

WSAGW OPERATIONAL GUIDELINES

(Revised 08/2018)

1. **OFFICIAL STARTING TIMES:** Official starting times will be 6:15, 7:30, and 8:45 p.m. All players must be at their designated field and ready to play at these times.
 - a. **THERE WILL BE A 10-MINUTE GRACE PERIOD ONLY FOR A TEAM THAT HAS LESS THAN NINE (9) PLAYERS. THIS GRACE PERIOD WILL APPLY FOR THE 6:15 GAME ONLY. THE LENGTH OF THE AFFECTED GAME AND ANY SUBSEQUENT GAMES FOR THAT DATE SHALL NOT BE ALTERED.**
 - b. The Visiting Team should take and complete its infield warm-up by 6:10pm. If the Visiting Team does not take its warm-up by 6:10, it forfeits its warm-up. The Visiting Team will not be allowed to take warm-ups beyond 6:10 when it is scheduled to play in the first game of the night. The Home Team should take its infield warm-up immediately after the Visitors have finished.
 - c. The 7:30 and 8:45 games will allow a three-minute infield practice for each team. The visiting team will go first. The home team will go second and remain on the field afterward to begin the game.
2. **REGULATION GAMES:** A regulation game shall consist of seven (7) innings, except in the following cases:
 - a. The mercy rule is still in effect for any game with a team leading by:
 1. 20 runs after 3 ½ or 4 innings
 2. 12 runs after 4 ½ or 5 innings.
 - b. Pitchers shall have up to five (5) warm-up pitches in the 1st inning and one (1) each inning thereafter.
 - c. Batters begin with a “1 & 1” pitch count. Batters will receive one additional strike only on a fouled 3RD strike - “one to give” (in this instance we will follow the USSSA rule)
 - d. All tie games will continue play until the tie is broken.
 - e. The pitcher’s arc shall be 6-10 feet.
 - f. Crossover games: In the event of a crossover game, a coin toss will determine which team is the home team. The second team listed on the schedule will supply the game ball.
 - g. **NO SMOKING OR DRINKING** is allowed in the coaches’ box. This includes all forms of E-Cigarettes and vaping
3. **STEALING:** Stealing is not permitted.
4. **TIME:** THERE IS NO TIME LIMIT
5. **NO UMPIRE:** A team must stay at the field for one-half hour after the scheduled game time if an umpire has not arrived. On regular game nights this means until 6:45, 8:00, and 9:15 p.m. **JUST BECAUSE THE FIRST GAME IS POSTPONED DOES NOT AUTOMATICALLY MEAN THE NEXT TWO GAMES WILL BE.**
6. **FORFEITS:** After one (1) on the field forfeits by any team shall necessitate the following disciplinary action by the Board of Directors: A fine set in the preseason by the board equal to roughly the cost of the game (lights, umpires, chalk, etc.) shall be assessed for each additional forfeited game to said team. If the fee is not paid prior to their next scheduled playing date, said team shall be suspended for the remainder of the season. All scheduled games, played or not played, shall be disregarded for that season.
7. **SCORING:** Each team shall keep a score book.
 - a. All scorebooks will contain the first name and last initial of the player, their respective number, and position.

- b. Each team manager must submit a line-up card (see 7-a) to the opposing team before the official WSAGW scheduled game starting times.
- c. **THE HOME TEAM'S SCOREBOOK IS THE OFFICIAL BOOK.** As such, it must be kept in a neat and accurate manner that can be produced immediately at the request of the board if needed.
- d. The winning team is responsible for calling/texting to report the score. The phone number will be given to the team representative. Any score that is not reported by midnight of the night the game was played will not be recorded as a win for the winning team but a will remain a loss for the losing team.

8. EQUIPMENT:

- a. **UNIFORMS:** All players must wear jerseys of the same or approximate color (if there is a question, the umpire has the final say) as the other members of their team. Each player must have a number. All numbers must be visible and only one player may have a particular number for a particular game. Uniform pants, undershirts, and headgear are not required. Players will be allowed to wear non-matching head gear (hats, bandanas, sweatbands, etc.) Metal spikes and open toed shoes are prohibited. **NOTE: ANY VIOLATION OF (8-a) THE ABOVE WILL MAKE THE OFFENDING PLAYER INELIGIBLE UNTIL THE OFFENSE IS CORRECTED.**
- b. **FACE MASK:** The catcher must wear a true catcher's mask, whether it has a throat guard or not, a fielder's mask is not allowed as a substitute for a catcher's mask.
- c. **GAME BALLS:** The home team must provide a new 11-inch softball for each game. The home team will be responsible for providing the new game softball and a good 11-inch used softball as a back up. **BOTH BALLS MUST BE THE BRAND AND SPECIFICATIONS OF THE BALLS SUPPLIED BY THE WSAGW FOR THE SPECIFIC SEASON..** Each team will receive a supply of new balls in the beginning of the season to be used for this purpose. The home team will keep both balls upon completion of the game.
- d. **BATS:** As of 2017 , the following bats are to be used in WSAGW-governed activities:
 - 1. Any USA Softball-approved bats that clearly and legibly bear the 2000, 2004 or 2013 Certification Mark (shown here).



AND

passes the compression standards testing provided by the league and bears an unaltered compression WSAGW sticker valid for that season. Testing times and locations for the season will be announced by the league at the April Meeting.

- 2. Triple-wall, USSSA, bats appearing on the USA Softball banned bat list **AND** any without a compression certification sticker are not allowed under any circumstances.

NOTE: USA Softball penalties (see USA Softball rule book page 87, Rule 8, Section 7.10) for violation of this guideline will be enforced to the fullest extent possible.

- 9. **UMPIRES:** Umpires will be USA Softball sanctioned. If no USA Softball umpires are present, both team managers may play a game upon the acceptance of another umpire. There will be one umpire per game during the regular season and two umpires per game at playoffs and finals if fiscally available and member approved.
- 10. **PROTESTS:** Following a legal on field protest the procedure will be as follows: Notification must be made verbally to a Board of Directors member who is not involved in the infraction within 24 hours

following the protested game. Then, two governors **MUST** approve the validity of the protest before it can be moved forward to the Executive Board for review. All protests must be submitted in writing and forwarded to the president with a \$25.00 fee no later than one week after the protested game. If the protest is found to be valid, the \$25.00 fee will be refunded regardless of the outcome.

The Board of Directors then shall notify, following written notification, the team representative, manager, umpire, and offender if there is a need for a hearing. The Board of Directors, with a majority affirmative vote, will decide what further action, if any will be taken.

11. **UNSPORTSMANLIKE CONDUCT:** During any WSAGW-sponsored activity (ex. Games, Spaghetti Dinner, League Party, Meetings, etc.), any physical gestures, physical contact, taunting or verbal assault (DIRECT OR INDIRECT) by anyone or directed at anyone participating in this league (INCLUDING PLAYERS, COACHES, MANAGERS, UMPIRES AND SPECTATORS) will NOT be tolerated. Offenses that can lead to ejection include, but are not limited to the following:

1. Throwing equipment (bats, gloves, helmets, etc.)
2. Foul language or inappropriate comments
3. Any violent attempt to hit another person

If the complaint is found valid, and is corroborated, the offender(s) will be automatically and immediately suspended by the Executive Board until their hearing before the full hearing/protest board which will/can be comprised of Executive Board, Board of Directors or other league members as deemed appropriate.

Additional suspension of other members may be issued as a result of the hearing.

Any umpire ejection will result in an automatic minimum suspension of 1 game (remainder of the "ejected" game and the next scheduled/played game).

Suspensions for umpire ejection will be progressive and as follows:

- i. First offense=1-3 games
- ii. Second offense=3-5 games
- iii. Third offense & after=season, including the playoffs
- iv. Readmission into the WSAGW would be pending a Formal Review by the WSAGW Board of Directors.

NOTE: Suspended players are NOT ALLOWED on the bench and cannot be in uniform; suspensions may carry over into the next season.

BENCH CONDUCT: No drinking of Alcoholic Beverages on the player's benches or in the playing area.

12. **FINES:** Beginning in 2007, meeting fines are assessed on a progressive scale. Fines will be as follows:

Missed meeting: \$5.00 first missed meeting
\$10.00 second missed meeting
\$15.00 third missed meeting, etc.

Early departure/late arrival:
\$2.00 first offense
\$4.00 second offense
\$6.00 third offense, etc.

Any team(s) not represented at any meeting (ex. signed in) will be assessed a fine. The progressive scale shall be in effect for each individual season. All teams will be reset at the start of a new season once any and all previous fines are paid in full. **YOU MUST CONTACT THE TREASURER OR PRESIDENT ON YOUR OWN TIME TO PAY YOUR FINES.**

Participation in fundraising activities and/or events is expected and may be required.

Failure to participate may result in fines and/or penalties as determined by the Board of Directors.

NOTE: FINES MUST BE PAID IN FULL BEFORE THE OFFENDING TEAM TAKES THE FIELD FOR ITS NEXT SCHEDULED GAME; FAILURE TO DO SO WILL RESULT IN A FORFEITURE OF ANY GAME PLAYED BEFORE THE FINES ARE PAID. Teams with unpaid

finances are considered not in good standing, and cannot vote on league business until the fines are paid.)

13. **ROSTERS:** A team may not have more than twenty (20) players signed on its roster at any time. Team rosters must be submitted to the Board of Directors on or before the date directed by the president. The President shall set the closing date for the rosters each year and after that time no names may be added or changed, with the exceptions noted below. **ALL PLAYERS MUST SIGN THE ROSTER BEFORE TAKING THE FIELD OR PLAYING IN ANY GAME. FAILURE TO DO SO WILL RESULT IN A FORFEIT OF ANY GAME THE OFFENDING PLAYER APPEARED IN PRIOR TO SIGNING THE ROSTER.**

Exceptions will be:

Midway through the season, at the time designated by the president, each team may remove a maximum of two (2) players from its roster and add up to five (5) additional players. All roster additions or removals at mid-season REQUIRE 48 hour prior notice to either the president or treasurer. Rosters will be available for a minimum of two (2) playing dates.

Open roster night movement of players between teams is highly discouraged. A player may change from one existing team to another, only during open roster at the Mid-Season dates, and only after receiving prior permission of the president. This roster change WILL NOT be considered a managerial team drop as stated above.

After the mid-season changes no roster changes of any kind, including but not limited to signatures not having been obtained, will be made except the following condition: A player may be added at any time, with 48 hours prior notification, upon verification of returning from active military service.

All potential players- who are members of any high school or college team, may NOT sign the roster or participate until mid-season.

All players must be at least 18 years of age before signing the roster of that year to be eligible to play. This includes turning 18 before signing for the add/drop period.

Rosters shall be composed of the following information FOR ALL PLAYERS REGARDLESS OF AGE: name of players, their street address, date of birth, and their signature. In addition, managers must be listed with a phone number. All signers must initial that they have read and agree to adhere to the code of conduct.

No one can sign the roster for another player.

If a player is believed to be an illegal player, a team may request a signature comparison to the original roster signature by the Board of Directors.

14. **FEES:** Payment of fees is as follows:

- a. Each team will be required to pay an out-of-town fee for each person on his or her roster that does not reside in the Town of Windham. The rate of payment will be determined by the Town of Windham and will be collected by a date determined by the Board.
- b. Each team will be required to pay a league fee for each person on his or her roster. The rate of payment will be determined by the Board of Directors and will be collected by a date determined by the Board.
- c. Each associate member (managers, scorekeepers, base coaches not already on the roster as a player) shall pay a fee determined by the Board of Directors, but shall not be subject to an out of town fee.

15. **COURTESY/SUBSTITUTE RUNNERS:** Courtesy/substitute runners may be used as follows:

- a. Any player fifty (50) years of age or older, MAY choose to invoke the 50+ substitute runner rule. A list of eligible players over 50 years of age will be provided by the league.
 - i. The rule requires the original player MUST bat and safely reach a base (i.e. first base, second base, third base).

- ii. Once the player safely reaches the base, including any dead ball advances issued by the umpire a substitute runner MAY be designated. Should a substitute over 50 runner not be designated before the next batter receives a pitch, the ability to do so that at bat is forfeited
 - iii. In the event of an intentional walk, the batter MUST occupy first base before the substitute runner is awarded.
 - iv. The player who made the last recorded out shall be the substitute runner if the 50+ Rule is exercised.
 - v. If the substitute runner comes up to bat while being on base, the team may use another substitute runner to complete the trip without penalty. The replacement substitute runner shall be the last recorded out. If the current runner is still the last recorded out then the order is worked backwards to find the next available out. If multiple substitute runners occur in an inning, the order of available runners shall be worked backwards to the next eligible runner.
 - vi. In the event that no out has been recorded in the game, the substitute runner shall be the last available batter.
 - vii. Over 50 players in a given season will be pre-approved for subsequent seasons. Those turning 50 during a season must have their eligibility verified during open roster dates by an executive board member, with eligibility starting on their 50th birthday.
- b. Courtesy runner(s) for injury or medical purposes may be used at any time during the game with the agreement of both coaches. The conference must be in the presence of the umpire.
- i. The rule requires that the original player MUST bat and, safely reach first base. This original player may not advance beyond first base if a medical/injury courtesy runner has been previously agreed upon. The only exception is for a dead ball advancement issued by the umpire. The Courtesy runner will advance as directed by the umpire once occupying first.
 - ii. In the event of an intentional walk, the batter MUST occupy first base before the courtesy runner is awarded.
 - iii. Once the player safely reaches first base a courtesy runner is designated upon the end of the play during an officials timeout. Once agreed upon, a courtesy runner for this player must be used for the remainder of that game, although the runner will change depending upon the last recorded out.
 - iv. The player who made the last recorded out shall be the courtesy runner.
 - In the event that NO OUTS has been recorded in the game, the courtesy runner shall be the last available batter.
 - If multiple courtesy runners occur in a team's single inning, the order is worked backwards to locate the next appropriate eligible runner.
 - If the courtesy runner comes up to bat while being on base, the team may use another substitute runner to complete the trip without penalty. The replacement substitute runner shall be the last recorded out. If the current runner is still the last recorded out then the order is worked backwards to find the next available out.

16. FIELD BOUNDARIES: Foul boundaries will be as follows:

a. **Field 2 (Gate field)**

- 1. **1st Base:** An imaginary line from the farthest end of the fence in front of the team bench away from home plate to the first light pole after the farthest end of the fence in front of the spectators away from home plate; then the light poles are used all the way down the field.
- 2. **3rd Base:** An imaginary line from the farthest end of the fence in front of the team bench away from home plate to the first light pole; then the light poles are used all the way down the field.

- b. **Field 3 (Sewer field)**
 - 1. **1st Base:** An imaginary line from the farthest end of the spectators fence away from home plate to the first light pole; then the light poles are used all the way down the field.
 - 2. **3rd Base:** An imaginary line from the farthest end of the spectators fence away from home plate to the first light pole; then the light poles are used all the way down the field.
17. In any situation where a team believes that unusual circumstances resulted in an unfavorable or unfair outcome, they may appeal the outcome to the Executive Board for their consideration. However, judgement calls of officials are not a grounds for appeal.

WSAGW Bat Compression Testing Guidelines

(revised 3/2017)

- 1. All bats shall be compression tested prior to being deemed legal for play in WSAGW.
- 2. Testing Committee shall be formed and trained before April 1 of the season year.
- 3. Testing times and locations shall be provided by the committee at the April meeting. Sessions shall be scheduled to accommodate pre-season, mid-season and playoff bat purchases.
- 4. Additional individual testing shall be provided at the discretion of the testing committee throughout the season. Guidelines and notification standards for these requests shall be announced at the April meeting.
- 5. WSAGW will place specialized, hologram stickers upon the bat as verification of passing the WSAGW compression test.
- 6. Any altered stickers will deem the bat invalid for use.
- 7. All compression tests are only valid for the season in which they are tested. Bats must be retested each season in order to be certified for that season.