

WOODLAND  **GIRLS**
FASTPITCH SOFTBALL

2026 WGFSA LOCAL RULES

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Section 1 – General Information

General Policy

The By-Laws of the Woodland Girls Fastpitch Softball Association (WGFSFA), and these local rules shall not conflict with the rules and regulations established by the NorCal Girls Softball Association.

All games shall be governed by current NorCal and official USA Softball rules, except where modified by these local rules. Application of local rules may vary by event and season. Local rules will be updated, as necessary, by the WGFSFA Board.

WGFSFA recognizes that participating players have varied interests outside of softball. While the association encourages continued participation in these varied interests, it also encourages and expects each player to assume the responsibility of commitment to their team.

League Boundary

Any girl residing within the confines of, or attending, the Woodland Joint Unified School District, is eligible to participate in this program.

Age Divisions

- 6U Division: girls ages 4 to 6 years old.
- 8U Division: girls ages 7 and 8 years old.
- 10U Division: girls ages 9 and 10 years old.
- 12U Division: girls ages 11 and 12 years old.
- 14U-16U Division: girls ages 13 to 17 years old.

Refer to the Age Chart published by USA Softball for the current season to determine which age division a player is eligible for.

Players that are 17 years and older are not eligible for All-Star or Fall Season play.

Program Information

Player Security

All adult volunteers who will be entering the dugout and/or playing field during team practices, games or any one-on-one contact with a player, must be approved by the WGFSFA Board and registered with USA Softball (requiring a background check) and must have their current USA Softball registration (ID) card available.

All teams must have at least one (1) female approved and registered to their team who will be present at all times that the team congregates. If a registered female cannot be present, the team shall contact the player agent to have a female Board member, or other registered female, attend in their place.

At no time, except in cases of emergency due to injury, will any adult be permitted on the field or in the dugout without having been approved by the WGFSFA Board and registered with USA Softball. Violations of this provision may result in disciplinary action or banishment from WGFSFA fields and activities.

Practices/Games

1. Teams are not permitted to congregate for more than two (2) hours, three (3) times per week. An exception to the three (3) times a week will be made if necessary to reschedule a postponed game.
2. Congregating includes any combination of practices, games, and/or skill sessions. Any combination of team players/coach(es) constitutes a team for the definition of congregation.
3. All-Stars may practice no more than three (3) hours per day, three (3) times per week.
4. Teams cannot meet more than one (1) hour prior to game time for Spring and Fall Seasons. Travel time for out-of-town games does not contribute to the total congregation time.

Uniforms

1. Players must wear team issued shirt tucked in for games. No alterations may be made to the team issued shirt or headwear without prior Board approval.
2. Players will supply their own shorts/pants, sliding pants/shorts, gloves and cleats, helmet with face guard and chin strap and face mask if needed.
3. Cleats must be worn during games for 8U-16U. Cleats are highly encouraged but not required for 6U players. 8U-12U players must wear molded cleats (no metal cleats). Metal or molded cleats are allowed for 14U-16U.
4. Coats, jackets, sweatshirts, etc. of any color may be worn under the team issued shirt. Players may also wear team logo outerwear that has their player number displayed prominently.
5. Any team issued shirt or headwear lost, stolen or damaged will be replaced at the player's expense.

Jewelry

No jewelry of any kind, including sports jewelry, should be worn during games or practices. This includes any items deemed dangerous or a distraction by the plate umpire. This rule is applied at the sole discretion of the plate umpire. An exception will be made for necessary medical identification jewelry.

Injured Player/Incident Report

1. Participants shall be immediately removed from practice or competition if ill, injured or excessively fatigued, or if they give evidence of emotional strain. Following a severe illness or injury written permission to resume play from a physician may be requested. If an injury or illness occurs, the team manager or coach must contact their Player Agent within 24 hours of the incident.
2. The team manager must complete and submit a written Incident Report to their Player Agent within 72 hours of the incident.
3. Any player under a doctor's care must have a doctor's release before she can begin/resume playing for the league. The doctor's release must be submitted to the Player Agent before the player returns to WGFSA activities.
4. Parent/Guardian has 50 days to file a claim through USA Softball Insurance for injuries sustained while engaged in activities with WGFSA.

Conduct/Misconduct

The Woodland Girls Fastpitch Softball Association will implement a Code of Conduct to outline the proper role of parents, guardians, spectators and guests in supporting their child in sports. This Code will also ensure there is respect for the officials and the integrity of the game.

The code shall include conduct which is required and/or prohibited and shall include at a minimum the following:

1. Prohibition of discrimination with respect to any protected class including race, creed, sex or ability.
2. Requirement that parents, managers and coaches are responsible for their actions and those of their guests when attending WGFSA functions.
3. Prohibition of unsportsmanlike conduct by parents, players, managers and coaches toward any official, coach, player or parent.
4. Requirement that spectators and participants respect the authority of the officials during games and not challenge or question that authority.
5. Prohibition of parents from coaching their children from the sidelines during games/practices and/or scolding children (theirs or others) for mistakes or losing competitions.
6. Requirement that parents and players honor the game and respect the coaches and officials through their actions by being positive, supportive and respectful. This shall also include their commitment to the team including regular attendance at practices/games and mandate prompt/advance notification of absences.

This form shall be available on the WGFSA website or by contacting Board@wgfsa.org. Parents, players, managers and coaches must read, understand and consent to this code prior to participating in the league.

Conformance to the Code of Conduct is paramount to ensuring an enjoyable, respectful, and safe environment in which to develop our players physically, socially and emotionally. Any individual witnessing a violation of the Code of Conduct shall have the responsibility to notify the WGFSA Board as soon as practical by emailing issues@WGFSA.org. Violations of the Code of Conduct shall be subject to disciplinary action as set forth in the Violations section of the Code. Disciplinary action may vary from verbal warnings to suspension from the league; discipline shall be commensurate to the violation.

Spring Season

All games shall be governed by current NorCal and USA Softball rule books, except as clarified or modified in "Section 2 - Spring Season Local Rules & Information".

Registration and Deadlines

1. Registration generally begins for Spring Season in November, and for Fall Season in June. Specific time periods and deadlines will be posted on the league website at WGFSA.org.
2. Late sign-ups begin the day after the first player evaluation. All late registrations will be charged a late fee to cover the cost of any administrative costs and uniform fees incurred.
3. Placement on a team is not guaranteed. If a player is placed on a team, there is no guarantee that she will receive a uniform in time for the season.
4. Players registered after player evaluations but before draft, will go into a blind draw during the draft.
5. Players registered after the draft will be placed onto a waiting list. The applicant will be placed on the list according to date and time received by the Registrar and will be added to a team at the WGFSA Board discretion based upon the roster size of the teams.
6. Placement of the player(s) will be in the order where the original draft concluded.
7. No refunds will be given once uniforms are ordered.
8. Refund of credit card payments will incur a service charge per credit card transaction and the credit amount will only be for any unencumbered amount.

Manager and Coach Selection

Managers and coaches must register online and agree to a background check. Coaches and managers must be approved by the Board prior to being issued a team. Prior misconduct, concerns and complaints will be taken into account when the Board is considering an application.

Team Formation

6U Division

1. Teams are formed by the Registrar making the best effort to divide players equally among teams based on age.
2. The League will endeavor to have no more than 6 girls per team in the 6U age bracket. However, the total number of players will be dependent on enrollment and will be evenly distributed across the teams.

8U-16U Divisions

1. 8U-16U players will participate in player evaluations and those who are not held by a coach/manager will then be drafted to a team.
2. Teams are formed through a player draft (see "Draft" section below).
3. If there are only enough players to create one (1) team per division, players will be placed on the team in order of registration date.
4. If there are enough players to create more than one (1) team per division, players will be placed into the draft based on their date of registration and will follow the remaining rules of the draft (i.e. if 30 players register and only 24 players can be placed on teams, players will be included in the draft by registration date and the last 6 players will not be included in the draft).
5. The League will endeavor to have 12 girls per team. However, the total number of players will be dependent on enrollment and will be evenly distributed across the teams.

Team Holds

6U Division

1. A manager or coach may hold their own daughter/family member. There are no maximum number of holds in 6U.
2. Each 6U player may request one (1) buddy hold. The buddy hold must be indicated on the registration for both players or there is no guarantee of being placed on the same team.

8U-16U Divisions

1. A maximum of two (2) coach/manager holds will be allowed by a team.
2. A manager and coach must hold their own daughter/family member.
3. For a manager/coach to hold a player that is not their child, a written letter of consent from the player's parent/guardian must be submitted by the requesting manager to the Player Agent for that age division at the draft. If the signed letter is not present at the draft for all managers to review, if desired, the hold will not be valid.
4. At no time may a team hold more than one (1) pitcher from the approved pitcher list unless they are sisters. Any

conflict with these provisions will be resolved by the Board.

5. Returning WGFSA players may have one (1) Buddy Hold; the buddy must be a NEW player to WGFSA. The buddy hold must be indicated on the registration for both players or there is no guarantee of being placed on the same team.
6. Sisters choosing to play on the same team will be considered one (1) hold. Once the first is chosen, the second is placed as the last rostered player for that team.

Player Evaluations

6U Division

1. There are no player evaluations for 6U players.

8U-16U Divisions

1. Player evaluations will be held over two (2) weekends whenever possible.
2. A list will be supplied to all interested/potential managers and coaches with the player's names and categories for the abilities being tested. Players will be tested on abilities for hitting, base running, throwing, and fielding.
3. Managers and coaches will rate each player on her ability using any system they choose.
4. Players who wish to "play-up" to the next age division must have one (1) year experience in their current age division and must attend both the age appropriate evaluation and the evaluation of the age division they are wishing to move up to. All players requesting to play up must have Board approval. Once a player plays up they may not move back down without Board approval.
5. All players, including pitchers, should attend evaluations. Unless noted otherwise in these rules, any players who fail to attend one (1) of the player evaluation dates will not be drafted but will instead be placed in a blind draw.

Pitchers

8U-16U Divisions

WGFSA acknowledges that there will not necessarily be as many pitchers as teams in any given year. Therefore, the following procedure is an attempt to identify and distribute the available pitchers with significant experience evenly across the teams:

1. A pitcher is a player who has been determined by the Board to have the experience and ability to effectively pitch. High School players will not be considered as pitchers for draft purposes.
2. A list of pitchers will be compiled by the Board, to be used during the pitcher's draft (see "Draft" below)
3. If a player on the list of pitchers chooses not to pitch, she will remain on the pitchers list, unless she submits written agreement that she will not pitch in season games. All written agreements will be subject to Board approval. All managers within that division will receive a copy of any such approved agreement prior to the season draft. If a pitcher who has submitted such an agreement throws one (1) pitch during any games of the season for which the agreement was written, that game will result in a forfeit.

**Removal from the pitchers list is strongly discouraged, experience shows this is not in the player's best interest.

Draft

6U Division

1. There is no player draft for 6U teams. Teams will be formed according to the "Team Formation" section above.

8U-16U Divisions

1. Whenever possible, within seven (7) days of the final player evaluation, all managers and coaches will assemble for the draft.
2. Prior to the starting time of the appropriate team draft, all managers must disclose to their respective Player Agent the identity of their coach(s) and the identity of their player hold(s) and if the held player is a pitcher.
3. If a list of pitchers has been created and provided, prior to Round 1 of the draft, any teams not holding a pitcher from the approved list will participate in a pitcher's draft of remaining pitchers. If there are more pitchers listed than can be evenly distributed between teams, the remaining pitchers will be included in the overall draft.
4. If a sponsor requests a particular coach, that sponsor's player will be assigned to the appropriate team during the Sponsor draft which will occur immediately after the pitcher's draft. All remaining sponsor players will be drafted at this time in accordance with the draft order shown below. If there are less sponsor players than teams, the draft round ends when all sponsor players are assigned a team.

See below for an example of where pitcher draft, sponsor draft and coach/manager holds are placed in the draft process:

	Team 1	Team 2	Team 3	Team 4
Pitcher's Draft (if necessary)				
Sponsor Draft (if necessary)				
Round 1	Draft	Draft	Draft	Draft
Round 2	Draft	Draft	Draft	Draft
Round 3	Coach/Manager Hold	Coach/Manager Hold	Coach/Manager Hold	Coach/Manager Hold
Round 4	Coach/Manager Hold	Coach/Manager Hold	Coach/Manager Hold	Coach/Manager Hold
Round 5	Draft	Draft	Draft	Draft
Round 6	Draft	Draft	Draft	Draft
Rounds 7+	Draft	Draft	Draft	Draft
Select Draft (if necessary)				

5. If players rostered on a Select Team also play on a rec team, they will be drafted at the end of the draft as the final draft round.
6. Draft order will be conducted using the following procedure:
 - a. Each manager will randomly draw a number from a supply of paper slips with numbers equal to the number of teams in the division. The number drawn will be the manager's team number for the draft and throughout the playing season.
 - b. The order of selection or draw will be as follows: (Example given is for four teams. Numbers will be adjusted as necessary, by division, each year.)

Pitchers: 1 2 3 4
 Sponsor: 4 3 2 1
 Round 1: 1 2 3 4
 Round 2: 4 3 2 1
 Round 3*: 1 2 3 4
 Round 4*: 4 3 2 1
 Round 5: 1 2 3 4
 Round 6: 4 3 2 1

Round 7+: Pattern repeats through completion of draft (inclusive of Select draft)

*Rounds 3 & 4 are "Hold" rounds, only teams without player holds will participate in these rounds.

- c. Pitchers not being held on a team must attend player evaluations. Pitchers (as determined by the Board using the definition above) who do not attend player evaluations will be placed in the pitchers draft and drafted according to those procedures.
- d. After all players who attended a player evaluation have been drafted, the remaining players who did not attend a player evaluation will be selected by an open blind draw.
- e. High school players who did not attend player evaluations will be in a separate blind draw to take place following the blind draw of non-High School players who did not attend player evaluations.

Girls must play on the team for which they have been drafted. No trading of players by teams will be allowed following the conclusion of the draft. While at the draft meeting, players may be traded for cause and all such trades must be approved by the Board Members present at the draft. Any such trades must be concluded prior to the end of the draft meeting and announced to all present. Should there be any protest of the proposed trade, the matter shall be referred to the full Board of Directors at a meeting to be held within seven (7) calendar days.

All-Star Season

All games shall be governed by current NorCal and USA Softball rule books.

Manager and Coach Selection

The managers/coaches for the All-Star teams will be determined by the WGFSA Board. Those interested in managing All-Star teams must submit a written request to the Board. The Board will select the All-Star staff from the interested managers/coaches. The selected manager will choose their team staff from the eligible coaches in their division. Only current year Spring Season coaches and/or managers within the age division are eligible for All-Star teams, unless otherwise approved by the WGFSA Board.

The Code of Conduct signed in the Spring Season remains in effect for the All-Star Season. All team staff for All-Star teams must be background checked and ACE certified prior to the first All-Star tournament.

All-Star Player Eligibility

To be eligible for All-Stars, a player must be in good standing with WGFSA as of April 1st of the current year, must be league age 8U-16U for the current year, have not played in a travel ball (A-level) game on or after April 1st, have played in one-third of the regular scheduled games. If a player incurs an injury or illness and is unable to play one-third of the scheduled games, she may still be eligible for All-Stars. For High School players, scheduled games begin at the end of the High School Season.

An All-Star team will consist of a minimum of 12 players and a maximum of 14 players. The final size of the All-Star team roster will be at the discretion of the manager and coaches.

Team Selection

1. All-Star teams will be formed from the age divisions eligible in the Spring Season (8U, 10U, 12U, 14U and 16U).
2. All eligible players in the age group will be invited to try out for the All-Star team.
3. The Board will compile a panel of impartial coaches to rate the players during tryouts.
4. The All-Star team will be compiled of the top-rated girls from the tryouts.
5. Once an All-Star coaching staff is chosen, that staff will determine the final roster size.
6. The team will consist of a minimum of 12 players and no more than 14 players. The All-Star team coaching staff must take the top 10-12 players from the tryout rating list and then may choose up to two (2) players from all eligible players in the age division. The breakdown is as follows:
 - 12 players = top 10 from list + 2 manager's choice
 - 13 players = top 11 from list + 2 manager's choice
 - 14 players = top 12 from list + 2 manager's choice
7. All-Star teams will be officially announced at closing ceremonies.
8. At least one (1) All-Star coaching staff member for each age division must attend NorCal's mandatory All-Star meeting.
9. The All-Star team uniforms will be selected by the WGFSA President and Vice President.

Player Commitment

1. Players must commit to at least two (2) warm-up tournaments and the NorCal All-Star Tournament to be eligible.
2. All-Star players will be charged an All-Star fee which will be set by the Board annually to fund the cost of uniforms and three (3) tournament fees. Teams may do their own fundraising or obtain a sponsor to offset this expense or participate in additional tournaments.
3. All-Star players failing to comply with commitments, including a trip to Regional and National competitions, if eligible, will not be allowed to participate in the following year's All-Star program.

Manager/Coach Commitment

1. Managers/coaches must commit to at least two (2) warm-up tournaments and the NorCal All-Star Tournament.
2. Manager must commit to taking team to Regional and National competitions if a berth is offered.
3. All-Star managers and coaches failing to comply with commitments, including a trip to Regional and National competitions, if eligible, may not be permitted to manage/coach for future All-Star or Select program seasons.

Fall Season

All games shall be governed by current NorCal and USA Softball rule books.

Registration and Deadlines

1. Fall Season registration will begin after the Spring Season's closing ceremony.
2. Fall Season registration is first come, first served. The League will endeavor to roster 12-14 players per team. Placement on a team is based on the order of registration until rosters are full. If there are more registered players than teams formed, a waitlist will be created until there are enough players to form an additional team.
 - a. All-Star players who register before the end of regular registration will receive priority for Fall Season team placement. All-Star players who register after regular registration will not receive priority placement.
 - b. Players will be added to teams from the waiting list, as space is available, in the order in which they were originally received by the Registrar.
3. All Fall Season fees are due at time of registration.

Manager and Coach Selection

1. Managers/coaches for the Fall Season will be determined by the WGFSA Board. Those interested, must submit a written request to the Board. The Board will select the Fall Season Manager/Coach from those interested. Selected manager/coach will be permitted to choose their team staff.
2. Fall Season managers should have at least one (1) season of experience in managing a team and some experience/knowledge of Fall Season (tournament type play).

Team Formation

6U Division

1. Teams are formed by the Registrar making the best effort to divide players equally among teams based on age.
2. The League will endeavor to have no more than 6 girls per team in the 6U age bracket. However, the total number of players will be dependent on enrollment and will be evenly distributed across the teams.

8U-16U Divisions

1. Teams are formed through a player draft (see "Draft" section below).
2. The League will endeavor to have 12 girls per team. However, the total number of players will be dependent on enrollment and will be evenly distributed across the teams.
3. If there are only enough players to create one (1) team per division, players will be placed on the team in order of registration date.
4. If there are enough players to create more than one (1) team per division, players will be placed into the draft based on their date of registration and will follow the remaining rules of the draft (i.e. if 30 players register and only 24 players can be placed on teams, players will be included in the draft by registration date and the last 6 players will not be included in the draft)

Team Holds

6U-16U Divisions

1. A manager or coach must hold their own daughter/family member.
2. There are no buddy holds for Fall Season.
3. Sisters holds are permitted; once the first is chosen, the second is placed as the last rostered player for that team.

Player Evaluations

6U- 16U Divisions

1. There are no player evaluations for Fall Season.

Draft

6U Division

1. There is no player draft for 6U teams. Teams will be formed according to the "Team Formation" section above.

8U-16U Divisions

1. If more than one (1) team is created in a division, teams will be designated Team A, B, C, etc.
2. Select players from the current season, staying in the same age bracket, have first priority on Team A. Any player/parent choosing not to play for Team A will go into the pool of players drafted among the remaining teams.

3. All-Star players from the current season, staying in the same age bracket, have second priority on Team A, in order of registration. If/when Team A is full, the remaining All-Star players will have first priority on Team B, in order of registration. Any player/parent choosing to not play for Team A or B will go into the pool of players drafted among the remaining teams.
4. If a sponsor requests a particular coach, that sponsor's player will be assigned to the appropriate team during the Sponsor draft which will occur immediately before the first round of the draft. All remaining sponsor players will be drafted at this time in accordance with the draft order shown below. If there are less sponsor players than teams, the draft round ends when all sponsor players are assigned a team.
5. If more than one (1) team is formed and managers/coaches have not yet been approved, then all eligible players will be selected through a blind draft with the exception of Select and All-Star players who will be placed as defined above. If managers have been approved, then player selection will be through a draft of players with Select players, All-Star players and manager/coaches players held at the bottom of the draft.
6. Select/All-Star players will be held in the bottom positions on Team A. Additional teams are permitted two (2) Coach/Manager holds which will be placed in the last two roster positions. The example below shows seven (7) returning Select/All-Stars. If additional Select/All-Stars return, they would hold positions 5, 4, 3 etc.

	Team A	Team B	Team C
Sponsor Draft (If Necessary)			
Round 1	Draft	Draft	Draft
Round 2	Draft	Draft	Draft
Round 3	Draft	Draft	Draft
Round 4	Select/All-Star (move up option)	Draft	Draft
Round 5	Select/All-Star (move up option)	Draft	Draft
Round 6	Select/All-Star (move up required)	Draft	Draft
Round 7	Select/All-Star (move up required)	Draft	Draft
Round 8	All-Star	Draft	Draft
Round 9	All-Star	Draft	Draft
Round 10	Select	Draft	Draft
Round 11	Select	Coach/Manager Hold	Coach/Manager Hold
Round 12	Select	Coach/Manager Hold	Coach/Manager Hold

7. Select/All-Star players required to move up a division will have priority after Select and All-Star players as identified above. These players will have priority based on registration date.
8. Select/All-Star players choosing to move up a division will have priority after Select and All-Star players who are required to move up as identified above. These players will have priority based on registration date.
9. Players required to move up a division in Fall will be given the same priority as all other players in that division.
10. Players choosing to move up a division for Fall season will be drafted to a team if space is available after all eligible players within that age group are placed by priority defined above.
11. Returning Select and All-Star coaches staying in the same age bracket will have priority for coaching in Fall.
12. Select and All-Star coaches choosing to move up in the Fall will be eligible to coach, however, they will not receive priority for coaching.
13. Draft order will be conducted using the following procedure:
 - a. Each manager will randomly draw a number from a supply of paper slips with numbers equal to the number of teams in the division. The number drawn will be the manager's team number for the draft and throughout the playing season.
 - b. The order of selection or draw will be as follows: (Example given is for four teams. Numbers will be adjusted as necessary, by division, each season.)

Sponsor:	4	3	2	1
Round 1:	1	2	3	4
Round 2:	4	3	2	1
Round 3*:	1	2	3	4
Round 4*:	4	3	2	1
Round 5:	1	2	3	4
Round 6+:	Pattern repeats through completion of draft			

*Rounds 3 & 4 are "Hold" rounds, only teams without player holds will participate in these rounds.

Girls must play on the team for which they have been drafted. No trading of players by teams will be allowed following the conclusion of the draft. While at the draft meeting, players may be traded for cause and all such trades must be approved by the Board Members present at the draft. Any such trades must be concluded prior to the end of the draft meeting and announced to all present. Should there be any protest of the proposed trade, the matter shall be referred to the full Board of Directors at a meeting to be held within seven (7) calendar days.

Section 2 – Spring Season Local Rules & Information

All Age Divisions

All games shall be governed by current NorCal and USA Softball rule books, except as clarified or modified herein. An exception will be made for tournament play which will be bound by the tournament rules.

Select Program

WGFSAs Select Program will follow all rules and regulations of the Select Program of USA Softball of Sacramento. Any rules or regulations in conflict with local rules shall comply with USA Softball of Sacramento.

Game Times & Schedules

All schedules and game times will be posted on the WGFSAs website as soon as possible, but at least one week before opening ceremonies. The Board attempts to consider and schedule around school events however, it is impossible to accommodate all events. (See below for rescheduling a game)

When the schedule is posted, the home team will be listed first and will occupy the 3rd base dugout. The visiting team will be listed second and will occupy the 1st base dugout.

Game time will officially begin when the home plate umpire gives the command to "Play Ball".

6U Division

1. Game Length: 1 hour min.; no new inning may start after 1 hour; there will be a 1 hr. 15 min. drop dead time.

8U Division

1. Game Length: 1 hr. 20 min. The current inning will be completed unless it becomes too dark or is deemed by the umpire to be unsafe to continue.
 - a. Scores will revert to last completed inning only if the game is terminated by the umpire.
2. Games may end in a tie.
3. Regulation Game: Six (6) innings

10U-16U Divisions

1. Game Length: 1 hr. 20 min. The current inning will be completed unless it becomes too dark or is deemed by the umpire to be unsafe to continue.
 - a. Scores will revert to last completed inning only if the game is terminated by the umpire.
2. Games may end in a tie.
3. Regulation Game: Seven (7) innings.

Rescheduling Games

Scheduling conflicts must be brought to the attention of the Board prior to the 1st day of the season for consideration. After the start of the season, games will be rescheduled only for following reasons:

1. The requesting team must give notice to the Board and the opposing team at least 72 Hours prior to game time.
2. The request will only be considered if a team cannot field the minimum number of players required to start a game due to a school function, organizational special event (i.e., Dance recital, 4-H Spring Show), planned family vacation, or injury. If a manager cannot field a full team due to an injured player, then they must notify the Board as soon as possible.
3. The requesting team manager must give the names of the players that will be absent to the Board.
4. The Board will notify, other team's manager and the Umpire in Chief of the request.
5. The requesting team manager will be notified of the rescheduling decision within 24 hours.
6. All rescheduled games must be completed by the last day of season play.
7. If a game is not played, or is unable to be rescheduled, by the last day of season play, the game will be declared a forfeit.

Weather Conditions

1. Players, managers, coaches, scorekeepers and umpires shall report to their scheduled games unless they receive a call from a member of the Board of Directors notifying them of a canceled game because of a wet field.
2. If a team fails to show up for a scheduled game, they will be given a forfeit for the game scheduled.
3. In case of rain and/or inclement weather, please go to www.wgfsa.org for field updates. Games are to be played as scheduled unless cancelled or postponed.

Postponed/Rescheduled Games

1. All incomplete games that must be postponed will be rescheduled and will be restarted from the first inning regardless of what inning the game may have been in when it was postponed.
2. Games postponed by weather will be rescheduled by the Board as soon after the delay as possible.
3. Managers will be given at least 72-hour notice about the rescheduled game. Manager must confirm if they can or cannot play.
When the postponed game is rescheduled, it should be played with the same roster of eligible players. If high school players were not on the active roster at the original schedule date/time of the postponed game, they are ineligible to play during the rescheduled game.

Scorekeeping & Team Standings

1. The home team will be the official scorekeeper. If a team does not have a scorekeeper, they may use the visiting team scorekeeper with the approval of the umpire before the start of the game.
2. The official scorekeeper may be located anywhere that allows for proper tracking and scoring of the game.
3. 6U teams will not keep score or track standings. 8U-16U teams will keep score and standings will be tracked.

Each win or loss will count as one (1) win or loss in the standings. In the case of a tie game each team will be credited with 1/2 a win and 1/2 a loss in the standings. Teams tied for first place at the end of the season will use the following tiebreaker procedure:

1. Head-to-head match up
2. Runs allowed
3. Runs against

Run Rule & Mercy Rule

8U-16U Divisions

1. A maximum of five (5) runs can be scored by a team per each ½ inning.
2. The mercy rule will apply: 15 runs after 3 innings, 12 runs after 4 innings or 8 runs after 5 innings.

Defensive Requirements

6U Division

1. There is no minimum number of players required to start a game.
2. Free substitution of defensive players is permitted at any time.

8U Division

1. Maximum of ten (10) defensive players may be on the field at one time.
2. Teams may compress lineups down to nine (9) without penalty. Once a team drops below nine (9) players, an out will be charged to the team for the 9th position of the batting order.
3. Minimum of eight (8) defensive players are required to start a game. The game will be forfeited if a team has less than eight (8) players at game time.
4. Free substitution of defensive players is permitted at any time.

10U-16U Divisions

1. Maximum of nine (9) defensive players may be on the field at one time.
2. Once a team drops below nine (9) players, an out will be charged to the team for the 9th position of the batting order.
3. Minimum of eight (8) defensive players are required to start a game. The game will be forfeited if a team has less than eight (8) players at game time.
4. Free substitutions of defensive players is permitted at any time.

Line-Up/Batting Order

All official line-up sheet must be turned in to the scorekeeper 10 minutes before game time. Failure to do so will result in a forfeit of the first batter (i.e. the first batter becomes out number one).

1. All divisions must bat the entire roster during games.
 - a. 6U teams bat entire roster every half inning.
 - b. 8U-16U teams will bat entire roster in continuous order –start the batting lineup where ended the previous inning.
2. List the entire roster of players present at game time, excluding those being held out for disciplinary reasons (which must be noted in the scorebook). This includes all players; even those not presently playing defensively.
3. After the official batting order is given to the official scorekeeper, girls arriving late will be inserted at the bottom of the batting order. This may be done at any time.

Batting

6U Division

1. Walks: Not permitted.
2. Hit-By-Pitch: If batter is hit by coach-pitcher, no base will be awarded.
3. Bunting and Slap Hitting: Not permitted.

8U Division

1. Walks: Not permitted.
2. Hit-By-Pitch: Batter hit by a player-pitcher will be awarded 1st base. If the ball hits the ground first, no base will be awarded. If the batter is hit by a coach-pitcher, no base will be awarded.
3. Bunting and Slap Hitting: Permitted only during player pitching.
4. Dropped 3rd Strike: Rule not in effect.

10U-16U Divisions

1. Walks: Permitted.
2. Hit-By-Pitch: Batter hit by a pitch will be awarded 1st base even if the ball hits the ground first as long as the batter makes an attempt to avoid being hit.
3. Bunting and slap hitting: Permitted.
4. Dropped 3rd Strike: Rule in effect.

Base Running

6U Division

1. Leadoffs: Permitted once coach-pitcher releases the ball.
2. Stealing: Not permitted.
3. Sliding: Not permitted.
4. Courtesy Runners: Free substitutions, no restrictions.
5. Hesitation Rule: Not in effect.

8U Division

1. Leadoffs: Permitted once the pitcher releases the ball.
2. Stealing: Not permitted.
3. Sliding: Permitted if players are wearing appropriate protective gear (sliding shorts/pants)
4. Courtesy Runners: Permitted for injured players, pitcher and catcher. Must be player last put out.
5. Hesitation Rule: In effect. Base runners must immediately choose to advance or retreat to a base once the pitcher has control of the ball (in the glove or hand) within the pitcher's circle unless the pitcher attempts to make a play on an advancing base runner.

10U Division

1. Leadoffs: Permitted once the pitcher releases the ball.
2. Stealing: Permitted and encouraged. Players may steal only one (1) base per pitch with the runner being liable to be put out. Base runners advancing beyond the stolen base may be put out when the ball is in play and they are between bases; once play stops, base runners advancing beyond the stolen base will be returned to the entitled (stolen) base. Stealing home is permitted.
3. Sliding: Permitted and encouraged. Players must wear appropriate protective gear (sliding shorts/pants).
4. Courtesy Runners: Permitted for injured players, pitcher and catcher. If courtesy runner must bat while she is on base, the player she was running for will be called out.

5. Hesitation Rule: In effect. Base runners must immediately choose to advance or retreat to a base once the pitcher has control of the ball (in the glove or hand) within the pitcher's circle unless the pitcher attempts to make a play on an advancing base runner.

12U-16U Division

1. Leadoffs: Permitted once the pitcher releases the ball.
2. Stealing: Permitted and encouraged. No limitations. Stealing home is permitted.
3. Sliding: Permitted and encouraged. Players must wear appropriate protective gear (sliding shorts/pants).
4. Courtesy Runners: Permitted for injured players, pitcher and catcher. If courtesy runner must bat while she is on base, the player she was running for will be called out.
5. Hesitation Rule: In effect. Base runners must immediately choose to advance or retreat to a base once the pitcher has control of the ball (in the glove or hand) within the pitcher's circle unless the pitcher attempts to make a play on an advancing base runner.

Infield Fly Rule

6U-8U Divisions

1. The infield fly rule is not in effect.

10U-16U Divisions

1. The infield fly rule is in effect.

Minimum Playing Time

Violations of minimum playing time rules will result in forfeiture of the game.

If a girl is injured or under disciplinary action and will be sitting out the game, this must be indicated on the initial line-up sheet prior to the start of the game and minimum playing time does not apply.

6U Division

1. A player may not sit on the bench longer than one (1) inning.

8U-16U Divisions

1. Each player must play two (2) full innings per game and cannot sit more than two (2) consecutive innings.
2. The same players shall not consistently sit out innings each game.
3. All players should get an equal amount of game starts. If possible, the same players should not be out of the game defensively to start in successive games.
4. Each player shall have the opportunity to play throughout a whole game at least twice during the season.
5. Every player will be given the opportunity to play an infield position at least one inning per game, with two innings recommended. However, infield positions will be predicated on safety of players.

Injury/Re-entry

1. Should a player leave a game early for any reason other than injury or illness, the team will incur an out each time said player would have come up to bat.
2. If a player becomes injured or ill to the point of not being able to participate in the game, she will be withdrawn from the batting order. If the injured player is physically able, she may return to the game in her original position of the batting order. This may happen one (1) time only. If she leaves the game a second time she may not reenter.
3. Any player not under disciplinary action, not currently playing defense may be assigned to her defensive position.
4. If a manager cannot field a full team due to injured players, they must notify the Player Agent as soon as possible.

Protective Gear & Safety

1. Facemasks are highly recommended, especially for pitchers, in all age groups.
2. Catchers must wear all appropriate protective gear while playing the position (shin guards, chest protector and helmet with face mask and throat protection).
3. Any player warming up a pitcher must wear, at a minimum, a helmet with facemask.
4. All batting helmets must fit properly and have a faceguard (chinstraps are optional but if worn must be fitted).
5. All batters, on-deck batters, base runners and players acting as coaches in the coach's box must wear a batting helmet with faceguard (chinstraps are optional but if worn must be fitted).
6. Failure to wear the appropriate helmet when ordered to do so by the umpire shall result in the player being ejected from the game.

7. Wearing the helmet improperly or removing the helmet during a live ball play and judged by the umpire to be a deliberate act shall result in the player to be given a warning. A second occurrence during the game shall result in the player being declared out immediately.
8. No player other than the batter and on-deck batter shall have a bat in her possession.
9. One (1) warning for bat possession will be issued by the umpire to the manager. The second warning will be an out for the team.
10. On-deck batter must stand in the designated area facing home plate.

Team Area/Dugout

1. Only USA Softball insured adults and players are allowed in the dugout/on playing fields during games.
2. Players, managers, coaches and adult female chaperones must confine themselves to their own team area/dugout except when participating in the play, preparing to enter the game, or base coaching.

Umpires

1. Umpires will be assigned to all games with the exception of scrimmages and 6U games. When a contracted umpire cannot be provided, the Board will assign someone to act in this capacity.
2. Umpires will provide the final Official Score Card to the Official Score Keeper at the end of game.
3. Umpires shall have complete charge of the game and shall have the power to banish spectators, players, managers, coaches, or any other person from the player's bench or field for misconduct, delaying the game, or any other reason deemed necessary for the good of the game. Umpires will normally work with the team manager to control fans.
4. Umpires' decisions shall be final. See below for protests.
5. Only the team manager or coach can talk to an umpire during a game regarding a dispute. An official scorekeeper cannot talk to an umpire regarding a player batting out of turn.
6. Umpires have the authority to eject players, coaches/managers and spectators. The consequence of ejection shall be as follows:
 - a. When an adult is ejected for any reason, they will be ineligible to manage or coach for the next scheduled playing date. Should the Board decide to impose other/additional punishments; a Special Board meeting will be required.
 - b. When a player is ejected for any reason, they will be ineligible to play during the next scheduled game. Should the Board decide to impose other/additional punishments; a Special Board meeting will be required.
7. All umpires will submit a written report to the league President within 24 hours after any game for which a protest has been registered or when it was necessary to eject a player, manager, coach, or spectator from the game.
8. If an umpire is scheduled for a game and fails to show up, the game must be played and the Board will assign someone to act in this capacity. The game will not be rescheduled due to not having an umpire in attendance.

Protests

1. A verbal protest based on a misinterpretation of the rules shall be filed by the manager of the team immediately following such play and before the next pitch.
2. The manager of the protesting team shall immediately notify the plate umpire that the game is being continued under protest. The plate umpire shall in turn notify the opposing manager and official scorekeeper.
3. Should a manager decide to protest after play is resumed or after the game is over the protest will not be accepted. No protest shall ever be permitted on a judgment decision by the umpire.
4. All protests must be made in writing and filed with the league President within 24 hours. Protests will not be accepted after 24 hours. The written protest shall contain the following:
 - a. The date, time and place of the game.
 - b. The names of the umpires and scorekeepers.
 - c. The rule and section of the official Rules and Local Rules under which the protest is being made.
 - d. The decision and condition surrounding the making of the decisions.
 - e. All essential facts involved in the matter protested.
5. A \$25.00 fee must be deposited with all protests paid by the manager of the protesting team. If a protest is found to be valid, the money will be refunded.

The Board will meet as soon as possible after receipt of a protest to decide the protest.

6U Division

The objective of the 6U division is to maximize instruction of the basic fundamentals of fastpitch softball for girls 4 ½ - 6 years of age. Must be 4 by March 1st. Although this is a training division, the concept of good, healthy and fun competition is encouraged. This is a good way to teach the girls the basic concept of good sportsmanship.

Since this age division does not keep standings, no placement awards will be given. Each girl in the 6U Division will receive a participation award at the end of the season in lieu of trophies for team standings. The type of participation award will be determined by the Board of Directors.

The following instructions are expected:

1. Teach the basic, proper fundamentals of softball.
2. Teach each player to play more than one (1) position. It is suggested that all players be rotated often. It will be to their advantage when entering the 8u Division to be able to play 2 or 3 different positions.
3. Teach and encourage good sportsmanship! This should include showing respect for the other players on her team, the opposing team, the umpires, the managers and coaches, and the parents/spectators.
4. Be a good role model.

All games shall be governed by current NorCal and USA Softball rule books, except as clarified or modified by the “All Divisions Game Rules/Information” section above and the following local rules:

1. Ball Size: 10 inches RIF 1 (Reduced Injury Factor Level 1) USA Softball Approved
2. Base Distances: 60 feet
3. Pitching Distance: 30 feet
4. Base running:
 - a. All runners advance one (1) base per ball hit.
 - b. On any overthrow, resulting from an attempt to put out a runner or stop play, the runners will not advance.
5. Minimum Play Time: See Minimum Playing Time” section above.
6. Coaches may be in the outfield while their team is on the field to offer guidance during play. The coaches may not interfere with the ball or a player while the ball is in play.
7. Pitching:
 - a. Coach-pitchers must not interfere with the ball once it is in play. If possible, the coach pitcher should leave the playing field as soon as the ball is in play. If a coach-pitcher is hit with a ball or catches the ball it is still live and in play.
 - b. Offensive team’s coach may throw three (3) pitches to the batter. The batter cannot strike out. If the ball is not put in play after three (3) pitches, a batting tee will be brought out until the ball is put in play.
EXCEPTION: When the final coach pitch is hit foul, then another pitch will be allowed.
 - c. Player pitcher must have ability to defend herself.

REMEMBER: Only USA Softball insured adults and players are allowed in the dugout or on the playing field during the games. A female chaperone must be present at all times.

8U Division

The objective of the 8U division is to maximize instruction of the basic fundamentals of fastpitch softball for girls 7 and 8 years of age. Although this is a training division, the concept of good, healthy and fun competition is encouraged. In this division, the teams keep score and standings will be kept. Although there is winning and losing at this level, that is not what is important. A good, healthy and fun competitive atmosphere should be encouraged and good sportsmanship should be emphasized.

The following instructions are expected:

1. Teach the basic, proper fundamentals of softball.
2. Teach each player to play more than one (1) position. It is suggested that all players be rotated often. It will be to their advantage when entering the 10u Division to be able to play 2 or 3 different positions.
3. Teach, encourage and require good sportsmanship! This should include showing respect for the other players on her team, the opposing team, the umpires, the managers and coaches, and the parents/spectators.
4. Be a good role model.

All games shall be governed by current NorCal and USA Softball rule books, except as clarified or modified by the "All Divisions Game Rules/Information" section above and the following local rules:

1. Ball Size: 10 inches RIF 1 (Reduced Injury Factor Level 1) USA Softball Approved
2. Base Distances: 60 feet
3. Pitching Distance: 30 feet
4. Base Running:
 - d. Runners can only advance one (1) base on a batted ball being fielded in the infield that has not crossed the outfield line.
 - e. On any overthrow, resulting from an attempt to put out a runner or stop play, the runners will not advance.
 - a. When a ball is batted past the outfield chalk lines, base runners may advance at risk. Once the ball is in control in the infield, by any defensive player, the play is over and runners must stop at the base they were running toward. The ball is determined to be in control when it is in a player's hand or glove.
5. Minimum Play Time: See "Minimum Playing Time" section above.
6. Maximum of two (2) defensive coaches may be in the outfield while their team is on the field. The coaches may not interfere with the ball or a player while the ball is in play. Any interference will result in all runners being called safe plus all runners are awarded one (1) additional base.
7. Pitching:
 - a. It is highly recommended that pitchers wear facemasks.
 - b. Player-pitcher will begin pitching to each batter. After four (4) balls from the player-pitcher, the coach-pitcher will assume the batter's pitch count and each coach pitch is assumed to be a strike. Batters cannot strike out on a foul ball, when the final coach-pitch is a foul ball, another pitch will be permitted.
 - c. Coach-pitcher must have one (1) foot on the rubber at the time of release of the ball.
 - d. While a coach is pitching, player pitcher must keep one (1) foot inside the circle until the ball is batted.
 - e. Coach-pitcher may not instruct/coach the batter or use the words "ball", "strike" or "swing" from the time they step into fair territory. After a warning from the umpire for violation, the pitch will be called a strike.
 - f. Coach-pitchers must not interfere with the ball once it is in play. If possible, the coach-pitcher should leave the playing field as soon as the ball is in play. If a batted ball strikes the coach-pitcher, the play is dead, the batter is awarded first base and all other runners advance only if forced.
 - g. Attempt being made by the player-pitcher to control the ball in the circle will be considered a dead ball.
 - h. No player may pitch more than two (2) innings for the first four (4) innings of a game, one (1) additional inning may be pitched after the 4th inning. No more than three (3) innings may be pitched per game. Managers are responsible for tracking innings pitched by players.
 - i. One (1) pitch off the mound (including warm up pitches) constitutes an inning pitched.
 - j. Pitchers are allowed either one (1) minute or up to five (5) warm up pitches between innings, (which-ever comes first). It does not matter if the catcher is a coach or player.
 - k. Illegal pitches shall be questioned only by the head coach of the opposing team and in conference with the umpire and other head coach. There shall be no other consequence for illegal pitches beyond instructing the pitcher. If, in the opinion of the umpire, a distinct advantage is being achieved through the illegal pitch, all illegal pitches will be called balls.

REMEMBER: Only USA Softball insured adults and players are allowed in the dugout or on the playing field during the games. A female chaperone must be present at all times.

10U Division

The objective of the 10U division is to build on the basic fundamentals of fastpitch softball and teach more advanced techniques to girls 9 and 10 years of age. In this division, the teams keep score and standings will be kept. Although there is winning and losing at this level, that is not what is important. A good, healthy and fun competitive atmosphere should be encouraged, and good sportsmanship required.

All games shall be governed by current NorCal and USA Softball rule books, except as clarified or modified by the “All Divisions Game Rules/Information” section above and the following local rules:

1. Ball Size: 11 inches USA Softball Approved
2. Base Distances: 60 feet
3. Pitching Distance: 35 feet
4. Minimum Play Time: See Minimum Playing Time” section above.
5. Pitching:
 - a. It is highly recommended that pitchers wear facemasks.
 - b. No player may pitch more than four (4) innings per game. Each team shall be responsible for tracking innings pitched by players.
 - c. One (1) pitch off the mound (including warm up pitches) constitutes an inning pitched.
 - d. Pitchers are allowed either one (1) minute or up to five (5) warm up pitches between innings, (which-ever comes first). It does not matter if the catcher is a coach or player.
 - e. An excessive number of wild pitches which strike the batter will not be tolerated. Any pitcher who hits three (3) batters in a single inning or accumulates five (5) hit batters within a single game must be relieved of pitching duties immediately and for the duration of that game. She may continue to play in another defensive position.
 - f. Illegal pitches shall be questioned only by the head coach of the opposing team and in conference with the umpire and other head coach.

REMINDER: Only USA Softball insured adults and players are allowed in the dugout or on the playing field during the games and practices. A female chaperone must be present at all times.

12U-16U Divisions

The objective of these divisions is to provide a good, healthy and fun competitive atmosphere while keeping score. These divisions are designed to reinforce and refine the skills necessary to be successful in the game of fastpitch softball. Although there is winning and losing at this level, that is not what is important. A good, healthy and fun competitive atmosphere should be encouraged, and good sportsmanship should be emphasized.

All games shall be governed by current NorCal and USA Softball rule books, except as clarified or modified by the “All Divisions Game Rules/Information” section above and the following local rules:

1. Ball Size: 12 inches USA Softball Approved
2. Base Distances: 60 feet
3. Pitching Distance: 40 feet 12U; 43 feet 14-16U
4. Minimum Play Time: See Minimum Playing Time” section above.
5. Pitching:
 - a. It is highly recommended that pitchers wear facemasks.
 - b. No player may pitch more than four (4) innings per game. Each team shall be responsible for tracking innings pitched by players.
 - c. One (1) pitch off the mound (including warm up pitches) constitutes an inning pitched.
 - d. Pitchers are allowed either one (1) minute or up to five (5) warm up pitches between innings, (which-ever comes first). It does not matter if the catcher is a coach or player.
 - e. An excessive number of wild pitches which strike the batter will not be tolerated. Any pitcher who hits three (3) batters in a single inning or accumulates five (5) hit batters within a single game must be relieved of pitching duties immediately and for the duration of that game. She may continue to play in another defensive position.
 - f. Illegal pitches shall be questioned only by the head coach of the opposing team and in conference with the umpire and other head coach.

REMINDER: Only USA Softball insured adults and players are allowed in the dugout or on the playing field during the games and practices. A female chaperone must be present at all times.