the last team has drawn; i.e. 2, 3,4,5,1.
 - c. Each round will continue this pattern until all players have been drawn; i.e.3,4,5,1,2; 4,5,1,2,3; 5,1,2,3,4, etc.
 - d. A log will be kept by each Commissioner of the players taken in each round and the team which received the last draft pick. This will be used later to determine any irregularities in the draft and which team(s) will start in the secondary draft.
4. No trades will be allowed.
5. Players who register after the draft will be placed on a waiting list and will participate in a secondary draft, at a date to be determined by the Board of Directors. They may be required to participate in a skills evaluation and be ranked accordingly. Players will be required to complete a registration form and pay league fees before being placed on the waiting list. The waiting list

will be utilized until one-third of the scheduled games have been played or all teams have full rosters. At that time the list will be abolished and all fees refunded.

6. In the event a team loses a player(s) from its original roster, that vacancy will be filled first from the players on the waiting list with a player of equal ability, if possible. Every effort will be made to have an equal number of players on each team. Commissioners must confirm with parents that a player has dropped.
7. If a situation arises pertaining to the placement of a player on a team, or any other related issue in the team selection process, that is not covered by any of the rules listed in Section III, Team Selection, or any other of the league rules, a decision will be rendered by the Board of Directors based on what will be the most beneficial for the player and the Sacramento Girls Softball League.

IV. PLAYING RULES

The Sacramento Girls Softball League follows the rules of the American Softball Association (ASA) except as modified in the Northern California Girls Softball Association (NCGSA or Norcal)_rules and in this section.

PART A. GENERAL RULES – ALL DIVISIONS

1. The season will be divided into two phases—the preseason and the regular season.
 - a. The preseason phase shall consist of the developmental round where, if possible, each team will play each other at least once.
 - b. The regular season phase shall consist of a seeding round and a playoff round. In the seeding round, if possible, each team will play each other at least twice. The playoff round shall consist of a double elimination tournament (a consolation bracket may be added if desired).
2. Managers/Coaches MAY NOT CANCEL GAMES. The Umpire Coordinator or his/her designated representative shall cancel games as necessary.
 - a. All games must be played when originally scheduled. No re-scheduled games will be allowed except for rainouts. The Schedule Coordinator and the Division Commissioner shall reschedule all makeup games. The Division Commissioner will notify the Umpire Coordinator and the teams of the new game time for rainout games.
 - b. With the exception of Tee Ball & Rookies, all teams must have a minimum of eight (8) players to start and finish a game. Forfeit time is 15 minutes after the scheduled starting time.
3. Home team shall occupy the third base dugout.
4. Manager/Coach will notify the scorekeepers of both teams of any lineup changes.

5. Team shirts must be worn at all times. All players on the playing field must have shirts tucked in.
 6. Players may not wear rings, bracelets (except medical alert bracelets or necklaces), watches, earrings or metal cleats. All of the above are forbidden for safety reasons and will be strictly enforced by the umpire.
 7. Batting helmet with chinstrap & faceguard, **MUST BE WORN** by the batter, on-deck batter, and all base runners. Catchers in the game must wear full catching gear including throat protector. Any player warming up a pitcher must wear a catcher's helmet with throat protector.
 8. The first time a bat is released (thrown) as to hit the catcher, umpire, backstop, or in the opinion of the umpire endangers any participant or spectator, EACH team shall receive a warning. Any subsequent thrown bat will result in the batter being called out.
 9. Team members are to remain in the dugout throughout the game unless warming up or taking a restroom break.
 10. There will be no infield practice before games.
 11. In the event of illness or injury to a player when no qualified substitute is available (all girls have played in the game) any uninjured player may reenter the game.
 - a. The seriousness of an injury or illness will be determined by the umpire, and the substitution requires the umpire's approval.
 - b. An injured player who has left the game cannot return to the lineup.
 - c. In the event an injury or illness reduces a team to eight (8) eligible players, the last injured player is deleted from the line-up and batting order. There will be no one-out penalty assessed when the injured player is scheduled to bat.
 12. Official game time: the home plate umpire will be the official timekeeper and will notify both the home and visitor scorekeeper of the time the game starts. The home scorekeeper will write the starting time in the home score book (the official scorebook) as noted by the umpire.
 13. In the event of major injury, each team manager shall immediately fill out an "Injury Report" form that will be provided at the beginning of the season. Umpire(s) should independently fill out the same form at the completion of the game. These forms are to be turned into the Director of the Day and forwarded to the Board of Directors.
- e. Dropped 3rd strike in effect
 - f. Infield fly rule in effect
 - g. Courtesy runner for catcher only after 2 outs (last out made)
 - h. Run rule at end of 4½: 16U-8 runs, 14U-8 runs, 12U-10 runs

12 Under Only

- a. A 6-Run rule per inning for the first five innings.
 - b. Play 9 defensively, and bat the roster.
2. Seven (7) innings constitutes a complete game.
 - a. No new inning after an hour and thirty minutes.
 - b. If a new inning is started before the time limit expires and cannot be completed due to darkness, the final score shall be that of the last completed inning.
 3. Each girl must play defense for six (6) defensive outs by the end of the game. The last half of an inning counts toward this requirement, played or not. Coaches should consider the game time limit when fulfilling this requirement. **Violation will result in a forfeit of the game.**

12 under only

Each girl must play for six (6) defensive outs if four (4) or more innings are played. If less than four (4) innings are played, each girl must play three (3) defensive outs. Violation will result in a forfeit of the game.

4. Pitching Regulations.
 - a. No girl may pitch for more than seven (7) innings in each consecutive group of two scheduled games with the second game defined by an even number in the schedule (e.g. 1-2, 3-4, 5-6, etc.).
 - b. If the score is tied at the end of seven (7) innings, the pitcher of record at the time of the tie may continue to pitch. Extra innings count against the 7-inning limit only if occurring in the first game of the two game block.
 - c. A bye is the same as a game played in the pitching rotation.
 - d. Rescheduled games will not alter the pitching clocks. They will retain their originally scheduled game number and pitching block designation regardless of when the games are rescheduled. Failure to comply with this rule will result in a forfeiture of the game.
 - e. Championship games will have OPEN pitching – no limit.
 - f. One pitch to a batter in an inning shall constitute an inning pitched.
5. In the case of a tie at the end of the last inning allowed under the time limit rule, one extra inning will be played with a runner placed on base at the start of each teams turn at bat.
 - a. The runner (being the last player to complete her turn at bat in the previous inning) shall start at second base.
 - b. The inning will continue as usual until both teams have batted.
 - c. If no team has scored at the end of the extra inning the game will be recorded as a tie.

PART B. 16-UNDER, 14-UNDER, 12-UNDER DIVISIONS

1. Highlights
 - a. Ball – 12"
 - b. Base – 60'
 - c. Pitching – 40'
 - d. Play 9 defensively

PART C. 10-UNDER DIVISION

The 10-UNDER division will play by the same rules as the previous divisions except as noted below.

1. Highlights:
 - a. Ball – 11" Worth RIF
 - b. Base – 60'
 - c. Pitching – 35'
 - d. Play 10 defensively, bat the roster
 - e. Walk – Batter gets one base only – no stealing 2nd
 - f. No infield fly rule
 - g. 5-run rule per inning for the first three innings.
 - h. Courtesy runner for catcher only after 2 outs (last out made)
 - i. 12-run rule at end of 4½
 - j. Drop 3rd strike is in effect
2. Each girl must play defense for six (6) outs if 4 or more innings are played. If less than 4 that each girl must play 3 defensive outs. **Violation will result in a forfeit of the game.**

PART D. 8-UNDER DIVISION

The 8-UNDER division will play by the same rules as the 10-UNDER division except as noted below.

1. Highlights:
 - a. Ball – 10" Worth RIF Level1
 - b. Base – 50'
 - c. Pitching – 30'
 - d. Lead off only on release of pitch – NO STEALING
 - e. Bat the roster, play 10 defensively, may start with six
 - f. No walks
 - g. No dropped 3rd strike
 - h. No infield fly rule
 - i. Mercy Run Rule - 12 Runs after 3½ innings
 - j. 4-run rule per inning for first 4 innings only
 - k. Regulation game is 5 innings
 - l. No new inning after an hour and twenty minutes
 - m. Free substitution BUT each player must play at least 2 defensive innings
2. If a pitcher hits a third batter in a game, that pitcher must be removed as pitcher for the remainder of that game. The pitch must be a direct pitch that hits the batter without hitting the ground before hitting the batter.
3. No walks will be awarded. After four balls a coach or manager of the team at bat will pitch to the batter.
 - a. Coach/manager pitches the remainder of the strikes. Each pitch is a strike unless fouled on 3rd strike.
 - b. Foul ball is not 3rd strike. Foul tip is active.

- c. Coach pitcher must pitch with one foot on the rubber.
- d. No bunting off coach pitch.
- e. Player pitcher must have at least one foot in the pitcher's circle during the pitch by coach pitcher.
- f. Upon receiving a called third strike without putting the ball in play, the batter shall be ruled out.
- g. Once ball crosses home plate without being put into play by the batter, the ball is dead.
- h. Upon the ball being put into play by the batter, the coach/manager shall remain neutral and remove them self from the playing field at the earliest possible time.
- i. On any overthrow resulting in from an attempt to put out a runner or stop play, runner or batter runner are allowed to advance one bases – maximum, at their own risk, per at bat or play from pitcher, from point of thrown ball.
- j. Dead ball overthrows are one base awarded from point of throw.
- k. Runner can only advance one base on a ball being fielded in the infield by the infielder unless an over throw is made making a play or throw to pitcher.
- l. Runners may only advance extra bases when the ball is hit and remains in the outfield.

4. Pitching rules will be the same as the previous divisions with the following change: No girls may pitch more than five (5) innings in each consecutive group of two scheduled games.

PART E. TEE BALL DIVISION

1. Girls must be 4½ years old by December 31st of the previous year.
2. The layout of the diamond shall be the same as the 8-UNDER division.
3. Rules of play:
 - a. Tee ball will play for one hour. No new inning will begin after one hour. However, both teams must complete the same amount of innings.
 - b. Each team will bat and field all players. This will constitute an inning.
 - c. No outs will be kept and no scores will be kept. If a player is called out in the field, player must exit the field.
 - d. Before the ball is placed on the tee the batter may take one (1) practice.
 - e. Before the ball is hit, the pitcher must stay in the 8-foot circle. (The line is part of the circle.)
 - f. The runner may not leave the base until after the ball has been hit. No stealing is allowed.
 - g. Once the pitcher receives the ball into the 8-foot circle, the play is stopped. Base runner shall be awarded the next base if she was at least half way to that base when play was stopped.
 - h. Fielders must position themselves behind the baseline before the ball is hit.

- i. Only the official manager, head coach or assistant coach shall enter the field during the game. Prior to the game, the coaching staff shall determine which manager/coach will be the designated umpire for their team.
- j. At a date set by the board, manager/coaches may pitch to the players. If the player does not hit a fair ball after 5 pitches, the tee will be used.

PART F. DEVELOPMENTAL ROUND (Does not apply to Tee Ball)

- 1. In the developmental round, SGSL rules shall apply with the following exceptions:
 - a. A player must play at least two (2) defensive innings (6 outs); however, the innings need not be consecutive.
 - b. There will be unlimited reentry into the game; however, the batting order may not be changed during the game.
 - c. There will open pitching during the developmental round.
 - d. Teams will bat the entire roster.
- 2. The Manager or Coach may call time out after any play is completed to instruct their players as long as the umpire feels there is no intention to delay the game.

PART G. PLAYOFF ROUND (Does not apply to Tee Ball)

- 1. In the playoff round SGSL rules will apply with the following exceptions:
 - a. The ladder will be determined by the Board of Directors with byes, if applicable, going to the top seeded teams. Home team for each opening round game will be the highest seeded team.
 - b. The playoff round will have open pitching. The ten-run rule will be in effect. All ties will be played off using the international tiebreaker.
 - c. Teams will be seeded according to their final win/loss record in the seeding round. Ties will be broken as follows:
 - (1) Head to head record
 - (2) Record vs. highest seed
 - (3) Record vs. second highest seed
 - (4) Record vs. third highest seed
 - (5) Record vs. fourth highest seed
 - (6) A playoff game with no time limit.
 - d. In the case of ties for two or more positions (i.e. 1 & 2 and 5 & 6) the tie for the lower seed (5 & 6) will be broken first. The higher seeded tied teams (1 & 2) will be considered one team for the purpose of determining tiebreakers for positions 2 through 5.
 - e. In the event of a three or more way tie, teams will be eliminated based on the tiebreakers listed in Section IV, Part G, Rule 1c.
 - f. Protests
 - (1) The Director on Duty will resolve protests.
 - (2) The plate umpire will stop the game at the time the protest is filed and notify the tournament director.
 - (3) Play will remain suspended until a decision will be made.

V. SPORTSMANSHIP AWARD

One player on each team, in each division (except Tee Ball) shall receive a Sportsmanship trophy to be awarded at the annual picnic/closing ceremonies.

- 1. The player who best represents the team in sportsmanship should be selected.
- 2. Selection will be by secret ballot of all team members and team staff.
- 3. The team Manager will turn the ballots in to the division commissioner.
- 4. The results of the ballot are to be kept secret until the actual award is presented.

VI. ALL STARS

PART A. ALL STAR COACHING STAFF SELECTION

The selection of the All Star coaching staff will be determined as follows:

- 1. Head Coach – League commissioners shall poll Head Coaches for those interested in coaching All Stars and produce a list of potential candidates.
 - a. Candidates must have been officially listed as Head Coach on a team roster for a team in the same division.
 - b. Candidates must have been present at a minimum of 50% of the league games.
 - c. The Board of Directors must approve exceptions to these qualifications.
 - d. The Board of Directors will review the list of candidates to ensure they meet the qualifications and prepare a voting ballot.
 - e. League coaches will vote for the Head Coach by closed ballot at a Manager/Coaches meeting the first week of May.
 - (1) Manager, Coaches and Assistant Coaches officially listed on the league roster will each cast one vote.
 - (2) The Umpire Coordinator will also cast one vote, unless also a member of a coaching staff, in which case no vote will be allowed for the division he/she has participated in.
 - f. The winning candidate must receive the plurality of the votes cast. If not, then a runoff between the two top vote getters will be held.
- 2. Manager: League commissioners shall poll league for those interested in managing All Stars and produce a list of potential candidates.
 - a. Candidates must have been officially listed as a Manager on a team roster for a team in the same division.
 - b. Candidates must have been present at a minimum of 50% of the league games.
 - c. The Board of Directors must approve exceptions to these qualifications.
 - d. The Board of Directors will review the list of candidates to ensure they meet the qualifications and prepare a voting ballot.
 - e. The Board of Directors and All Star Head Coach will vote for the manager by a closed ballot the first week in May.

3. Assistant Coaches – The Head Coach will submit a list of two potential assistant coaches to the Board of Directors.
 - a. Only two additional coaches may be listed on the All Star team roster.
 - b. Candidates must have been officially listed as a Head Coach, Manager or Assistant Coach on a team roster for a team in the same division.
 - c. Candidates must have been present at a minimum of 50% of the league games.
 - d. The Board of Directors must approve exceptions to these qualifications.
 - e. The Board of Directors will review the list of candidates to ensure they meet the qualifications and prepare a voting ballot.
 - f. The Board of Directors and Manager will vote for the assistant coaches by a closed ballot the first week of May.
4. The Head Coach shall select a chaperon, scorekeeper and, if desired, bat girl for the All Star team.

PART B. ALL STAR PLAYER SELECTION

1. The Manager and Coaches from each team shall submit a list of players to the Division Commissioner for All Star consideration. The Board of Directors shall determine the number of players submitted.
 - a. With the except of 10u, since there is no 8u All Stars, any player playing up from their age division is not eligible to be nominated for the All Star team.
 - b. Any player not completing the prior year All Star commitment is not eligible for the All Star team.
 - c. Eligible players that can be nominated for the All Star team must have played one-third of the season. Exceptions will be made for girls with documented injury or illness.
 - d. Any registered player competing on a high school program will be automatically nominated for the All Star team and will not count towards the coach's number of nominations.
 - e. Any division with less than three teams will automatically nominate all registered players for the All Star team.
2. The Commissioner from each division will prepare a voting ballot composed from the lists received.
3. Each team's coaching staff will receive one ballot and vote for a maximum of sixteen (16) players, those players will be ranked 4/3/2/1. A ranking number of 4 will be the highest and a number of 1 will be the lowest. An equal distribution of ranking shall be made (i.e. four players with a ranking of 4, four players with a 3, four with a 2 and four with a 1).

4. The appropriate commissioner and the All Star coaching staff will meet to select the team.
 - a. The top seven (7) vote getters will automatically make the team.
 - (1) In the event of tie scores, more than seven players may automatically be on the team (i.e. players six, seven and eight all have the same score; player eight is on the team also).
 - (2) In the event one of the top seven players is unable to make the commitment to the All Star team, the next player listed in order shall automatically be on the team.
 - (3) Commitment means that each and every player should be willing to participate in extensive practices and in the NCGSA tournament and all post-season events.
 - b. The All Star Head Coach may select At-Large player(s) that are not included on the All Star nomination voting ballot, equal to the number of teams in the division.
 - c. The remaining players will be selected from the remaining players listed on the all star nomination voting ballot by the All Star coaching staff up to a maximum of fifteen (15) players. If the remaining spots cannot be filled from the players left on the all star nomination voting ballot, the remainder may be chosen from the rest of the division's players.
 - d. A minimum of one girl from each team must be selected for the All Star Team.
 - e. All candidates for the All Star Team shall be notified of the results within 24 hours following each division's championship game, provided the game is played a minimum of three weeks prior to each divisions All Star tournament.
5. No All Star players may be dropped from the team without the approval of the Board of Directors. The need for any replacement players shall be made in coordination with the appropriate Commissioner and the All Star coaching staff from the remaining eligible All Star nominees.

VII. WINTER LEAGUE

The NCGSA Winter League provides further development and training for players interested in a more competitive softball program.

PART A. COACHES/MANAGER SELECTION

Coaches and managers are selected from interested volunteers. Selection criteria are based on the following:

1. All Star Coaches and Managers from the recent season are given the first choice for that division.
2. Coaches and managers from the recent spring season are given the second choice for that division.
3. Coaches moving up into a division will be given third choice for that division.

4. Other Coaches and Managers will be at the discretion of the Board of Directors.

PART B. PLAYER SELECTION

1. All players must fulfill NCGSA eligibility requirements to be eligible to play in the Winter League.
2. Players are contacted by Coaches/Managers to determine interest in playing for their team. Eligible players that played in the division that season or are moving up to the division in the next season will be given priority, until the Winterball registration deadline, over any player playing up from their true age division.
3. Winter League rosters will have a minimum of 80% of the players residing within SGSL boundaries. (i.e. a team of 15 players would have 12 players from in the league boundaries.)

PART C. WINTER LEAGUE TEAMS

SGSL strongly suggests combining all players moving up in divisions on one team and all players remaining in the division from the current season on another team, as long as numbers permit.

As per NCGSA rules, teams will be seeded for the Winter League in a pre-tournament if there are ten (10) or more teams in the division. Their win/loss record will determine division placement.

VIII. CONFLICT/COMPLAINT RESOLUTION & PROCEDURE

If a personality conflict arises between yourself and another Manager, Coach, Player, Parent/Guardian, Board Member, Umpire or spectator:

Remember that we are all adults and are setting an example for the children. They watch and emulate our every word, action and attitude.

If a problem with a Manager, Coach or Parent:

1. Contact that person directly and attempt to resolve the problem, away from the players.
2. Contact the appropriate Division Commissioner for assistance.
3. Submit complaint in writing to a Board member for evaluation, include the following:
 - Date & time of offense
 - Details of the event
 - Names & phone numbers of witnesses

If someone disregards or breaks the "Zero Tolerance" Policy:

1. Submit complaint in writing to the Board for review, include the following:
 - Date & time of offense,
 - Details of event,
 - Names & phone numbers of witnesses.

Consequences after Board Review:

1. Reprimand,
2. 1-3 game suspension, not affecting practices or players,
3. Expulsion for the season.

Sacramento City Unified School District and the California Penal codes 241.2, 243.2, 404.6, 425 and 422.6 specifically prohibit the following:
Use of vulgar language, inappropriate behavior, alcohol, illegal drugs and tobacco on any schools' property.

IX. INTERPRETATION

All matters not covered in the rules or requiring interpretation, will be resolved by the SGSL Board.