

West Valley Slammers League Specific Playing Rules

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Note 1: West Valley Rules supersede ASA Rules only for West Valley Games unless otherwise specified.

Note 2: Any rules not found in this book will be found in the “current” ASA Rule Book.

Note 3: These rules do not apply to INTERLEAGUE or MID-SEASON TOURNAMENT GAMES unless otherwise specified.

Note 4: These Rules are written to help the girls and coaches become more successful in the game.

CHAPTER 1

West Valley Softball League Goals and Mission Statement

The West Valley Softball League is organized to provide an opportunity for area youth to play softball and learn softball skills. Our softball program stresses competent coaching, safe equipment, and adequate medical precautions. Teams are balanced in each Division according to skill level and age. The 6U (6 and Under) and 8U Divisions are particularly low-key, enabling the girls to learn softball fundamentals, and experience the fun of playing before they face the pressures of competition.

West Valley uses softball as a tool to teach the benefits of an active life, and to help youth develop physically and emotionally toward responsible adulthood. Team play teaches cooperation, leadership, loyalty, and how to work with others towards a common goal. Physical activity allows the youth to develop confidence, enhance their social skills, with a corresponding release of aggression and tension. The girls learn to set goals, test limits, acquire self-discipline, and learn methods to manage failures and triumphs, which are very important life skills.

All adults in the program have a unique opportunity to aid in the development of the youth involved. Sports, along with the home, school, and church provide one of the strongest means of passing-on values to our youth. Adults must teach that hard work develops respect for discipline. Self-discipline properly taught on the softball field by the West Valley Coaches, could be a major factor in turning a girls life from self-indulgence to meaningful self-respect, respect for the rights of others and respect for the law. Coaches must understand that the youth are people too, and at these ages the girls are particularly responsive to encouragement and understanding. Coaches and parents must be aware and work towards meeting the needs of each child in the program.

Although this is a competitive program (except 6U), the importance of winning should not be stressed. Youth at these ages find it more important to belong and take great pride in identifying with their peers, representing their community, league, and team, and their Coach. West Valley is dedicated to the development of the youth in our program. The desired result by participating in our program is an active, disciplined youth Coach who makes responsible choices and participates as a team player. Discipline teaches youngsters that it isn't sissy to refrain from smoking and drugs, get good grades, eat a proper diet, practice good sportsmanship, and to keep physically fit. Discipline also teaches them to work hard for the victory and accept defeat with courage - and with no excuses.

All adults involved must realize that they are role models and what they do is more important than what they say. We can teach best and obtain the greatest results by utilizing positive reinforcement. Player recognition fosters an environment of learning, leadership, and team building. Our parent's biggest role is supporting their youth in contributing to their team at all times, whatever position they have been assigned.

CHAPTER 2

LEAGUE STRUCTURE Definitions/Responsibilities

Assistant Coach

An Assistant Coach is an individual who assists the Head Coach in instructing players in the fundamentals of softball, and assists the Head Coach during games.

Chaperone

A female, at least 21 years of age who is a listed team member. She will assist the Manager in keeping control and order among team members. She will attend all team functions; assist the other managing personnel as well as the players. She will assist in protecting the team from activities that may result in injury or create undue hazards, often resulting from the lack of adult supervision. In the absence of the Manager, the chaperone will assume all Managerial responsibilities.

Division

A "Division" is a group of two (2) or more teams grouped by age and ability to compete in softball games under a common schedule to determine a Division Champion (except for the 6U Division).

The League may include teams in up to six (6) Divisions:

6 & Under Division	8 & Under Division
10 & Under Division	12 & Under Division
14 & Under Division	16 & Under Division

- Ž The 6 & Under Division shall include players whose playing ages are 5 & 6 years old.
- Ž The 8 & Under Division shall include players whose playing ages are 7 & 8 years old.
- Ž The 10 & Under Division shall include players whose playing ages are 9 & 10 years old.
- Ž The 12 & Under Division shall include players whose playing ages are 11 & 12 years old.
- Ž The 14 & Under Division shall include players whose playing ages are 13 & 14 years old.
- Ž The 16 & Under Division shall include players whose playing ages are 15 & 16 years old.

"Playing Age" is defined in accordance with current ASA (Amateur Softball Association of America) rules.

Established age groupings shall not restrict the Board from periodically reassessing the league age structure and recommending revisions therein.

Game Summary Sheet

A game summary sheet will record various facts of the game, including team names, final score, number of innings played, etc. Prior to each League game, the "Home Team" shall receive a game summary sheet from the snack shack and two (2) game balls (1 new, 1 used). At the end of the game, each team representative, AND the Umpire(s) must sign the **completed** game summary sheet. The white copy of the game summary sheet must be returned to the snack shack, the yellow copy given to the visiting team, and the pink copy retained by the home

team. This is the only official game record the League will recognize, and will be archived by the UIC (Umpire-In-Chief).

Head Coach

A Head Coach is an individual who plans each practice, directs the players in the fundamentals of softball, and assists the Manager in directing the team during games.

Manager

The Manager, in consultation with the Head Coach, has **final responsibility** for control of her team's actions, including verbal remarks by her Coaches, players and team spectators.

The Manager is responsible for deciding which players will play in each game and in the position each youth will play. The Manager will insure that every player [on her team] plays in every game unless the player is ill, injured, or are being specifically disciplined. The Manager is expected to consult with her Coaches, and receive guidance from league officials on these matters.

A Manager, for reasons of discipline, may temporarily suspend a player from practice or game play. The Manager must notify the opposing Manager and appropriate Division Player Agent prior to the game. The Division Player Agent must be notified, in writing, within 24 hours of the Manager's decision outlining the reason for the suspension.

Either the team Manager or Chaperone must remain at the field during games and practices until all players have been picked up or have permission to walk or ride bikes home. Managers must advise parents what time their players should be picked up. This is to preclude the Managers from having to wait indefinitely at the field for a player's ride home.

It is recommended that each Manager hold a parent "Get Acquainted" meeting for her team, before the first day of Practice.

All accidents will be reported to the Safety Coordinator as soon as possible. Notification shall be accomplished by completing an Injury Report Form. Prior to opening day, deposit the completed form in the "Equipment Shed." After opening day, return the completed Injury Report Form to the Snack Shack.

The Manager will determine the extent of an injury to a player, and if necessary, a Manager may substitute any rostered player for the injured player.

In the event a Manager cannot be present for a scheduled game, she must ask her Chaperone or a Board approved substitute, to act as Manager. All Managers are required to attend 80% of all games and practices unless they have prior Board approval.

Managers may, at their discretion and prior to each game, designate a coach for all discussions with the Umpire for that game.

Official Scorebooks

There are no official scorebooks. The League game summary sheet (see paragraph below) will take its place.

Official Scorekeeper

The home team shall provide the Official Scorekeeper for each league game. The Official Scorekeeper shall sit near home plate and keep score. It is their responsibility to write down the official starting time as given by the plate Umpire, to keep track of the ball/strike count, warnings, official protests, pitching changes, and to provide the Umpire with any assistance they may need.

The League's game summary sheet and each team's scorebook will show the status of each team player for every game the players present, absent, ill, injured or legally benched. The scorebook must show that every player on the

team is accounted for. All players in attendance should have played at least half the game. Playing half the game means taking a defensive position in the field for half or more of the innings of the game.

Each Manager is responsible to notify the home plate Umpire if a player in attendance has not/will not play at least half the game, and is not ill or injured. When possible, the Umpire may delay the game so that the player can be inserted and any apparent violation of this rule shall be noted on the game summary sheet.

At the conclusion of the game, both Managers shall sign the game summary sheet. Their signatures attest that all eligible players in attendance played the required number of innings.

Personal Conduct

Any serious disciplinary problems with any player or a team should be submitted (by any parent) in writing to the appropriate Division Player Agent as soon as possible.

Any formal complaints against any team management personnel or spectator(s) must be submitted, in writing, to any Board member within 48 hours. Include as many details as possible including witness statements.

Any player, Manager, or Coach throwing any equipment shall be warned the first time. If this occurs a second time, the player will be benched, and/or management personnel will be instructed by either Umpire to leave the field of play. There shall be NO WARNING if any equipment is thrown in an UNSPORTSMANLIKE MANNER.

Several intentional actions fall into the area of unsportsmanlike conduct. They include:

- 1) The batter waving the bat wildly while the pitched ball is in flight to the catcher, obstructing the catcher's view of the ball; or
- 2) Tagging runners with extreme force; or
- 3) Elbowing, tripping, running into or fighting with the opponent; or
- 4) Making derogatory or belittling comments to the opponent; or
- 5) Using abusive language; or
- 6) Any sudden, startling, or screaming type of cheering just prior to the pitcher's release of the ball with the intent of startling or disrupting the pitcher (This applies to spectators as well as to players, Coaches and Managers).

These types of unsportsmanlike conduct may result in benching the player or ejecting the managing personnel. The Umpire may issue a warning to those involved and will have the warning entered into the official game summary sheet.

Any player, Manager or Coach who uses profanity will be immediately ejected from the game. The player will be benched, and the Manager or Coach will be instructed by either Umpire to leave the field of play.

Coaches, Managers, and spectators on the sidelines are to refrain from indicating fair/foul balls or balls and strikes in an attempt to confuse the Umpire. In addition, team management shall not make safe or out calls. Team Management will be warned one time, the second time they will be told to leave the field of play. Managers will be held accountable for the actions of their spectators.

Player

A Player is a youth who meets the established requirements set forth by the League and plays softball on a Division softball team.

Playing Up/Playing Down

All players shall play "Age Appropriate" as per the league Divisions described above. The player's age shall be determined by their age as of December 31 of the previous calendar year.

Rules of Discipline and Grievance Procedure

The conduct of every individual in the League shall be maintained at a level consistent with the best interest of our youth. The complete protection of all players is the responsibility of every League member. Our League program will promote and enhance the players. All players, Coaches and parents will sign a code of conduct, which details their responsibilities. Any individual who is in violation of the code of conduct may be subject to disciplinary action.

The procedure for reporting and administering code of conduct violations is as follows:

1. Any person may report a code of conduct violation against any other person by filing a written grievance with either a Board member or Player Agent within 24 hours of the violation.
2. The Grievance Committee, consisting of the Executive Board and the Player Agent for the Division represented in the grievance, will schedule a time to hear the grievance. Both the accused violator and the accuser shall be present at the time the Board hears the grievance.
3. During a grievance hearing all Committee members shall have the right to question both parties. When all questions are completed, the President may entertain a motion to bring the matter to a secret ballot vote. A simple majority vote of the Committee will be required to decide the disposition of the case.
4. If the grievance is found to be valid, the Committee will immediately meet in a closed-door session to decide the appropriate disciplinary action. After a discussion period the Committee will utilize a secret ballot vote to determine the appropriate disciplinary action. A simple majority vote of the Committee will be required to decide the appropriate action.
5. The President, or their representative, shall respond to the grievance in writing. The response shall include the decision of the Executive Board. Both parties shall receive a written response.

Team

A "Team" is a group of players of the same Division banded together to play softball. A "Team" shall include the players, a Head Coach, Assistant Coaches, Chaperones, and a Manager.

Team Management

Management of each team will be by a female at least 21 years of age, who shall have an assisting staff of Coaches and Chaperones. Team functions will not be permitted unless an adult female is present.

Teams may have three (3) listed Coaches, either male or female, who shall each be not less than 18 years of age.

- Ž Graduates of the League program or current league members may be listed as Junior Coaches by Board approval.

Due to Insurance Liabilities, non-listed Coaches are not permitted on the playing field during league games. If due to absence the managing staff is short-handed and requires assistance, another listed staff or Board Member may assist the managing staff.

Team management personnel are expected to adhere to all rules, regulations, and set an example of sportsmanship, fair play, and healthy competition.

If any team member makes a farce of the game or displays unsportsmanlike conduct, it is within the jurisdiction of the Umpire to assess a penalty against a team or any member. Such a penalty could, after a warning, include removal from the game, or forfeiture, depending upon the seriousness of the action.

Team management must comply with all criteria set forth by the Board of Directors.

It is forbidden to use profanity, alcohol, or tobacco on Bagby Elementary School property (including the playing fields) during all league activities. . It is forbidden to have any pets on Bagby School property (including the playing fields). Since January 1, 1994 all Cambrian School District schools have been "**NO SMOKING**" zones.

All adults on the field or in the audience are expected to be the best example of American Citizenship. The removal of offensive persons from a game area for poor attitude and/or behavior is the responsibility of the team Manager. The Umpire may call the game a forfeit if the Manager is unable to control the offensive person(s).

If the Umpire directs a member of the team's managing personnel to be removed from the game, that adult will leave their teams bench and playing area for the duration of the game. The Umpire shall make a report to the Umpire-in-Chief of the incident. The Umpire-in-Chief shall report to the Board the details of the Umpire's statement. The Board of Directors will consider further disciplinary action, as appropriate. Disciplinary action shall be by resolution, approved by 51% of the full Board.

Team Scorebooks

Each team Manager or Head Coach shall maintain a scorebook. A team scorekeeper shall record each game.

CHAPTER 3

SOFTBALL TERMS AND DEFINITIONS

Collision

A collision is the solid contact between a defensive player and a runner. Collision is more than a mere brushing or touching to two players. Collision is the colliding of two players resulting in a strong, forceful, and violent impact. The ultimate responsibility in avoiding a collision belongs to the runner. A runner that slides into a base is judged to have successfully avoided collision, unless the manner of the slide is judged by the Umpire to be flagrant with respect to the safety of the defensive player.

Dropped 3rd Strike (12 & Under Division and Older)

If a catcher drops a 3rd strike, whether a swinging or called strike, the batter-runner is eligible to run to first base. **1)** with less than two outs when first base is open; or **2)** anytime with two outs. If the pitch bounces and the batter swings and misses the ball for the 3rd strike, even if the catcher cleanly controls the ball, it is considered a dropped 3rd strike. In this situation, the ball is in play, and the defense can make a defensive play as if the batter had hit a fair ball.

Whenever the batter-runner enters the dug out, the batter-runner then forfeits their right to advance to first base and the strike out will be recorded by the defense.

Error

An error occurs when a defensive player's misplay or wild throw prolongs the time at bat of a batter, or which lengthens the time on base of a runner, or which permits a runner to advance one or more additional bases. A fielder can be charged with an error even though the fielder never touched the ball. Slow handling of the ball without a misplay, mental mistakes, or misjudgment by the defense will never be construed or scored as an error.

Fielder's Choice

A fielder's choice occurs when a fielder handles a ground ball, and that fielder elects to make the play on a base runner other than the batter runner who arrives safely on base. In the scorebook, the batter-runner is credited with a fielder's-choice, which is considered a time at bat without a hit.

Forfeited Game

A forfeited game is a game declared over in favor of one team by a decision of the plate Umpire for a violation of the league rules, or by a decision of the League UIC for a team's utilization of an ineligible player or to uphold an administrative protest. A forfeited game is to be considered a "game of record" with a score of 7-0.

Home Team

The home team is first team on defense in all games and will use the 3rd base dugout. The home team is listed first in all West Valley League game schedules.

Infield Fly Rule

An infield fly is a fair ball, which, in the judgment of the Umpire, can be caught with ordinary effort by infielders on or near the infield when 1st and 2nd, or 1st, 2nd and 3rd bases are occupied and there are less than 2 outs. The Umpire shall declare the ball caught and the batter out regardless of the defense catching the ball or not. Runners may proceed at their own risk.

When the infield fly is called and the ball is allowed to drop untouched between first and third base, and rolls foul, the ball is dead and is a foul ball (the ball must stay fair in order for the infield fly rule to be in effect).

No Pitch

The plate Umpire shall call a "no pitch" when the pitcher pitches the ball and "time" has been called or play has been suspended. When "no pitch" is called, the pitch is not recorded in the scorebook.

Player Substitution

Any player may be substituted for any other player. For subsequent substitutions, those players need not be substituted for the same player previously substituted. They may be substituted for any other player on the field. Each player must play at least half of the game. Any player present and has not played at least half of the game, must start and play the entire next game she is present at. The Manager and coaching staff must observe pitching eligibility and rules to determine eligibility.

Note: This RULE applies to the West Valley Slammers League ONLY. The mid-season PAL tournament rules 14U Inter-league games are different.

A game will never be subject to forfeiture (first offense) due to a Manager or Coach making a mistake that violates the substitution or playing time rule. Any deliberate (second offense) disregard of the player substitution rule or playing time rule shall be cause for forfeiture of the game. Forfeiture may include other disciplinary action as determined appropriate by the Executive Board.

Strike Zone

The strike zone is the area from the armpits to the top of the knees and over any part of the plate when a batter assumes her natural batting stance. Any part of the ball that crosses any part of the armpit or the top of the knees while crossing any part of the plate is a strike!

CHAPTER 4

LEAGUE PLAYING RULES The following rules apply to all Divisions

ASA Rules

Rules governing West Valley are defined in the ASA (Amateur Softball Association) Rulebook. All rules stated below are provided to help clarify, emphasize, or modify ASA rules. Where changes are identified, League Rules will take precedence.

After Games

Managers and/or Chaperones MUST ensure their dugout has been cleaned-out.

Managers and/or Chaperones MUST stay at the field until ALL their players have been safely picked up.

Batter/Runner

A batted ball that hits the plate and settles in fair territory is a fair ball.

A fly ball that touches a defensive player in fair territory, and goes foul, is a fair ball.

A ball that is hit into fair territory, bounces back and hits the batter in the batters box is a strike, and the ball is “dead.”

A batted ball, which hits a runner **after passing** an infielder, is a live ball. The runner is not out.

A batted ball, which hits a runner **before reaching** an infielder (other than the pitcher), results in the runner being declared out – dead ball. The batter-runner will be awarded a hit, and first base. Runners advance only if forced.

If a base runner is hit by a fly ball **while not touching** a base, the runner **and** batter are out.

If a base runner is hit by a fly ball **while touching** a base, the ball is live. The runner will not be called out.

When a batter makes contact with the ball and at the same time steps on home plate, the batter is out and the ball is “dead.” Refer to the 10U specific section below for additional “Batter/Runner Rules.”

Collision Plays

When a defensive player has possession of the ball and is preparing to make a tag on a runner, the runner must slide into that base or vacate the base path. The runner may not deliberately run into the defensive player.

(Interference - Penalty: Runner is out)

Sliding is not required at any base, yet strongly recommended. The ultimate responsibility in avoiding collision belongs to the runner.

If the Umpire (in his/her judgment) determines that the runner would have been safe had the player not attempted to avoid a collision, the Umpire will call the runner safe, even though she was tagged out. **(Obstruction – Penalty: Runner is safe and may be awarded an additional base(s))**

Collision plays can only involve a player being played on.

In the cases of collision, the runner will be called out and all other runners will be returned to the last base they touched. The runner will be given a warning that will be recorded on the game summary sheet. If this occurs a second time to the same player (same game), that player will be removed.

If no play is being made on the runner, the defensive player must not interfere with the runner (obstruction). If solid contact occurs, a "delayed dead ball" will be signaled. Defensive interference will be called and the runner will be awarded as many bases as the Umpire (in his/her judgment) determines the runner could have made safely had the interference not occurred.

A runner cannot be called out for collision when colliding with a defensive player after a runner touches home plate safely or first base safely (and does not attempt advancement to 2nd base).

Interrupted Games

Interrupted games are games temporarily suspended due to unforeseen conditions such as brief rainfall, injury, temporary light failure, unruliness of teams or their spectators, and other incidents necessitating the game to be suspended. These games may be resumed on the same day at the discretion of the Umpire. An interrupted game shall resume at the exact point it was suspended, including the inning, outs recorded, runners on base, and the ball/strike count. The remaining game time limit will be adjusted for the delay.

Official Scorekeepers & Scorebooks

The home team shall provide an Official Scorekeeper.

The Official Scorekeeper must:

- 1) Record and/or verify all information on the Game Summary Sheet,
- 2) Record illnesses,
- 3) Record suspensions,
- 4) Record Protests,
- 5) Record player absences,
- 6) Ensure the Visiting Team Manager signs the Game Summary Sheet,
- 7) Ensure BOTH Umpires sign the Game Summary Sheet,
- 8) Ensure the Game Summary Sheet is **accurate and complete**,
- 9) Return the white original Game Summary Sheet to the Snack Shack, and
- 10) Provide the yellow copy of the Game Summary Sheet to the visiting team.

EACH SIGNATURE ACKNOWLEDGES THE ACCURACY OF THE GAME SUMMARY SHEET

The Official Scorekeeper will sit near home plate unless otherwise coordinated with the plate Umpire. The game summary sheet shall be the official document used (by the UIC) to determine wins, losses, and pitcher eligibility.

Rescheduled Games

Requests to reschedule any game due to an unavoidable conflict must be made to the UIC by both Managers. The request must be submitted and approved by the UIC **at least 7 days in advance of the game**. When granted, the UIC shall notify each Manager within 24 hours of the new date and time of the rescheduled game.

An appeal to the UIC requesting relief from the 7-day requirement may be granted only in cases of extreme hardship. For example, "a death in the family," which occurred within the 1-week period. Player(s) illness or absence shall not be an acceptable reason for relief from this rule.

Pitching eligibility will revert back to the original week the game was scheduled. A rescheduled game (rescheduled to a different week) does not affect the amount of outs pitched during regularly scheduled games.

Starting Times

All weekday evening games will start no earlier than 4:30p.m. Saturday games will start at no earlier than 8:00 a.m., and no later than 5:00 p.m. Sunday games, when necessary, may be scheduled to start as early as 10:00am.

Starting lineups (each players first name, last name, starting position, and jersey number) must be presented to the Official Scorekeeper and Visiting Team's Manager at least 15 minutes prior to the scheduled start of the game.

Regardless of what inning a player reports to the game, that player is eligible to play provided they can play at least one full inning (six outs). The two consecutive full-inning rule shall not apply to this player.

Team Standings (8U-16Uonly)

The UIC will update league standings within 48 hours of the completed game including wins, losses, and ties. Standings will be maintained throughout league season. It is the intent of West Valley that each team plays all of its scheduled games, even if make-up dates are necessary. However, if it is not possible to complete a game due to lack of time or field availability (as determined by the UIC), then a team's regular season may be deemed concluded and its standings will be determined by its completed games on the following point system per game.

3 points Win
0 points Loss
1 points Tie

Team standings shall be used to determine seeding for the end-of-season playoffs - (See section "Tournament - End of Season").

In the event that teams are tied for a playoff spot or seeding, a tiebreaker system will be used in descending steps to break the deadlock, as follows:

- 1) Head to head league season results (if 3 or more teams are tied, then the best records in the common games among the tied teams);
- 2) Least runs allowed in head to head league games (or in common games among 3 or more tied teams);
- 3) Least average number of runs allowed in all league, regular season games;
- 4) Most runs scored in head to head league games (or in common games among 3 or more tied teams);
- 5) Coin flip.

Throwing the Bat

The plate Umpire shall warn any batter who accidentally throws her bat after making contact with the ball in an unsafe way (first time offense). If this occurs a second time, the batter will be called out and benched, the ball shall be dead and runners cannot advance.

Tie Breakers

When a regular season game is concluded and the score is tied, it is considered a complete game. If it is a playoff (tournament) game, extra innings will be played to determine a winner. If the game remains tied after completion of seven innings or the expiration of the league adopted time limit, additional innings will be played under the "International Tie Breaker" rule until one team is ahead at the completion of any extra, complete inning.

Under the International Tie Breaker rule, the offensive team begins the inning with a player at second base. The player taking second base is the player "recording the last out" in the previous inning. In scorekeeping, the runner scoring from second base will not be charged as an earned run against the pitcher.

At the end of the seventh inning, the 11 out pitching rule is waived for all players for the remainder of the game. The waiver also would able to U8 2 inning pitching rule it is waived also for all players for the remainder of the game.

Tournament – End of Season

At the end of the regular season, a single elimination tournament shall be held with the 8U-14U Divisions. The regular season standings shall determine seeding for the tournament. The number of teams within a Division shall determine scheduling of the tournament. To determine the schedule, the following seven (7) guidelines shall apply:

- 1) When there are nine (9) or more teams in a Division, playoff games shall determine which eight (8) teams advance to the quarterfinals. For example, if there are 12 teams in a Division, teams seed 1 through 4 shall have a BYE to the quarterfinals. Games shall be scheduled with seed 5 playing seed 12, seed 6 playing seed 11, seed 7 playing seed 10, and seed 8 playing seed 9.
 - 2) When there are eight (8) teams in a Division, their playoffs will begin with quarterfinal games.
 - 3) When there are seven (7) teams in a Division, the top seeded team shall have a BYE to the Semi-Final game, and the remaining teams shall be scheduled with seed 2 playing seed 7, seed 3 playing seed 6 and seed 4 playing seed 5. Each winner shall advance to the Semi-Final games.
 - 4) When there are six (6) teams in a Division, the top two (2) seeded teams shall have a BYE to the Semi-Final game, and the remaining teams shall be scheduled with seed 3 playing seed 6, and seed 4 playing seed 5. Each winner shall advance to the Semi-Final games.
 - 5) When there are five (5) teams in a Division, seeds 4 and 5 shall play a quarterfinal game. The winner shall advance to the Semi-Final game playing seed 1.
 - 6) When there are four (4) teams in a Division, their playoff games shall begin with the Semi-Finals.
 - 7) When there are three (3) teams in a Division, the team with the best record shall advance to the Championship game. The remaining two teams (seeds 2 & 3) will play a Semi-Final game during the week of closing ceremonies. The winner of the Semi-Final game shall advance to the Championship game.
- § If a rainout occurs and the game(s) cannot be rescheduled, only the top seeded teams shall advance the next round of playoffs. For example, if a quarterfinal game(s) cannot be played, then the top seeded team(s) shall play in the Semi-Final game(s). Every attempt shall be made to “make-up” the playoff game, including Sunday play.
- § Any playoff game may be called due to darkness by the plate Umpire. The game must be completed prior to the next game and the same Umpire(s) shall be used.
- § Playoff games are limited to 1 hour 30 minutes, and/or seven (7) innings whichever occurs first. No new inning shall begin when time has expired unless the score is tied. Thereafter the international Tie-Breaker shall be utilized (refer to the Section on "Tie Breakers").
- § Quarterfinal games shall be played to determine teams playing in the Semi-Final games with only the lowest seed teams playing. For example, if there are 5 teams in a Division, then teams seeded 1, 2, and 3 shall have a BYE. Teams seeded 4 and 5 shall play each other with the winner advancing to the Semi-Final week playing seed 1.
- § Semi-Final games shall be played the week of closing ceremonies.
- § Semi-Final games shall include 7 innings with NO time limit. If after 7 innings the game is tied, the International Tie-Breaker shall be utilized to determine a winner. Refer to the Section on "Tie Breakers".
- § The winner of each Semi-Final game (in each Division) shall advance to their respective Championship game (except where a Division has only three (3) teams [see #7 above]).
- § Championship games shall be played on the day of closing ceremonies.
- § Championship games shall have no pitching limitations.
- § Championship games for 10U-14U will include 7 innings without a time limit. If after 7 innings the game is tied, then play shall continue using the International Tie-Breaker to determine a winner. Refer to the Section on "Tie Breakers".
- § The Championship game for the 8U Division will include 5 innings. If after 5 innings the game is tied, then play shall continue using the International Tie-Breaker to determine a winner.

Trips to the Mound

A trip to the mound is defined as: Any time a Manager or Coach walks on the field to talk to **any** defensive player including the pitcher. If a pitcher calls time out and goes to the sideline to talk to a Coach or Manager, this will also constitute a trip to the mound.

A Manager or Coach can make 2 "trips to the mound" per game. On the 3rd trip, the pitcher has to be removed. The removed pitcher can play another position on the field but cannot return to the mound.

Umpires

West Valley will endeavor to provide Umpires who have a thorough knowledge of League and ASA rules.

Umpires will not be provided for 6U games. These games will be controlled through mutual agreement between Managers and Coaches and in accordance with the rules found in this document.

Umpires must grant "time out" before any member of a team's Coaching or Managing staff may enter the playing field. Except where an Umpire has officially indicated a "time out" or "dead ball", the ball is live.

If there are no Umpires for your game, you have two options:

- 1) Do not play the game. This will be recorded as a 2-2 tie for both teams, or
- 2) Both teams will supply someone other than a Coach or Manager to Umpire the game. Both Managers have to be in agreement who will Umpire the game. The game will be considered an official game with results being recorded. **West Valley strongly urges both teams to play the game.** Rescheduled game dates/times will be at the discretion of the UIC.

Uniform Code

1. Every player will come to the game in full uniform: League-issued shirts, shorts, socks, and visor/hat. One or more players may wear long-sleeved jerseys under their team shirts. It is not necessary for all players to wear jerseys ("sleeves") under team shirts if one player wishes to do so. If more than one player wears a long-sleeved shirt, those shirts must be of similar color.

2. No player will be prohibited from playing because she is out of uniform. However, out of uniform players will be recorded on the game summary sheet. If a player is not in the proper uniform for two (2) consecutive games, she will be suspended during the next scheduled game.

3. Players with hair extending beyond their shoulder must tie it back, up, or in a ponytail(s) during the game. No player will be allowed to wear jewelry of any kind. Earrings may be covered with tape with special permission from the Umpire. Note: Prescription eyewear is not considered jewelry. If sunglasses are worn, the plastic/glass must be made of protective lens material (sports sunglasses).

4. OFFENSIVE TEAM: Each player will come to bat in proper uniform, with the assigned number, shirt tucked in, and wearing a helmet. If the batter gets on base, it is permissible to wear a jacket while running the bases in order to keep warm.

5. DEFENSIVE TEAM: All players, including the pitcher, may wear sweatshirts or jackets. Jackets must be buttoned or zipped up. Uniform shirts must be tucked in.

6. PITCHER: The pitcher may wear a long sleeve shirt that extends beyond the elbow. The pitcher's glove, though, may not be white. White kneepads may only be worn with white shorts or pants. Wrist bands may not be worn.

7. All players must wear athletic shoes, with leather, canvas or man-made material tops, and rubber or synthetic soles. Street shoes or metal cleats are strictly prohibited.

8. All players will have their shirts tucked in when on the playing field.

NOTE: The Umpire will enforce these common rules by:

>First offense will be a warning

>Second offense may include a "called strike," a "called ball," up to and including an ejection (flagrant and excessive behavior).

Warm-ups Prior To A Game

The only balls batted by players during batting practice will be **wiffle balls**, i.e.: soft toss, batting tees. Bunting practice may use hard balls.

Batting practice is not permitted on the field prior to any game.

Please remember there are 8 teams on the four (4) fields at Bagby Elementary School at any given time. Be aware of other teams and look out for the safety of all players, Coaches, and spectators. Batting helmets must be worn whenever the girls are using a bat (**other than wiffle balls**).

CHAPTER 5

Rules Specific to 6 & Under Division

Equipment

Payers shall wear helmets, face-guards, and chin-straps when batting or on base as a runner.

Games are played with the Easton 11 inch Incrediball, neon yellow.

Playing Field and Pitching Distances

Base Line Lengths 40 ft. (throw-down plates will be used)

Pitching Distance 35 ft. (pitching rubber may or may not be installed)

Length of Game

The time limit is one (1) hour. Time begins at the “scheduled” start time unless otherwise authorized.

Complete Games

A game is considered complete when one (1) hour has passed after the **scheduled** start time. Games starting late may not extend beyond their scheduled “end” time. For example, if the scheduled start time is 8:00AM and the game actually began at 8:15AM, then the game is complete at 9:00AM.

Minimum Play

Each player shall play as much of the game as they are present for, or are capable of playing.

Number of Players

There is no maximum number of defensive players. All players present can play a defensive position if able. There is also no minimum number of players. It is important that the game start at the scheduled time.

Pitching

The Coach shall pitch up to 3 pitches to each batter. Thereafter, the batting tee will be used.

Umpires

Umpires will not be provided for these games. Games will be managed through mutual agreement of each team’s Manager and Head Coach, and in accordance with rules found in this document.

Rules Specific to 8 & Under Division

Required Equipment

Players shall wear helmets, face-guards, and chinstraps when batting or on base as a runner.

Games are played with the Easton 11 inch Incrediball, neon yellow.

Playing Field and Pitching Distances

Base Line Length	60 ft.
Pitching Distance	32 ft.

Length of Game

>One hour and thirty minutes (1:30) – no new inning shall begin after time has expired (Example: the game begins at 6:00 p.m. and the last out of the third inning occurs at 7:28 p.m. As a result, the fourth inning would then be played as the last inning); or

>Five innings, whichever occurs first.

>Managers must be aware of the time to assure that they have played all eligible players.

The Umpire will determine the beginning and expiration of time the second half of season. If a game is terminated in the middle of an incomplete inning (darkness, weather, field condition, etc.), the score will revert back to the last complete inning.

Note: The next inning officially begins at the time of the last recorded out of the previous inning.

7 Run [per Inning] Rule

After the 7th run has scored **and** the ball is “dead”, that half of the inning is over. Any additional runs after the “7th” shall count.

Mercy Rule

A game will be considered over when either team is leading by 12 runs after 3 innings, 8 runs after 4 innings, and all players have played at least 2 innings.

Number of Players

There is no maximum number of defensive players. All players present can play a defensive position if able. There is also no minimum number of players. It is important that the game start at the scheduled time.

Minimum Play

Each player shall play as much of the game as they are present for, or are capable of playing.

Player Positions

Prior to the ball being pitched, there shall be no more than 6 defensive players on the dirt. These positions would normally include catcher, pitcher, first, second, third, short. After the pitch has been released, there are no restrictions. This rule is intended to prevent teams from playing their outfielders in too close.

Bunting

A batter may bunt when a player/pitcher has pitched the ball. If the player attempts to bunt unsuccessfully with a pitch count of at least two (2) strikes, the batter shall be called out. Bunting is not authorized when a coach/parent is pitching. If the batter attempts to bunt while the coach is pitching, the pitch shall not count. The batter shall be reminded by the umpire or coach of this rule.

Base Stealing

Stealing bases is not authorized.

Base Running

When the ball has been hit into fair territory:

>**and the ball remains in the infield (dirt)**, base runners may advance until a play to make an out has been "attempted." If a base runner is between bases, the base runner must return/continue to the closest base. If necessary, the umpires will determine which base the "runner(s)" should occupy.

>**and the ball reaches the outfield (grass)**, base runners may advance until the ball reaches the infield AND is in control by a defensive player. If a base runner is between bases, the base runner must return/continue to the closest base. If necessary, the umpires will determine which base the "runner(s)" should occupy.

No Walk Rule

After ball four (4) has been called by the Umpire, a Coach from the offensive team shall assume the pitching responsibilities. The coach must finish his/her pitch on or behind the 8U pitching rubber. The "strike" count will remain, and the Umpire will continue to call strikes as pitched by the Coach.

The batter will receive five (5) pitches from the Coach. If the batter has still not hit the ball into fair territory, the batter is out (officially recorded as a strikeout).

When the Coach is pitching, the player-pitcher must remain within the circle (both feet) until the Coach releases the ball. If the Coach interferes with a pitchers attempt to field the ball, the batter is out and all base runners must return to their original base. The out will be recorded as "Coach Interference".

Hit By Pitch

The batter will be awarded first base after being hit by the player-pitcher **twice** (2) in a single at-bat. If a Coach hits a batter, the batter will not be awarded first base.

Pitching Eligibility

>Each player is limited to appearing in **2 Innings** per game.

>No weekly limitations.

>During a game, any pitcher may be re-entered to the pitching position **one time**.

A Manager will not be allowed to transfer a pitcher back and forth from pitching to a field position in order to put a specific pitcher against a specific batter throughout the game. This may be considered delaying the game, and the Umpire will use his/her judgment.

Player Pitching Rules

The ASA Rule for pitching states that both the pitcher's feet must be in contact with and remain within the width of the pitching rubber. The first step must be forward.

The pivot foot may remain in contact with, push off, or drag away from the pitching rubber prior to the front foot touching the ground, as long as the pivot remains in contact with the ground. Pushing-off with the pivot foot from a place other than the pitchers rubber is illegal (Penalty: The Umpire shall declare, "dead ball/illegal pitch," the pitch shall be scored as a "ball," and all base runners shall advance one base).

***Note:** It is not a "step" if the pitcher slides the pivot foot on the pitchers rubber, provided that contact with the pitchers rubber is maintained, and within the pitching rubbers width. Techniques such as the "crow hop" and the "leap" are illegal and will be disqualified by the Umpire(s).

No pitcher will be allowed to quick pitch a batter.

A pitcher hitting five (5) batters in one inning, or six (6) in any one game shall be removed from that position for the duration of the game.

Coach Pitching Rules

- > The Coach must pitch from behind the 8U pitching rubber. No part of the Coaches body may pass the pitching rubber during the delivery of the pitch. First violation of the game: Umpire warning. Every subsequent violation: strike called against the batter.
- > When the Coach is pitching, a batted ball hitting the Coach is considered fair, and in play ONLY if the Coach attempts to avoid the ball.
- > If the Coach makes no attempt to avoid the ball, the batter/runner is out and all runners shall return to the bases they occupied prior to the hit. This is a judgment call by an Umpire.
- > The Coach shall not wear a glove.
- > If the Coach is pitching and a batter puts the ball in play, the ball must be returned to the player-pitcher within the pitching circle before the Umpire can call the ball dead.
- > The pitching Coach may not "coach" any player after the ball has been pitched. They must remain silent until the play is over.
- > A batter may not bunt when the Coach is pitching.

Umpires

Umpires will be provided for all games in the second half of the season only; umpires will not be used during the first half of the season. Coach of the defensive team will call balls and strikes from behind the pitcher.

Rules Specific to 10 & Under Division

Required Equipment

Players shall wear helmets, face-guards, and chinstraps when batting or on base as a runner.

Games are played with the Worth Dream Seam 11 inch softball, neon yellow.

Playing Field and Pitching Distances

Base Line Length	60 ft.
Pitching Distance	35 ft.

Length of Game

>One hour and 45 minutes (1:45) – no new inning shall begin after time has expired (Example: the game starts at 6:00 p.m. and the last out of the fourth inning occurs at 7:42 p.m. As a result, the fifth inning would then be played as the last inning); or

>Seven (7) innings, whichever occurs first.

>Managers must be aware of the time to assure that they have played all eligible players.

>The Umpire will determine the beginning and expiration of time.

>If a game is terminated in the middle of an incomplete inning (darkness, weather, field condition, etc.), the score will revert back to the last complete inning.

Note: The next inning officially begins at the time of the last recorded out of the previous inning.

7 Run [per Inning] Rule

After the 7th run has scored **and** the ball is “dead”, that half of the inning is over. Any additional runs after the “7th” shall count.

Mercy Rule

A game will be considered over when either team is leading by 12 runs after 3 innings, 8 runs after 5 innings, and all players have played at least 2 innings.

Minimum Play

Each player who is ready to play (in the dugout prior to the first pitch of the game) must play a minimum of half the game. Any such player not playing at least half of the game must start the next game.

Note: This rule applies to West Valley League play only. The mid-season PAL Inter-League Tournament rules are different. The batting order does not change, and Tournament rules for pitchers apply.

Number of Players

Each team may field up to ten (10) players. If a player arrives after the beginning of a game, she must be placed at the bottom of the batting order. If a player must leave a game for injury, illness, or other commitment, her spot in the batting order will not be considered an “out.”

Each team will utilize continuous batting (players not playing defensively will continue to bat in the batting order).

Player Position

The outfielders may be no closer to the infield than the edge of the grass (Bagby Elementary Fields) at the time of the pitch. The outfielders may move into the infield **after** the ball has left the pitchers hand.

Pitcher Eligibility

>Each player is limited to eleven (11) outs per game as a pitcher.

>No weekly limitations.

>During a game, any pitcher may be re-entered to the pitching position **one (1) time**.

Pitching outs will be kept by 1/3 of an inning with each third of an inning equal to one (1) out. If a pitcher throws two (2) strikes to a batter, and is then removed as the pitcher, the out shall be charged to the pitcher that threw the first two (2) strikes should the batter subsequently make an out.

If the league-adopted seven (7) run [per inning] rule is invoked, a pitcher will be charged with three (3) outs for each complete inning pitched regardless of the number of actual outs recorded. If a pitching change occurs in an inning, each pitcher is charged with the greater of the actual outs recorded or one (1) out for each three (3) batters or portion thereof faced by the pitcher during the inning.

Player Pitching Rules

The ASA Rule for pitching states that both the pitcher's feet must be in contact with and remain within the width of the pitching rubber. The first step must be forward.

The pivot foot may remain in contact with, push off, or drag away from the pitching rubber prior to the front foot touching the ground, as long as the pivot remains in contact with the ground. Pushing-off with the pivot foot from a place other than the pitchers rubber is illegal (Penalty: The Umpire shall declare, "dead ball/illegal pitch," the pitch shall be scored as a "ball," and all base runners shall advance one base).

***Note:** It is not a "step" if the pitcher slides the pivot foot on the pitchers rubber, provided that contact with the pitchers rubber is maintained, and within the pitching rubbers width. Techniques such as the "crow hop" and the "leap" are illegal.

No pitcher will be allowed to quick pitch a batter.

No pitcher may walk a batter intentionally by advising the home plate Umpire. Four (4) balls must be thrown, not rolled. A pitcher **may** intentionally walk a batter with a pitchout. No pitcher is allowed to deliberately roll, bounce, or drop the ball to prevent a batter from swinging at it. This will be considered an illegal pitch and, if continued, will result in the removal of the pitcher from the game.

A pitcher hitting five (5) batters in one inning, or six (6) in any one game shall be removed from that position for the duration of the game.

Coach Pitching Rules

> The Coach must begin his/her pitch within the pitching circle, and on the pitching rubber.

> When the Coach is pitching, a batted ball hitting the Coach is considered fair, and in play **ONLY** if the Coach attempts to avoid the ball.

> If the Coach makes no attempt to avoid the ball, the batter/runner is out and all runners shall return to the bases they occupied prior to the coach being hit. This is a judgment call by an Umpire.

> If the Coach is pitching and a batter puts the ball in play, the ball must be returned to the player-pitcher within the pitching circle before the Umpire can call the ball dead.

> The pitching Coach may not "coach" any player after the ball has been pitched. They must remain silent until the play is over.

> A base runner may not steal when a Coach is pitching.

> A batter may not bunt when the Coach is pitching.

No Walk Rule

After ball four (4) has been called by the Umpire, a Coach from the offensive team shall assume the pitching responsibilities. The coach must begin his/her pitch from the pitching rubber. The "strike" count will remain, and the Umpire will continue to call strikes as pitched by the Coach.

The batter will receive three (3) pitches from the Coach. If the batter has still not hit the ball into fair territory, the batter is out (officially recorded as a strikeout).

When the Coach is pitching, the player-pitcher must remain within the circle (both feet) until the Coach releases the ball. If the Coach interferes with a pitchers attempt to field the ball, the batter is out and all base runners must return to their original base. The out will be recorded as "Coach Interference".

Hit By Pitch

A batter will be awarded 1st base when hit by a pitcher (using a standard softball). If the "Incrediball" is in use the batter will only be awarded 1st base after being hit the second time in a single at-bat.

NOTE: A batter will not be awarded a base if hit by a Coach. The pitch will be counted as one (1) of the three (3) pitches.

Bunting

A batter may only bunt when a player has pitched a ball. Bunting when a Coach/parent is pitching is not authorized. If attempted, the batter and coach shall be reminded by the Umpire.

Dropped Third Strike

Dropped third strike is NOT in effect.

Base Stealing

A base runner may steal when the ball leaves the pitchers hand. Some portion of the base runner's foot must be in contact with the occupied base until such time the ball leaves the pitchers hand. If an umpire observes a base runner leaving early, the base runner will be called out.

A base runner may advance only one base per steal attempt. The runner may not advance further than one base in the event of an overthrow.

If the player advances an additional base in the case of an overthrow, and successfully reaches the next base, the Umpire shall direct the runner to return to their previous base **after the ball is declared "dead" without penalty of being put out.**

NOTE: If the runner attempts to return prior to the Umpire calling "dead ball," the runner may be tagged out!

Stealing home is not allowed.

Rules Specific to 12 & Under Division

Required Equipment

Players shall wear helmets, face-guards, and chinstraps when batting or on base as a runner.

Games are played with the Worth Dream Seam 12 inch softball, neon yellow.

Playing Field and Pitching Distances

Base Line Length	60 ft.
Pitching Distance	40 ft.

Length of Game

>One hour and 45 minutes (1:45) – no new inning shall begin after time has expired (Example: the game starts at 6:00 p.m. and the last out of the fourth inning occurs at 7:43 p.m. As a result, the fifth inning would then be played as the last inning); or

>Seven (7) innings, whichever occurs first.

>Managers must be aware of the time to assure that they have played all eligible players.

>The Umpire will determine the beginning and expiration of time.

>If a game is terminated in the middle of an incomplete inning (darkness, weather, field condition, etc.), the score will revert back to the last complete inning.

Note: The next inning officially begins at the time of the last recorded out of the previous inning.

7 Run [per Inning] Rule

After the 7th run has scored **and** the ball is “dead”, that half of the inning is over. Any additional runs after the “7th” shall count.

Mercy Rule

A game will be considered over when either team is leading by 12 runs after 3 innings, 8 runs after 5 innings, and all players have played at least 2 innings.

Minimum Play

Each player who is ready to play (in the dugout prior to the first pitch of the game) must play a minimum of half the game. Any such player not playing at least half of the game must start the next game.

Note: This rule applies to West Valley League play only. The mid-season PAL Inter-League Tournament rules are different. The batting order does not change, and Tournament rules for pitchers apply.

Number of Players

Each team may field up to ten (10) players. If a player arrives after the beginning of a game, she must be placed at the bottom of the batting order. If a player must leave a game for injury, illness, or other commitment, her spot in the batting order will not be considered an “out.”

Each team will utilize continuous batting (players not playing defensively will continue to bat in the batting order).

Player Position

The outfielders may be no closer to the infield than the edge of the grass (Bagby Elementary Fields) at the time of the pitch. The outfielders may move into the infield **after** the ball has left the pitchers hand.

Pitcher Eligibility

- >Each player is limited to eleven (11) outs per game.
- >No weekly limitations.
- >During a game, any pitcher may be re-entered to the pitching position one time.

Pitching outs will be kept by 1/3 of an inning with each third of an inning equal to one (1) out. If a pitcher throws two (2) strikes to a batter, and is then removed as the pitcher, the out shall be charged to the pitcher that threw the first two (2) strikes should the batter subsequently make an out.

If the league-adopted seven (7) run [per inning] rule is invoked, a pitcher will be charged with three (3) outs for each complete inning pitched regardless of the number of actual outs recorded. If a pitching change occurs in an inning, each pitcher is charged with the greater of the actual outs recorded or one (1) out for each three (3) batters or portion thereof faced by the pitcher during the inning.

Player Pitching Rules

The ASA Rule for pitching states that both the pitcher's feet must be in contact with and remain within the width of the pitching rubber. The first step must be forward.

The pivot foot may remain in contact with, push off, or drag away from the pitching rubber prior to the front foot touching the ground, as long as the pivot remains in contact with the ground. Pushing-off with the pivot foot from a place other than the pitchers rubber is illegal (Penalty: The Umpire shall declare, "dead ball/illegal pitch," the pitch shall be scored as a "ball," and all base runners shall advance one base).

***Note:** It is not a "step" if the pitcher slides the pivot foot on the pitchers rubber, provided that contact with the pitchers rubber is maintained, and within the pitching rubbers width. Techniques such as the "crow hop" and the "leap" are illegal.

No pitcher will be allowed to quick pitch a batter.

No pitcher may walk a batter intentionally by advising the home plate Umpire. Four (4) balls must be thrown, not rolled. A pitcher **may** intentionally walk a batter with a pitchout. No pitcher is allowed to deliberately roll, bounce, or drop the ball to prevent a batter from swinging at it. This will be considered an illegal pitch and, if continued, will result in the removal of the pitcher from the game.

A pitcher hitting five (5) batters in one inning, or six (6) in any one game shall be removed from that position for the duration of the game.

Walk Rule

After ball four (4) has been called by the Umpire, the batter-runner will be awarded first base. The ball is live, stealing may occur, and the batter-runner may continue through first base onto second, third, etc. If the batter-runner stops at first base, the batter-runner may not leave the base until the next pitch has been delivered. If she does and is observed by the Umpire, the batter-runner will be called out.

Hit By Pitch

A batter will be awarded 1st base when hit by a pitcher.

Base Stealing

A base runner may steal when the ball leaves the pitchers hand. Some portion of the base runner's foot must be in contact with the occupied base until such time the ball leaves the pitchers hand. If an umpire observes a base runner leaving early, the base runner will be called out.

Dropped Third Strike

If a catcher drops a 3rd strike, the batter-runner is eligible to run to first base WHEN:

- a) There are less than two (2) outs **AND** first base is open, or
- b) Anytime there are two (2) outs.

If the pitch bounces in front of the batter—the batter swings—and misses the ball for the 3rd strike (even if the catcher cleanly controls the ball), it is considered a dropped third strike. The ball is live (not “dead”) and the defense can make a play. Whenever a batter-runner enters the dugout after a legal “at-bat”, the batter-runner forfeits their right to advance to first base. The Official Scorekeeper will record a strikeout.

Rules Specific to 14, 16 & Under Division

CHAPTER 6

OFFICIAL PROTEST PROCEDURE

The Team Manager (or their representative) is the only person authorized to enter a protest. All protests will be submitted and resolved in the following manner:

1. In all cases, the protesting Manager will tell the Plate Umpire that she is protesting and will cite the ASA rule number **or the West Valley Rule (page & paragraph)** she is protesting. The Manager will have five (5) minutes to produce the rule number.
2. The Plate Umpire will then direct the Official Scorekeeper to write in the game summary sheet that the game is being played there after, under protest, and indicate who the protesting Manager is and the rule being protested.
3. If a Manager is protesting the game after the conclusion of the game, the Manager will have fifteen (15) minutes to produce the ASA rule number **or the West Valley Rule (page & paragraph)** and have it entered into the game summary sheet.
4. The protest must be prepared as is outlined in the ASA rulebook, and the protesting Manager must submit the protest (and associated fee), in writing, to the UIC or League President no later than midnight of the following day.
5. The league protest fee is \$10.00. This fee is refundable if the Protest Committee upholds the protest.
6. The League President shall appoint a Protest Committee. The Committee shall include the UIC and two (2) unbiased Board Members.
7. Resolution of a protest shall be handled as quickly as possible and within seven (7) working days.
8. Resolution of a protest shall be forwarded to the appropriate Division Player Agent who will, in turn, contact each affected Manager with the results.