



Orangecrest Girls Softball Association

Teaching our girls the right way to play the game.

Operating Rules and Regulations

Revised/Approved: June 28th, 2024

Preamble

Orangecrest Girls Softball Association (OCGSA) is an independent nonprofit organization designed to provide a recreational league for players ranging in age from 5.0 to 18 years old. Players of all skill levels and experience are welcome in all age divisions. USA Softball Fast Pitch Softball rules shall apply in all instances unless superseded by Orangecrest Girls Softball Association rules. USA Softball rules can be found on the OCGSA website for reference.

Objective

The objective of Orangecrest Girls Softball Association shall be to instill in the girls good sportsmanship, loyalty, courage and respect. This objective shall be achieved by providing supervised athletic competition. The organization shall ensure that the attainment of exceptional athletic skill or winning of the game shall be secondary to the primary objective of the molding of character. The Orangecrest Girls Softball Association (OCGSA) shall govern all girls softball activities that they supervise.

Message to the Parents

Orangecrest Girls Softball Association, which is a competitive softball program for girls, recognizes your support of your child(ren). USA SOFTBALL was founded in your neighborhood to teach your child the correct way to play the game of softball. As your child(ren) progresses through Orangecrest Girls Softball Association they will learn the rules needed to play high school and collegiate softball. You've taken that first step by signing her up for USA SOFTBALL. **Congratulations!**

Orangecrest Girls Softball Association

Article I. General Information

A copy of the OCGSA bylaws, OCGSA rules, and an official USA SOFTBALL rulebook shall be made available to all of the Board of Directors and the Team managers before participating in league activities. Copies of these Operational Rules and Regulations are available upon request. OCGSA Operational Rules and Regulations may also be obtained in an electronic format by visiting our website at www.ocgsa.com. The Board of Directors has the authority to establish policy or to rule on any point not specifically covered by current policy, rules or bylaws of Orangecrest Girls Softball Association.

Divisions

A players "league age" is determined by what age the player was on the previous New Years Eve. This will be her age for the entire calendar year.

The team shall be organized into the following divisions, unless otherwise stated on the registration listing.

6U	League Age 5 or 6
8U	League age 7 or 8
10U	League age 9 or 10
12U	League age 11 or 12
14U	League age 13 or 14
18U High School	League age 15, 16, 17 or 18

Note: 14U through HS divisions may be combined, if necessary, in order to fulfill adequate amounts of teams for the season.

Game Times (Fall Ball)

6U	1 hr. Drop Dead-Finish last batter
8U	1 hr. 20 min. Drop Dead - Finish last batter
10U	1 hr. 20 min. Drop Dead - Finish last batter
12U	1 hr. 20 min. Drop Dead - Finish last batter
14U	1 hr. 20 min. Drop Dead - Finish last batter
18U High School	1 hr. 20 min. DropDead - Finish last batter

Game Times (Spring Ball)

6U	1 hr. Drop Dead-Finish last batter
8U	1 hr. 20 min. Drop Dead - Finish last batter
10U	1 hr. 20 min. Drop Dead - Finish last batter
12U	1 hr. 20 min. Drop Dead - Finish last batter
14U	1 hr. 20 min. Drop Dead - Finish last batter
18U High School	1 hr. 20 min. DropDead - Finish last batter

Team Names

Spring season team names will be fashioned after prominent west coast college teams as well as local teams from the Inland Empire. Fall Ball teams may pick their own name.

Game Sites and Times

It may be necessary for teams to interleague with other USA SOFTBALL programs in the Riverside County area. This may require some travel, especially for players ages 13 to 18. Every effort will be made to play as many games as possible in the Orangecrest area. Game times will be 8:00 A.M. to 8:00 P.M. on Saturday and 4:30P.M. to 10:00 P.M. Monday thru Friday with the youngest-age groups having priority on the earliest game times. Games that are rained out may be scheduled on Sundays, beginning at noon, when possible.

Umpires

OCGSA will use USA SOFTBALL registered and certified umpires. The umpire in chief and/or assigner needs to be USA SOFTBALL certified, to allow the accurate passing of information on USA SOFTBALL rules to its umpiring body.

- Number of umpires for ages required
- Two umpires will be used during tournament and championship play (exception: 6u)
 - a. 8u and Under one (1) umpire (Fall & Spring)
 - b. 10u and Under one (1) umpire (Fall & Spring)
 - c. 12u and Under one (1) umpire (Fall & Spring)
 - d. 14u and Under one (1) umpire (Fall & Spring)
 - e. High School one (1) umpire (Fall & Spring)

Duties and Responsibilities:

1. Field inspection and make sure pitching plate is at accurate distance:
6U/8U (30") 10U (35") 12U (40") 14U-HS (43')
2. Equipment check for safety reasons. Helmet (chin strap not required), bats, catching gear (helmet and face guard).
3. Managers plate meeting reviewing line-up cards and game rules.
4. Remind managers and coaches of appropriate conduct on the field and dugout.
5. Check in with official scorekeeper (home team) and unofficial scorekeeper (visiting team) and make sure they have copies of line-up cards.
6. The Umpire is also responsible for game management. Therefore, an umpire has the right to begin calling strikes if a batter is not present and ready to step into the batter's box after the last warm-up pitch is thrown. (One minute between innings)
7. The umpire is responsible for checking OCGSA ID Badges of Managers and Coaches.
8. Only 1 (one) charged offensive conference per inning.
9. Only 3 (three) charged mound visits for an entire game.
 - Changing the pitcher does not count as a charged mound visit.
 - 2nd mound visit in the same inning results the current pitcher being removed for the rest of the inning.
 - Each charged mound visit beyond the 3rd charged mound visit results in a pitcher change.
10. Check with Board Member-On-Duty (BOD) if any issues arise. (Any official call made by the field umpire shall not be overruled by any Board Member. Further, if a Board Member's assistance is needed, the umpire will still make the final decision)
11. Player, Manager, or Coach ejections must have Incident Report completed.

Team Sponsorship

Team sponsorship is not required, but if a team receives a team sponsorship they will need to deposit it with the league.

- I. All checks should be made out to Orangecrest Girls Softball Association or OCGSA and identify in the memo section of the check which team the donation is intended for.
- II. These monies can be used for the needs of said team, i.e. trophies, team party, sweatshirts or other gear not provided by the league.
- III. Teams will need to submit receipt(s) for any reimbursements using the OCGSA Reimbursement Form.
- IV. Team manager and/or team coordinator must submit a Request for Reimbursement no later than fourteen (14) days from the last game of the season. Reimbursements will be issued within fourteen (14) days.

Sponsorship Thank You

Orangecrest Girls Softball Association will send thank you letters to each sponsor made of \$100.00 or more toward the end of the season. Thank You letters will include our 501(c)(3) number. Companies that need the 501(c)(3) number to process a sponsorship need to contact OCGSA Treasurer.

Team Accounts

1. All donations by checks MUST go through the league treasurer.
2. Each team will carry an account with the league.
3. No one should have a check made out to an individual. Checks made out to individuals will not receive 501(c)(3) Thank You letters.
4. Fall Ball account will become zero on December 1st.

What Team Monies Can be Used For

1. Team's funds must be used for team functions, which include ALL players.
2. Teams funds CANNOT be used for tournament entry fees (exception All-Star and Select Teams).

How to Get a Reimbursement

1. Teams will need to submit a reimbursement form, no exceptions.
2. Forms need to be signed by the Manager and the Team Coordinator.
3. Reimbursement form needs to include original receipt (no photo copies).
4. Receipts and reimbursement forms will not be accepted which include non-related team expenses.
(NOTE: THEY WILL BE DECLINED FOR REIMBURSEMENTS)
5. Reimbursement forms must be submitted to treasurer@ocgsa.com. Checks will be issued within 14 days.

Uniforms

Uniforms remain the property of OCGSA until they are distributed to players. Uniforms may be withheld by the league for failure to pay league registration fees. Players may also be suspended from league play until monies are collected.

Hardships

Due to several parents taking advantage of OCGSA's generosity, this league will no longer offer a payment plan.

Bounced Check

All bounced checks written to the league will be accessed as a balance on the members account, including whatever bank charges the league incurred.

Refund Policy

Requests for a refund must be in writing. Requests should be mailed or emailed to OCGSA Treasurer and/or OCGSA Player Agent Coordinator and submitted to their Division Coordinator and Orangecrest Board.

1. Refund Amount during SpringSeason
 - a. Full refund prior to evaluations.
 - b. No refund will be given after evaluations.
2. Refund Amount during Fall Ball
 - a. Same as Spring.

Playing up a Division

1. OCGSA encourages players to reach for the highest level of competition. However, it is up to several factors considering the eligibility of a player playing in a higher age division. Such a decision will be based on several factors, including, but not limited to player's ability as decided by managers, number of players needed in each division and safety of players.
2. Players wishing to move up must notify OCGSA Player Agent and/or Division Coordinator in writing.
3. All Star players must play at the age-appropriate division.
4. Players requesting to play up must evaluate in both divisions, giving both groups of managers the opportunity to see the player.

Playing Down a Division

No player will be permitted to play down a division.

Scrimmages

Teams are permitted to scrimmage any USA SOFTBALL organization, as long as the scrimmage takes place against players of like age and one of the teams is scheduled for field time on that day and that time.

1. OCGSA will not pay for umpires or provide balls for scrimmages.
2. A scrimmage can only take place after teams have conducted at least 2 practice sessions.

Dugout

1. Only managers and coaches may stand in the opening of the dugout to the field. Team personal are asked to keep players away from the opening to help prevent possible injuries.
2. High School (18U), 14U, 12U, 10U, 8U & 6U divisions may have a batter on deck. However, all divisions are required to keep bats out of players hands until such time they are to bat or enter the on-deck circle. Penalty shall be a warning from umpires to move girls behind screen. Stoppage of play to address the situation will not extend game time.
3. Teams will be limited to no more than one Manager plus three Coaches/Team-Coordinator in the dugout, with the exception of 6U and 8U where up to 4 coaches/TC plus 1 manager is allowed (5 total). Managers and Coaches/TC's must have their league-provided USA Softball ID badge at all team functions. If the badges have not yet been provided, all adults in the dugout must be registered for that season as a volunteer with www.ocgsa.com.
4. Failure to produce USA SOFTBALL ID badge may result in removal from game or practice field.
 - a. Second time without OCGSA ID badge may result in removal from game and one game suspension.
 - b. Third time without OCGSA ID badge may result in termination as Manager/Coach of the Team.
 - c. Managers will also be responsible for keeping parents without OCGSA ID badges off the field. Same penalty will apply to Managers if a parent without OCGSA ID badge is found on the playing field (pre-game warm-ups).

Pre-Game Warm-ups

1. Pre-game warm-ups are to be held out of the playing field, unless it is the first game of the day. There is to be no live hitting with regulation balls (exception, soft toss into net). Managers may only use plastic or foam-type balls for live hitting. Violation will result in possible suspension of Manager.
2. Hitting into nets will be allowed, but there shall be no hitting into field fencing.
3. Teams will be allowed to use the multi-purpose field (meadow) for warm ups.
4. Managers will also be responsible for keeping parents without USA SOFTBALL ID badges off the field. Penalties will apply to Managers if a parent without USA SOFTBALL ID badge is found on the playing field (pre-game warm-ups).

Line-up Cards (Spring & Fall Season)

Line-up cards shall be turned in 10 minutes prior to game time to the official scorekeeper. Line-up cards are to include the following:

1. First initial and Last name
2. Pitcher & Catcher positions
3. Jersey number

Line-up cards, which are submitted incomplete, will be returned to the Manager with a warning from the umpire in charge. A line-up card is to be exchanged between Managers as well. A copy should also be given to the home-plate umpire.

Injury Forms

Should there be an injury during the game or practice, Managers are to fill out an Injury Form immediately and deliver it to the League's Safety Officer or an OCGSA Board Member within 24 hours. Managers are to ensure that all of the information is complete and that the form is correctly filled out for a quicker response time. The injury form can be found on the Orangecrest web site www.ocgsa.com. Managers should have a copy of the Injury Form at all team functions.

OCGSA Americans with Disabilities Act (ADA) Rule

In accordance with USA Softball Rule 4 Section 2-L, the following OCGSA rule applies to players that fall under this rule. This includes any player with a disability, such as diabetes, and is intended to help ensure the safety of our players. In the event a player with a disability needs to come out of the ball game while on offense due to the disability (ie, low sugar), the player shall not be considered an automatic-out when their batting position occurs. Instead, their batting position shall simply be skipped without any penalty. While on defense, a simple substitution is allowed without limitation. To qualify for this, the umpire must be made aware prior to the game (per USA Softball Rule 4 2L).

Article II. Rules of Conduct

Managers, Coaches, Players, and Spectators

1. Exemplary conduct by Managers, Coaches, Spectators, Board Members, and Players is expected at all times. Any charges of misconduct must be submitted in writing to the Board. Said charges will be acted upon within seven (7) days and may result in disciplinary action. If necessary, a special Board meeting will be held to review and investigate the alleged misconduct. The results of said investigation and review are final. Said results will remain confidential to the parties. Any individual who falsely accuses anyone of misconduct may face disciplinary action by the board. The protection of all players is the responsibility of the Association.
 - a. Flagrant acts of misconduct will result in disciplinary action to be determined by the Board. No previous charges or offenses need to be considered to invoke said disciplinary action. Said determination is deemed final; it is not subject to appeal or protest and it will remain confidential to the parties. Flagrant misconduct is defined as the action(s) by a person(s) deemed by the Board to be willful acts which bring or are intended to bring embarrassment, ridicule, or disruption to the Association or any of its functions. Flagrant misconduct also includes physical acts of violence of any kind.
2. The use of Profanity and/or threatening behavior is prohibited. Any Manager, Coach, Spectator or Team member guilty of using profanity and/or demonstrating threatening physical behavior shall receive the following discipline:
 - a. First Offense-ejection from the current game by the Umpire and a one-game suspension
 - b. Second Offense-ejection from the current game by the Umpire and one-game suspension and matter will be brought before the OCGSA Board for a hearing for additional disciplinary action.
 - c. Third Offense-ejection from the current game by Umpire and suspension for the remainder of the current year.
3. The leveling of insults, name calling or physical contact—directed at any Player, Manager, Coach, Umpire or League Official by any Team member, or their Spectators (spectator is defined as Parents, Guardians, Aunts, Uncles, Siblings, friends of the team member's family or persons directly or indirectly related to a team member, etc.) will not be tolerated. The Manager is responsible for all team members and their spectators. Penalty for infraction of this rule is as follows:
 - a. First offense will result in a warning to the Manager of the offending team.
 - b. Second offense will result in the ejection of the Manager of the offending team.
 - c. Third offense will result in the forfeiture of the game against the offending team.
 - d. If it is deemed necessary to do so, immediate forfeiture of the game against the offending team, may be called without prior warnings.
4. Managers, Coaches, and League Officials shall at no time engage in the act of discrimination based upon age, race, or religion. Violation of this rule could be grounds for immediate ejection from the game and removal from any city property. The game will be suspended until the problem is resolved. If the problem persists, the offending team will forfeit the game. Also, the Manager, along with the offender will be ejected from league.
5. City of Riverside Municipal Code prohibits the use of any tobacco products, alcohol or drugs on all park grounds.
6. State of California Law prohibits the use of any tobacco products, alcohol or drugs on public school grounds.
7. Players are not allowed to use cell phones in the dugouts during games, unless an emergency to contact a parent or guardian. Parents should also refrain from entering the dugout or talking to their child directly. Penalty for repeated violation is removal of child from game.
8. OCGSA requests that pets be kept on short leashes. Any pet owner whose pets are deemed to be a safety hazard will be asked to leave the area. OCGSA reminds pet owners of both their full responsibility and liability regarding public and player safety at Orange Terrace Park as well as cleaning after your pets.
9. No food, gum, or open drinks, other than water or sports drinks will be allowed in the dugouts or the playing field at any time. Penalty for this rule will be the suspension of play until the problem is resolved.
10. Players, Managers and Coaches are asked to refrain from visiting the Snack Bar during the course of their game. Emergency situations will be the only exception to this rule.
11. OCGSA Board Member personnel are strictly forbidden to present themselves as an authorized representative in any matter pertaining to the Board activities without the expressed authority delegated by the President of the Board or Executive Committee.
12. A Background check on all individuals involved in any supervisory position such as Managers, Coaches, Umpires, Team Parents, or any other person the Board deems necessary, shall be required to sign a Non-Felony letter, Code of Conduct agreement, and will be run through a Megan's Law check prior to their assignments. Any false information given by statement or by signing of a Non-Felony letter can be cause for suspension from OCGSA.
13. All persons are strictly forbidden from using the OCGSA logo without the expressed written permission and authority of the Board of Directors. Unauthorized use of the OCGSA logo will result in suspension from the league.

Disciplinary Actions

1. Ejections
 - a. Umpires on the field are authorized to eject Players, Managers, Coaches or Spectators from the game. Board Member on Duty is authorized to eject Spectators from the game.
 - b. The ejected person, regardless of who that may be, must leave the playing field immediately and stay completely clear from the field, dugouts, bleachers or any other area where spectators could be in attendance for the remainder of the game. Failure to do so can result in an immediate ejection of the offending team's Manager, forfeiture of the current game, and the possibility of disciplinary action from the Board of Directors.
 - c. Ejected Players, Managers, Coaches and Spectators will automatically be suspended from his/her next scheduled game.
 - d. It is the Managers responsibility to remove an ejected player from the field. If a parent of the player is not in attendance, the Manager will be responsible for player until a parent can be contacted to pick- up their child.
 - e. Ejections may be appealed to the President of OCGSA.(see Appeals)
2. Suspensions Resulting from Ejections
 - a. Any Manager, Coach, Player, or Spectator who has been suspended as the result of an ejection must remain clear of the field, dugout, bleachers and spectator area in which their team is playing for the duration of the game. Violation of this policy may result in the offending team's Manager or Coach being ejected and an immediate forfeiture of the current game and the suspended person or persons may be brought before the Board of Directors for further action, if necessary.
 - b. Any Manager, Coach, Player, or Spectator who is ejected from a game will serve a one game suspension. Managers, Coaches, Players and Spectators who appeal suspensions will be allowed to attend games until appeals committee has reached a decision.
 - c. Any Manager, Coach, Player, or Spectator who has been suspended as the result of an ejection may appeal said suspension to the President of OCGSA.(see Appeals)
 - d. Any Manager, Coach, Player, or Spectator that is ejected, from a game, as the result of physical contact will receive a two game suspension and be required to attend an OCGSA Board Meeting, for possible further action. NO APPEAL!
 - e. Any Manager, Coach, Player, or Spectator who makes physical contact after being ejected will receive a two game suspension and be required to attend an OCGSA Board Meeting, for possible further action. NO APPEAL!
3. Appeals
 - a. All appeals must be submitted in writing and are to be delivered to the President of OCGSA within 24 hours of the ejection and/or suspension.
 - b. Written appeals will be acted upon immediately and a hearing will be scheduled within 5 days (excluding Sunday) to decide whether the ejection and/or suspension should be upheld or overturned.
 - c. An appeals committee formed by the President of OCGSA and a minimum of two (2) Board Members, not directly or indirectly involved, will review the facts and form an opinion based on their investigation.
 - d. The decision of the appeal committee is final and may not be appealed again. All decisions will be held in direct confidence to the parties involved.

Article III. Volunteers

Managers

1. Selection Process
 - a. All persons interested in becoming a Manager must submit their USA SOFTBALL application and copy of photo ID. All applicants must sign a non-felony letter, which also serves as an agreement that the league may conduct a background check, OCGSA Code of Ethics letter, and OCGSA code of conduct letter. Coaches and Team Coordinators will also be required to sign a non-felony letter, OCGSA Code of Ethics, and OCGSA code of conduct letter and provide a copy of photo ID. OCGSA will pay a \$20 fee which pays for a background check for the Manager and his or her first two coaches; any additional coaches must pay \$20.
 - b. Managers will be considered based on their experience, past performance, and league involvement.
 - c. Manager applications will be reviewed and voted on the Monday prior to tryouts or sooner by the Board of Directors. If too many managers are signed up, those not selected to manage will be allowed to coach with a manager who needs an assistant.
 - d. Manager and Coaches will be required to attend the Managers meeting.
 - e. Team Coordinator will be required to attend the Team Coordinator meeting.
 - f. Managers, Coaches and Team Coordinators who do not attend respective meetings will be charged the \$20 fee for the background check.
2. Duties and Responsibilities
 - a. The Manager is the primary link between the team and the league. The Manager is primarily responsible player safety, in addition to being responsible for money collected by the team, league equipment, team discipline, and general support of the league.
 - b. The Manager is fully responsible for all personnel under his/her jurisdiction at all team functions.
 - i. Disciplinary action shall be taken by the Manager when deemed necessary and shall be immediately reported to the Player Agent in writing within twenty-four (24) hours.
 - ii. Managers and Coaches should never be left alone with a single player. The OCGSA Board of Directors requires that an adult female be present at all team functions.
 - c. Dugouts must be left clean by both teams. Managers must make sure that all trash in the dugouts, field areas, and bleachers is collected. This is the responsibility of all managers, coaches and teams.
 - d. Please ensure that all plastics (water bottles, Gatorade bottles, etc.) be returned to the recycling program bins (if available).

Coaches, Team Parents, Board Members and Volunteers

OCGSA is always looking for volunteers. All are encouraged and welcome. Contact any OCGSA Board Member and get involved TODAY! Remember you do not have to take on a title to help out. Without volunteers this league would not be possible for our girls.

Article IV. Evaluation and Draft Procedure

Player Evaluations

1. Prior to the Spring and Fall seasons, all players in all divisions (except 6U) must participate in the draft evaluation.
2. Participants may be identified by an evaluation number or by name, for tracking purposes.
3. Players must attend the draft evaluation. The managers, within their respective divisions, will evaluate all players on their fielding, hitting, throwing, running, and pitching skills.
4. Players who are not able to attend the evaluation process, because of extreme circumstances (i.e. family or medical emergency), that has been approved by their respective Player Agent will be placed in a hat (will have their application turned face down) and be pulled by managers to fill out teams only after all evaluation (evaluated) players are drafted. Exception for Pitchers.
5. The Board of Directors will supervise the evaluation day(s) and oversee all functions of the draft to ensure proper procedures are followed for the drafting of players.
6. Team Formation
 - a. The Board of Directors will determine how many teams to form at the conclusion of the last day of sign ups. The Board's decision will be based on the total number of players registered in the respective divisions, the total number of available Managers, and field availability for scheduling games and practice times.
7. Pitcher Evaluations
 - a. All players who wish to be pitchers **must** participate in the pitching evaluation. The player will throw a pre-determined number of pitches for their evaluation.
 - b. Players who attended the evaluation, but did not evaluate as a pitcher, may not pitch during the regular season (see exception below).
8. Player Evaluations will be performed for the Fall season. *See **DRAFT PROCEDURES FOR FALL BALL**
9. Upon reaching capacity for each division additional registered players will be placed on a waiting list. Players may be assigned to teams as the need arises. The players on the waiting list with the longest wait will have first priority and will be assigned to a team first.
10. Player Evaluations will not be performed for 6U division.

Pitcher & Catcher Evaluations

1. All players who wish to be pitchers **must** participate in the pitching evaluation. This includes frozen pitchers in the fall season.
2. Players who do not attend pitching evaluations may or may not be allowed to pitch during the regular season.
3. Players should warm-up and pitch prior to evaluations.
4. All players that wish to be observed as a catcher should attend the pitcher/catcher evaluations.
5. Players determined or recognized by the league to be experienced pitchers, must participate in the pitching evaluation. Players that do not evaluate as a Pitcher will NOT be allowed to pitch during the first 6 games of the season, nor will they be allowed to pitch during tournament play.

Incomplete Pitching-Draft Rule

1. A pitching draft is considered "complete" if all teams in the division draft 2 or more pitchers that attended evaluations.
2. In the event that less than 2 evaluated pitchers are available to be drafted per team, it is said that the "Pitching Rule is NOT in effect". The result is as follows:
 - i) Any rostered player in good standing may pitch throughout the entire season.
 - ii) Nonregistered pitchers may pitch no more than 3 pitching-outs during the tournament games.
 - iii) A pitcher may pitch an unlimited number of outs in a regular season and tournament games.

Draft Procedures

OCGSA Board of Directors reserves the right to make changes to any of the following procedures for the good of the league. Example: protecting players and/or moving a draft pick to ensure that all teams have adequate pitching.

1. Managers will first randomly pick a number to determine their draft position. This will first be done for the pitching draft. A second random pick will be conducted for the remaining position players.
2. The draft order will run serpentine until all teams are full. No less than 10 players and no more than 12 players per team.
3. The draft will be a “Drop-out Draft”. Each team will start picking in the first round and will drop out of the draft when their team is full.
4. There will be no discussion by managers regarding a player’s playing ability during the draft or the possibility of trading the player. Trading of players will be allowed after the conclusion of the draft. The trading period will be for ten minutes.
5. Each team will have one minute to make a selection after having their team name called.
6. If a team drafts a sibling with their last pick they will forfeit their previous pick to make room for the other sibling.
7. Before the draft starts the OCGSA Draft Representative will announce how many spots are open for players that wish to move up a division. These players are eligible to be drafted from the 1st round on. Once the allotted spots are taken, **no more under aged players will be drafted.**
8. Managers needing to fill out their rosters will then pull players from a hat who failed to attend the draft evaluation day.
9. After the draft is completed, managers will have 10 minutes to conduct trades. The President and League Player Agent will have the right to correct any obvious mistakes in the assignment of players to teams.
10. Upon completion of the draft, managers must contact all players on their rosters within 48 hours. A team meeting should be held within 72 hours after the draft.
11. A Draft will not be conducted for the 6U division. The teams in this division will be formed by the Board of Directors.
12. Cell phone use will be STRICTLY PROHIBITED, during the draft!

Draft Procedures for Fall Ball

1. A draft will be conducted for Fall Ball, similar to the Spring season draft, with some exceptions.
2. Managers will be allowed to protect up to 4 players for Fall Ball, one being the Manager’s daughter. For managers with multiple daughters in the same division, each daughter counts as a frozen player.
3. Managers must obtain parent approval prior to protecting of any players. Furthermore, once agreed upon, parents will be required to submit via email, consent of player protection approval to their Division Coordinator.
 - a. If more than two Managers request to protect the same player, the final decision may be determined by the parent’s choice as well as Player Agent approval.
 - b. Protected players will not be required to attend evaluations.
4. Each team will have a minimum of 10 players and a maximum of 13 players.
5. Managers will first randomly pick a number to determine their draft position.
6. The Board of Directors will determine how many players each Manager has protected. Once that is determined, Managers with less than 4 frozen players will begin drafting from the player pool, until an even amount of four (4) players per team is reached. At that point, the draft will resume as normal.
7. The OCGSA Board of Directors reserves the right to add or remove any player from a team to balance pitching or team strength.

Article V. Team Rules

General Rules

1. Players must attend all practices and games. The Manager must notify their Player Agent if a player misses two (2) or more consecutive unexcused practices or games. The Manager then has the right to bench the player from the next game. After a history of missed practices and games (combination of six (6) absences) the manager may remove player from roster. There will be no refund to said player.
2. The team that occupies the third base dugout (the home team) will supply the Official Scorekeeper. The Official Scorekeeper will sit near the backstop by the plate Umpire. **The Official Scorekeeper is an official during that game, and as such, shall not inform either team of any violation of the rules.** Penalty for violation of this rule is ejection of the Scorekeeper and a warning to the Home team Manager. For example, recognizing if a team is batting out of order is the responsibility of managers and not that of the scorekeeper. The Official Scorebooks can be found in the Snack Bar.
3. The team that occupies the first base dugout will supply the scoreboard operator. The scoreboard operator is **NOT** considered an official during the game.
4. Both managers should keep a scorebook in the dugout and check versus the official scorekeeper on a regular basis throughout the game.
5. Both managers and game umpire must inspect and sign the official scorebook at the conclusion of a game to attest to the final score. Any discrepancies must be resolved prior to signing. Note that the absence of a signature in the scorebook implies agreement.
6. The home team is responsible for reporting the score. Scores must be reported no later than 24 hours after conclusion of the game via the link that is auto-emailed to the home manager.

Equipment

1. The Manager is responsible for all OCGSA equipment used by their team. The Manager must account for all OCGSA equipment when returned at the end of the season. The manager's \$100 equipment deposit check may be cashed if equipment is missing upon return of equipment. Once equipment is replaced, unused funds should be returned to the manager.
2. Only bats stamped USA/ASA SOFTBALL approved may be used by Orangecrest Girls Softball Association players in games and practices.
3. Players are required to wear batting helmets with face masks when batting.
 - a. Caged batting helmets shall be used for batting, base running, warming up in an on-deck circle, and by players, who are base coaching. Any Player on the field next to a coach swinging a bat **MUST** have a helmet on. Helmets must be worn at all times until the player returns to the dugout. OCGSA requires that all batting helmets be equipped with facemasks. For tournament play, USA SOFTBALL requires approved helmets and face masks which are indicated by the "NOCSAE" stamp built into the face mask during its manufacture. "NOCSAE" is an acronym for the National Operating Committee on Standards for Athletic Equipment.
4. Fielding masks are required for all players while playing the pitcher position. Fielding masks are highly recommended for all other infield players.

Deals

1. NO deals are allowed between teams. **Penalty is forfeiture of the current game by both teams.**
2. Deals, to even out playing time, may be made during fall ball. Such as run limits. In this case, the umpire has the right to accept or deny such deal.

Article VI Playing Rules

General Playing Rules

Division	Pitching Out. Unlimited during tournament and inter-league	Game inning limit. All games must have a minimum of two inning completed for a complete game.	Time Limits on game.	Ball size and type	Pitching distance	Base path distance.	Infield fly rule in effect?	Dropped third strike rule in effect?	Home Plate open or closed?	Mercy after 4 innings.	Coach Pitch?
6U	UL	6	1:00 drop	10" RIF1	30'	60'	No	No	Closed	N/A	Yes
8U	9	6	1:20 drop	10" RIF1	30'	60'	No	No	Closed	12	No
10U	9	7	1:20 drop	11" USA	35'	60'	Yes	Yes	Open	12	No
12U	12	7	1: 20 drop	12" USA	40'	60'	Yes	Yes	Open	12	No
14U/HS	UL	7	1: 20 drop	12" USA	43'	60'	Yes	Yes	Open	12	No

1. USA SOFTBALL rules apply unless superseded or expanded on in this OCGSA rulebook and will function under the current USA SOFTBALL rulebook.
2. **Uniforms**
 - a. Only the official OCGSA uniform or hoodie with number, shall be worn during a game. Shirts will be completely tucked in. When the league-dues include the uniforms, uniforms are property of OCGSA until distributed to players in good standing with the league and its managers.
 - b. Players shall wear athletic shoes or cleats with socks. Cleats are strongly encouraged. Cleats shall be molded rubber or plastic only with no screw-in spikes. Metal cleats may only be worn by 14u players and up.
3. **Tie-Break Rule (see USA SOFTBALL Rule5)**
 - a. OCGSA will NOT be using a tie-break rule for regular season games. The game will be entered as a tie. However, for tournament week games, OCGSA will be using a modified, international tie- breaker rule. Example: Each team gets an opportunity to have an at bat, starting with the away team, regardless of when the game clock ends. The last out of the previous inning will start at 2nd base, with 2 outs on the board & the next batter in the lineup at bat. For 8U, each tie-break half inning begins with 1 out instead of 2.
4. **Drop Dead Rule (All Divisions)**
 - a. As stated on page 2 of the OCGSA Rule Book, all regular season games end at the designated time limit per division.
 - b. If the time expires during an at-bat, the batter will be allowed to finish the at bat with 0:00 on the clock.
5. **Shortened Games**
 - a. The judgment of the Umpire or the Board Member on duty shall determine when games should be called due to field conditions such as weather or darkness. Upon proper notification, the game will immediately end. To be considered complete, a shortened game shall play a minimum of two complete innings or 1.5 innings with the home team leading in the scorebook.
6. **Protests (see USA SOFTBALL Rule9)**
 - a. The information, details and conditions surrounding the decision to protest the game must be noted in the official score book and signed by umpire at the time of protest.
 - b. Protest shall be filed in writing with OCGSA President within 48 hours from time of protest, with an immediate \$50 CASH deposit. The deposit is refundable only if the protest is upheld.
 - c. The Protest Committee shall consist of three Board Members (President, Player Agent and Vice President). A protest meeting must take place within five days of the filing. All decisions are final.
 - d. If the protesting manager fails to attend the protest meeting, without a reason acceptable to the committee, the game in question and the protest fee will be forfeited.

7. **Pool Player**

- a. Up to two pool players are allowed per game (exception HS division may use up to 4). Team with 7 can request 2 and teams with 8 players can request 1 pool player prior to the game.
- b. Pool players must be authorized by the Player Agent and the Division coordinator before gametime. The manager is responsible for contacting said individuals. The players parents must also consent.
- c. Pool player **must** always bat last and must play outfield. If a pool player is needed, approval by both the division coordinator and player agent is required. Pool pitcher can only pitch for 2 (two) innings and may not start the game as a pitcher. If pool pitcher is needed, approval by both the division coordinator and player agent is required.
- d. Pool player must be a registered player in good standing with OCGSA.
- e. Pool player must wear their normal uniform issued by OCGSA. (Example: player from Sun Devils playing for Wildcats must wear Sun Devils uniform.)
- f. Pool player may NOT be used in any tournament or playoff games.
- g. Violation of any pool player rules and player will be declared an illegal player.

8. **Pitching outs during Fall Ball**

- a. Pitching outs during Fall season shall mirror the pitching outs for the Spring season.
- b. OCGSA Board of Directors also encourages Managers to develop or aid in the development of new pitching, by letting players that have little or no experience pitch.

9. **Pitching rules & non-pitching outs**

- a. Non-pitching outs shall not count against a pitcher's out count **except** when it is the final out of an inning.
- b. Non-pitching outs include: Base runner leaving a bag prior to the ball being released by the pitcher, batting 'out-of-order' and shorthanded lineup resulting in an automatic out.
- c. If a manager fails to announce his/her pitcher change, **BOTH** the current pitcher and the pitcher on record, will be charged with any outs made by the current pitcher.

10. **Penalty for exceeding pitching outs**

- a. Example: Defensive manager fails to announce a pitcher change, resulting in starting pitcher to exceed her outs. Opposing manager appeals. Defensive manager will be restricted to the dug out for the remainder of the game (not ejected from the game). Pitcher must be immediately removed from the pitcher position and can no longer pitch. This will apply to the FIRST OFFENSE only. If the situation reoccurs at any time during the remainder of the season, a violation of this rule will result in an IMMEDIATE forfeit of the game.
- b. If a violation of this rule is NOT appealed by the opposing manager, the defensive manager will not be charged with the violation.
- c. If the defensive manager at any point makes an appropriate pitcher change AFTER the starting pitcher has exceeded her pitching outs, the opposing manager must appeal the violation to the home plate umpire, PRIOR to the next pitch being made by the next legal pitcher on record.
- d. It is the sole responsibility of the opposing manager to appeal a pitching violation. The umpire shall not remind any managers of pitching outs UNLESS specifically asked by either manager.

11. **Home team will be the team designated to the third basedugout.**

Safety Rules

1. **Thrown Bat Rule** - Deliberately throwing or continuous slipping of the bat, regardless of intent, is a serious safety concern for players, coaches, and umpires on the field. If, in the umpires discretion, a player discards a bat in an unsafe manor the umpire shall issue warnings to both managers. Managers should forward that warning to all players. After warnings have been issued, and a player discards a bat in an unsafe manor the umpire shall call that player out and that player's manager warned once again.
2. **Hit by Pitch Rule** – In the interest of player safety, the umpire will remove a pitcher when said pitcher has hit the batters with a pitch (aka, beaming the batter) 3 times in the same inning or 4 total times during a game. This rule applies regardless of the number of available pitchers on a team.

6U Division Rules

6U Division Game Rules

1. 1 hour drop dead (finish last batter).
2. No shorthanded rule.
3. Home plate is CLOSED
 - a. Run can only score on a batted ball or catcher interference.
4. Run limit rule is in affect.
 - a. For entire game, 5 runs, 3 outs or batting through the entire lineup, will constitute as completing one halfinning.
5. Coach pitch will be in affect throughout the entire season (No umpire).
6. No base stealing or lead-offs allowed until ball is hit.
7. No dropped third strike.
8. No mercy rule.
9. No infield fly rule.
10. No batting tee.
11. No protests in 6u division.

Players & Substitutions

1. Only those players shown on the official roster will be allowed to play. Manager will bat all players present & will field all players present.
2. No designated players DP/Flex will be used.
3. 6u division can play with whatever players attend the game.
4. No pool players.
5. Additional Coaches will be allowed on field during defense & Coaches will be allowed in Coach's box and behind home plate during offense.

Pitching (30' pitching rubber) Coach Pitch and Modified Player Pitch Rules

1. Coach must pitch from 30' pitching rubber and must always remain in contact with pitching rubber during pitch.
2. A Coach is allowed up to 5 pitches, however the at bat cannot end on a foul tip. Strikes and balls are not tallied during Coach Pitch.
3. **Modified Player Pitch for the last 4 games of the season:**
 - a) A defensive player-pitcher will begin each at bat and will throw 3 pitches. Balls and strikes are tallied in the normal fashion. Balls and strikes will be called by a defensive coach positioned somewhere behind home plate.
 - b) If the at-bat does not end after 3 pitches, the offensive coach becomes the pitcher.
 - c) The coach will have as many pitches as are left in the strike-count. For instance, if the count is 3 and 0, the coach will have 3 pitches. If the count is 2 and 1, the coach will have 2 pitches, and so on.
 - d) An at bat cannot end on a foul tip.

Batting, Batter-Runner, Runners

1. Overthrows – the runners can advance one base on an overthrow per play, even with multiple overthrows on the same play.
2. A batted-ball that does not pass the 10' arch (drawn in chalk) is considered a foul ball.
3. In all cases, a play is considered dead once the ball passes through the pitchers circle at the 30' pitching rubber. In lieu of umpires for 6U, the two managers are mutually responsible for determining whether each runner returns to the previous base or advances to the next base. Please keep in mind that 6U does not keep score.
4. No base stealing or lead-offs until ball is hit.
5. 5 runs, 3 outs or batting through the entire lineup will constitute a complete half inning.
6. No protests in 6u division.

8U Division Rules

All Players will bat

1. No Shorthanded rule
2. Home plate is CLOSED
 - a. Run can only score on a hit ball, HBP, catcher interference, or a bases loaded walk.
3. OCGSA Pool Player Rules apply.
4. "One-Up" Rule is in effect for the first three (3) innings.
 - a. The offensive team may score up to 5 runs or one-run greater than the current deficit, whichever is greater. The half inning is complete when there are 3 outs, or when one of those scoring limits is reached with less than 3 outs. The intention of this rule is to create the potential for the offensive team to "catch up" when trailing.
 - Example 1: The offensive team is batting in the bottom of the 3rd inning and is losing 2 runs to 8 runs. They are able to score up to 7 runs before making their 3rd out. If they score 7 runs, the half inning is over.
 - Example 2: The offensive team is batting in the bottom of the 3rd inning and is winning 5 runs to 4 runs. They are able to score up to 5 runs before making their 3rd out. If they score 5 runs, the half inning is over.
 - b. There is no run limit beyond the 3rd inning.
 - c. The mercy rule after 4 innings is still in effect as well.
5. No drop third strike rule.

Players and Substitutes

1. Only those players shown on the official roster and the approved pool player(s) will be allowed to play. **Teams will bat all players present.** No Designated Players (DP or Flex) will be used.
2. Run Limit – the "One Up" rule is in effect (see above)
3. Managers can pinch run for their catcher with two (2) outs with a player that has not yet been in the game defensively. If none available, use last out.
4. Open substitution defensively. Each player shall play a minimum of two (2) innings (6 defensive outs) and bat at least once (1) a game. This rule does not apply to games called by time limits or rain. Substitutions must satisfy minimum play rule by the completion of the fourth inning. **Failure to comply with this rule will constitute a forfeit.**
5. 8U Division will field ten (10) players using six (6) infielders and four (4) outfielders. Outfielders must start in the outfield grass.
6. There's to be no forfeits in the 8U division due to number of players (shorthanded rule is NOT in effect). Teams will play with the amounts of players that show up to the game.

Pitching

1. Pitchers may only pitch 9 outs per game. Exception to this rule – see Article IV. See **ARTICLE VI PLAYING RULES Rule 9 (penalty for exceeding pitching outs) (page 13)**
2. When multiple pitchers are used on the same batter and an out occurs, each pitcher shall be charged with a pitching out.
3. A pitcher's eligibility shall not be jeopardized if multiple outs occur on the play where her eligibility expires.
4. Pitching changes must be reported to the Umpire and Scorekeeper at the time of the change or prior to the next pitch.
5. Unlimited pitching outs during tournament and inter-league play.
6. The last pitcher of record in the inning will be charged with the remaining outs of a half inning that is completed as a result of the "One-Up" Rule.

8U Division Rules (continued)

Batting, Batter-Runner, Runners

1. Overthrows during live play, allow the runner to advance a maximum of one (1) base further than the base runner originally intended. A base runner attempting to advance to any base on an overthrow, will be at risk of being put out and is NOT automatically entitled to a free base. (Example #1: Bunt and catcher overthrows first base to the outfield, runner may take only second base and is subject to being put out if play is made.) (Example #2: Runner is in a pickle and headed back to first from second and ball is overthrown to first baseman, runner may advance to second only and is subject to being put out if a play is made).
2. A runner MAY NOT advance home on an overthrow if the overthrow occurs PRIOR to the runner reaching third base. A runner MAY advance home on an overthrow if the overthrow occurs AFTER the runner has reached third base. It will be the SOLE discretion of the umpire to determine if the overthrow occurred before or after the runner had successfully reached third base. This is a judgement call and CANNOT be appealed.
3. If bases are loaded and an overthrow occurs after a batted ball is put into play, runners can only advance to the next base (ie, from 2nd to 3rd on the hit, and from 3rd to home on the throwing error) if the runner attempting to reach third base can legally advance home. If it is determined that the runner attempting to reach third cannot legally advance home, all other runners must also remain on their base.
4. In any instance when a ball enters a “dead ball” zone resulting from an overthrown ball, a runner attempting to reach third base will be awarded home. In this case the runner does **NOT** need to have reached third base prior to the overthrow. Examples of dead ball zone include: dugouts, outside of playing field and any area which an umpire deems a dead ball zone.
5. Overthrows made trying to pick off runners without a hit ball.
 - a. Players may advance one (1) base on an overthrow. Home plate, however, is closed to overthrow advancement.
 - b. An overthrow shall be defined as an attempted play to any base in which a defensive player fails to make the catch and is unable to make a play on the ball, resulting in the thrown ball to pass the recipient, causing it to travel beyond a distance which would otherwise allow the recipient to quickly retrieve the ball. (A dropped ball which lands within close proximity to the recipient, based on the judgment of the umpire, is not considered an overthrown ball.)
 - c. If the base runner attempts to advance on the overthrow, then the runner is in jeopardy of being put out. If the runner advanced more than one base on an overthrown ball, she is in jeopardy of being put out. If she is safe and the play is over, then she will be returned to the base that she was originally entitled.
6. In all cases, when the ball is returned to the pitcher in the pitchers circle, a dead ball will be called and the play is over.
7. Runners between bases will either have to advance to the next base or return to the previous base prior to the ball reaching the pitcher and are subject to the look back rule (AKA Hesitation rule).
8. Stealing is allowed in the 8-U division, EXCEPT for HOME PLATE.
 - a. Runners may only advance one base per pitch. If the runner advances more than one base, she is in jeopardy of being put out. If she is safe and the play is over, the Umpire shall return her to the base that she was originally entitled.
 - b. In any instance, a runner is ALWAYS in jeopardy of being put out until the umpire calls time.

10U Division Rules

All Players will bat

1. Shorthanded rule is in effect during spring and fall seasons. May start or end with eight (8) players, as described in the “Player and Substitutions” section below.
2. OCGSA Pool Player Rules apply.
3. “One-Up” Rule is in effect for the first three (3) innings.
 - a. The offensive team may score up to 5 runs or one-run greater than the current deficit, whichever is greater. The half inning is complete when there are 3 outs, or when one of those scoring limits is reached with less than 3 outs. The intention of this rule is to create the potential for the offensive team to “catch up” when trailing.
 - Example 1: The offensive team is batting in the bottom of the 3rd inning and is losing 2 runs to 8 runs. They are able to score up to 7 runs before making their 3rd out. If they score 7 runs, the half inning is over.
 - Example 2: The offensive team is batting in the bottom of the 3rd inning and is winning 5 runs to 4 runs. They are able to score up to 5 runs before making their 3rd out. If they score 5 runs, the half inning is over.
 - b. There is no run limit beyond the 3rd inning.
 - c. The mercy rule after 4 innings is still in effect as well.
4. Dropped third strike rule is in effect.

Players and Substitutes

1. Only those players shown on the official roster and the approved pool player(s) will be allowed to play. **Teams will bat all players present for 10U.** No Designated Players (DP or Flex) will be used.
2. Managers can pinch run for their catcher with two (2) outs with a player that has not yet been in the game defensively. If none available, use last out.
3. Open substitution defensively. Each player shall play a minimum of two (2) innings (6 defensive outs) and bat at least once (1) a game. This rule does not apply to games called by time limits or rain. Substitutions must satisfy minimum play rule by the completion of the fourth inning. **Failure to comply with this rule will constitute a forfeit.**
4. 10U division will field nine (9) players with three (3) outfielders. Outfielders must start in outfield grass.
5. Games may start and finish with only eight players. This is known as the shorthanded rule. Managers must list the vacant positions last in the batting order. An out will be taken when the vacant position appears on the first time through the batting order only.
6. When fielding nine players and a player is removed from the game as a result of injury, illness, parental, or disciplinary reasons, only their next at bat will be declared an out unless the shorthanded rule is in effect (Forfeit if down to 7 players).

Pitching

1. Pitchers may only pitch 9 outs per game. Exception to this rule – see Article IV. See **ARTICLE VI PLAYING RULES Rule 9 (penalty for exceeding pitching outs) (page 13)**
2. When multiple pitchers are used on the same batter and an out occurs, each pitcher shall be charged with a pitching out.
3. A pitcher’s eligibility shall not be jeopardized if multiple outs occur on the play where her eligibility expires.
4. Pitching changes must be reported to the Umpire and Scorekeeper at the time of the change or prior to the next pitch.
5. Unlimited pitching outs during tournament and inter-league play.
6. The last pitcher of record in the inning will be charged with the remaining outs of a half inning that is completed as a result of the “One-Up” Rule.

12U Division Rules

All Players will bat

1. Shorthanded rule is in effect during spring and fall seasons. May start or end with eight (8) players, as described in the “Players and Substitutes” section below.
2. OCGSA Pool Player Rules apply.
3. “One-Up” Rule is in effect for the first three (3) innings.
 - a. The offensive team may score up to 5 runs or one-run greater than the current deficit, whichever is greater. The half inning is complete when there are 3 outs, or when one of those scoring limits is reached with less than 3 outs. The intention of this rule is to create the potential for the offensive team to “catch up” when trailing.
 - Example 1: The offensive team is batting in the bottom of the 3rd inning and is losing 2 runs to 8 runs. They are able to score up to 7 runs before making their 3rd out. If they score 7 runs, the half inning is over.
 - Example 2: The offensive team is batting in the bottom of the 3rd inning and is winning 5 runs to 4 runs. They are able to score up to 5 runs before making their 3rd out. If they score 5 runs, the half inning is over.
 - b. There is no run limit beyond the 3rd inning.
 - c. The mercy rule after 4 innings is still in effect as well.

Players and Substitutes

1. Only those players shown on the official roster and the approved pool player(s) will be allowed to play. **Teams will bat all players present at 12U.** No Designated Players (DP or Flex) will be used.
2. Managers can pinch run for their catcher with two (2) outs with a player that has not yet been in the game defensively. If none available, use last out.
3. Open substitution defensively. Each player shall play a minimum of two (2) innings (6 defensive outs) and bat at least once (1) a game. This rule does not apply to games called by time limits or rain. Substitutions must satisfy minimum play rule by the completion of the fourth inning. **Failure to comply with this rule will constitute a forfeit.**
4. 12U division will field nine (9) players.
5. Games may start and finish with only eight players. A team with less than eight players shall forfeit. This is known as the short-handed rule. Managers must list the vacant position last in the batting order. An out will be taken when the vacant position appears on the first time through the batting order only.
6. When fielding nine players and a player is removed from the game as a result of injury, illness, parental, or disciplinary reasons, only their next at bat will be declared an out unless the shorthanded rule is in effect (Forfeit if down to 7 players).

Pitching

1. Pitchers may only pitch 12 outs per game. Exception to this rule – see Article IV. See **ARTICLE VI PLAYING RULES Rule 9 (penalty for exceeding pitching outs) (page 13)**
2. When multiple pitchers are used on the same batter and an out occurs, each pitcher shall be charged with a pitching out.
3. A pitcher’s eligibility shall not be jeopardized if multiple outs occur on the play where her eligibility expires.
4. Pitching changes must be reported to the Umpire and Scorekeeper at the time of the change or prior to the next pitch.
5. Unlimited pitching outs during tournament and inter-league play.
6. The last pitcher of record in the inning will be charged with the remaining outs of a half inning that is completed as a result of the “One-Up” Rule.

14U/HS Division Rules

All players will bat

- a. Shorthanded rule is in effect during spring and fall seasons. May start or end with eight (8) players, as described in the “Players and Substitutes” section below.
- b. OCGSA Pool Player Rules apply.
7. “One-Up” Rule is in effect for the first three (3) innings.
 - a. The offensive team may score up to 5 runs or one-run greater than the current deficit, whichever is greater. The half inning is complete when there are 3 outs, or when one of those scoring limits is reached with less than 3 outs. The intention of this rule is to create the potential for the offensive team to “catch up” when trailing.
 - Example 1: The offensive team is batting in the bottom of the 3rd inning and is losing 2 runs to 8 runs. They are able to score up to 7 runs before making their 3rd out. If they score 7 runs, the half inning is over.
 - Example 2: The offensive team is batting in the bottom of the 3rd inning and is winning 5 runs to 4 runs. They are able to score up to 5 runs before making their 3rd out. If they score 5 runs, the half inning is over.
 - b. There is no run limit beyond the 3rd inning.
 - c. The mercy rule after 4 innings is still in effect as well.

Players and Substitutes

1. Only those players shown on the official roster and the approved pool player(s) will be allowed to play. 14U/HS will bat all players. No Designated Players (DP or Flex) will be used.
2. Managers can pinch run for their catcher with two (2) outs with a player that has not yet been in the game defensively. If none available, use last out.
3. Each player shall play a minimum of two (2) innings (6 defensive outs) and bat at least once (1) a game. This rule does not apply to games called by time limits or rain. Substitutions must satisfy minimum play rule by the completion of the fourth inning. **Failure to comply with this rule will constitute a forfeit.**
4. 14-U division will field nine (9) players.
5. Games may start and finish with only eight players. A team with less than eight players shall forfeit. This is known as the short-handed rule. Managers must list the vacant positions last in the batting order. An out will be taken when the vacant position appears. This is to take place just once (1) for the missing batter.
6. When fielding nine players and a player is removed from the game as a result of injury, illness, parental, or disciplinary reasons, only their next at bat will be declared an out unless the shorthanded rule is in effect (Forfeit if down to 7 players).

Pitching

1. Pitching changes must be reported to the Umpire and Scorekeeper at the time of the change or prior to the next pitch.
2. There is no limit to pitching outs in 14U (**Unlimited**).

Article VII. League Championship

1. All divisions will compete in a tournament at the end of the season.
2. The official seeding order shall be determined as follows:
 - a. Regular Season Win Percentage.
 - b. If a tie exists, teams shall be ranked according to which team had the most wins in head to head competition.
 - c. If a tie still exists, team shall be ranked according to fewest runs allowed in head to head competition during the regular season.
 - d. If a tie still exists, teams shall be ranked according to run differential in head to head competition during the regular season.
 - e. If a tie still exists, a coin flip will determine the final seeding order.
3. Unless otherwise noted, trophies/medals will be awarded to first, second and third place teams. (All players in 6U will receive a participation medal).
4. All regular season rules apply, with the following exceptions:
 - a. Bracket Play
 - Top seeded team in each game shall occupy the 3rd base dugout and can choose between home and away.
 - Game Time – 7 innings or 80 minutes, whichever occurs first. No new inning shall start after the time limit has expired. A new inning begins immediately after the 3rd out of the prior inning with time remaining on the clock.
 - 8U – 6 innings or 80 minutes no-new.
 - Unlimited pitching outs are allowed.
 - Regular season scoring rules apply. See “One Up Rule” above.
 - Games cannot end in a tie. The 8th inning or inning immediately following the clock reaching 0:00 shall begin according to the USA Softball Tie Breaker Rule (Rule 54).
 - 8U – this occurs in the 7th inning or inning immediately following the clock reaching 0:00.
 - b. Championship and 3rd-Place Games
 - Top seeded team shall occupy the 3rd base dugout and shall be home team.
 - Game Time – 7 innings or 90 minutes, whichever occurs first. No new inning shall start after the time limit has expired. A new inning begins immediately after the 3rd out of the prior inning with time remaining on the clock.
 - 8U is 6 innings or 90 minutes no-new.
 - Unlimited pitching outs are allowed.
 - No scoring limit in championship and 3rd place games.
 - Games cannot end in a tie. The 8th inning or inning immediately following the clock reaching 0:00 shall begin according to the USA Softball Tie Breaker Rule (Rule 54).
 - 8U – this occurs in the 7th inning or inning immediately following the clock reaching 0:00.
5. 6U Tournament Play – when scheduling permits, OCGSA will host a 6U tournament during the same week as the other divisions. The 6U Tournament rules may change based on real time factors, but the general format is as follows.
 - a. Regular season scoring rules apply throughout the entire tournament.
 - b. First and Round Games
 - 50 min games or 5 innings, finish the inning.
 - Blind draw to determine matchups.
 - Games can end in a tie
 - c. Second Round Games
 - Same time and innings limit as first round, plus Tie Breaker Rule to mimic 8U.
 - Matchups
 - Game 1 - 1st seed plays 4th seed.
 - Game 2 - 2nd seed plays 3rd seed.
 - Game 3 - 5th seed plays 6th seed as their final game of the season.
 - Seeding Order from first round games.
 - 1) Total runs for, 2) Total runs against, 3) Total Run Differential, 4) Coin flip.
 - d. Championship Game
 - Winner of G1 and G2 with the top seed as home team.
 - 50 minutes on the clock with no new inning after 50 minutes and Tie Breaker Rule to mimic 8U.
6. All games are final. No protests will be allowed.

Article VIII. All Star Tournament Teams

See All-Star Guidelines Document (contact a board member).

Article IX. League Insurance

Orangethirst Girls Softball Association provides Excess Accident Medical Insurance for all Players, Managers, Coaches and league officials who register with the league. The team accident insurance is secondary insurance to your personal or group insurance plan. This means that once your insurance has paid its benefits, the team accident insurance then comes into play, and pays any unpaid expenses. If you have no insurance, then the team insurance pays benefits on a primary basis. Benefits are paid based upon regional reasonable and customary fees.

1. How to File a Claim
 - a. Contact the Safety Officer or Division Coordinator within twenty-four (24) hours of the accident to notify the league and to receive the claim forms.
 - b. Return the completed claim form to the Safety Officer or Division Coordinator within three (3) weeks of the accident so the forms can be filed with the insurance company.
 - c. Forward all itemized bills along with your primary insurance statement as soon as possible to receive your payment.
2. If You Are Uninsured
 - a. Contact the Safety Officer or Division Coordinator within twenty-four (24) hours of the accident to notify the league and to receive the claim forms.
 - b. Provide the Safety Officer or Division Coordinator with a letter from your current employer, on official letterhead, stating that the player's family has no insurance.
 - c. Return the completed claim form to the Safety Officer or Division Coordinator within three (3) weeks of the accident so the forms can be filed with the insurance company.
 - d. Forward all itemized bills to the Safety Officer or Division Coordinator within ninety (90) days of the accident.
 - e. All payments will be forwarded directly to the family and it is your responsibility to pay all related bills in a timely manner.

Article X-Snack Bar

Management

The Board must hold all certifications required by the County of Riverside, Department of Environmental Health. A copy of all certifications must be kept on the premises.

Job duties of Snack Bar volunteers will include, but not be limited to the following:

1. To store, handle, prep and cook all food items according to the Rules and Regulations of the County of Riverside, Department of Environmental Health guidelines.
2. To store, handle and clean all utensils, cooking and prepping surfaces, according to the Rules and Regulations of the County of Riverside, Department of Environmental Health guidelines.
3. The Board Member on-duty will train the volunteer's on the proper storage, prepping, cooking and cleaning of food, utensils and cooking surfaces.
4. The Board Member on-duty will be on the premises during all operating hours unless other arrangements have been made in advance, and approved by the Board of Directors.
5. The Board Member on-duty, or approved replacement, will begin prepping the snack bar one (1) hour before scheduled games. The snack bar will start selling items thirty minutes (30) before game time. This will include the onsite team assigned to the snack bar for their shift.
6. The Board Member on-duty or approved replacement, may start closing the snack bar f o r t y f i v e -minutes (45) prior to the end of the last game being played at such time.

The Snack Bar Coordinator will submit the suggested menu to the Board of Directors prior to each season for approval. The Board must approve all additions or deletions to the snack bar menu.

Team Duties

Every team will need to volunteer to cover snack bar shifts during the season. Failure to have covered the assigned snack bar shift accordingly will result in the forfeit of the missing volunteers' snack bar deposit. The league greatly appreciate the time all of the parents put in to help make it a success. There are some simple rules that need to be followed to ensure that the process runs smoothly, and the safety of every volunteer is assured.

Teams will be assigned snack bar shifts by the Secretary of the Board. All requested changes need to be submitted by the Team Coordinator to the Head Team Coordinator. The number of shifts is determined by the number of teams divided into the number of shifts the snack bar is open during the season. Please note that there may be a shift cancelled due to circumstances beyond the Boards control. If your team's shift is cancelled there is a possibility that the teams shift will be rescheduled to cover another shift later in the season, or to cover any make up games.

Each volunteer is entitled to a 16 oz. fountain drink beverage. Please use the cups provided. If a volunteer would like to purchase items from the snack bar, they must do so from the snack bar window.

The team must first assign a minimum of 4 ADULT volunteers to work each shift in the following stations, although assigning 5 volunteers is greatly preferred based on the age limits listed below. For safety reasons, only 1 (one) pre-approved volunteer under the age of 18 will be allowed in the snack bar during each shift. The Head Team Coordinator can provide a list of pre-approved volunteers.

1. Cash Register Volunteer must be 18 years or older (21 years of age or older preferred).
2. Barbeque Grill Volunteer must be 18 years or older.
3. Food Station Volunteer must be 18 years or older.
4. Drink Station Volunteer must be 18 years or older.
5. Any additional volunteers between the ages of 14 through 17 may assist wherever else needed.

- Please check in fifteen (15) minutes before your shift starts so the ending shift knows there is coverage.
- Always wash your hands with soap and water and wear the provided plastic gloves whenever handling food.

Operating the Cash Register

The adult who is operating the cash register will stand with the Board Member on Duty as they count out the drawer for the ending shift. The arriving shift cash register will begin with the new amount after the deposit has been made. At the end of your shift, you will count it out with the Board Member on Duty.

The adult who is operating the cash register will also bear witness to any funds leaving the cash register. All funds leaving the cash register must be logged and dropped into the safe. The adult operating the cash register and the Board Member on duty will initial all transaction forms and the deposit control log.

Additional Duties

Opening shift and closing shift duties will be posted in the snack bar at all times. Every duty must be done on a daily basis. Any failure to complete duties may cause subject to the forfeiture of the teams snack bar deposit. The Board will decide what, if any, penalty will apply.

Examples of additional duties:

- Decide on who will operate the register and grill.
- Have the adult working the grill take a count of items that are already made: hot dogs, hamburgers, chicken. Make sure there is some defrosting if you are running low.
- Put a parent in charge of restocking the condiment tray.
- As your shift gets near the end you need to start washing any of the dirty dishes or utensils that were used during your shift. Sweep the floor and wipe down the counters. It's not fair to the next shift to leave the snack bar a mess.

Incident Reports

Anyone witnessed helping themselves to free food, drinks and/or giving away free food and drinks must be documented on an Incident report and turned into the Board Member on Duty.

The Orangecrest Girls Softball Board of Directors would like to welcome you!

Welcome to Orangecrest Girls Softball Association. We are looking forward to an exciting year of softball and hope each of you will have a rewarding experience. We would like to encourage the involvement of each parent in some capacity. We also encourage any comments or suggestions as we work to improve our Association. Below you will find some frequently asked questions. If you have any additional questions, please contact your OCGSA Board Member.

Questions & Answers:

1. When will my daughter be contacted about the team she is on?

A: Players will be contacted within 2-3 days after the team drafts are completed and the Manager has a list of players for their team roster.

2. Will a man or a woman coach my daughter?

A: It may be either one. However, OCGSA rules require that a woman be present at all team functions. See Article V, Section A-1.

3. Where will my daughter's team practices be held?

A: OCGSA assigns each division fields at Orange Terrace Park. The OCGSA Board of Directors will issue fields and time slots to each team. If OCGSA is able to obtain any other practice field, it will be another field in Riverside.

4. How many times will my daughter's team practice?

A: OCGSA assigns two (2) preseason practices per week for pre-season and 1 practice per week during the season. However, Managers may choose to hold more than two. Practice days and times will likely change once the season begins. See Article V, Section A-4.

5. Where are the games played?

A: Games will be played at Orange Terrace Park.

6. What time will games and practices be held?

A: Games can be played Monday through Friday and will start at 5:00PM. Games will be played throughout the day on Saturday beginning at 8:00AM. There is a possibility of Sunday games due to rain outs and the lack of fields available in the Orangecrest area. Practices will be scheduled through the manager or coach.

7. Will I need to provide a uniform for my daughter?

A: Unless otherwise noted, no. The league typically provides a jersey. You need to provide a glove, softball pants, socks, a helmet with face guard, possibly a belt, and cleats. Sliding pads are recommended but not required. **The batting helmet MUST have a faceguard.**

8. Will my daughter need to sell fundraiser products?

A: Yes, the cost of operating OCGSA is tremendous and the need for fundraisers is important in keeping the cost of registration down. You have an option to either sell the designated fundraiser product or select the buy-out option which involves making a donation to the league for the amount of profit the league would have made had your daughter sold the product.

9. *How can I volunteer my time to OCGSA?*

A: **OCGSA is always in need of volunteers.** You can become a Manager, Coach, or a Team Parent by contacting any Board Member or by visiting our website at www.ocgsa.com

10. *What if my daughter does not attend evaluations?*

A: Any preregistered player who does not attend evaluations will be placed in a “blind draw” during the manager’s draft. She will be randomly selected by a manager once all other players who attended the evaluations have been placed on a team. Please note that players who do not attend evaluations cannot be considered as a registered pitcher or catcher.